

HARP™

#3006

HIGH ADVENTURE
ROLE PLAYING™

Bazaar
Annual™

ICE

AD&DTM

HIGH ADVENTURE
ROLE PLAYINGTM

**Bazaar
Annual**TM

ICE



BAZAAR ANNUAL





Authors: Tim Dugger;

Editors: Heike A. Kubasch, Tim Dugger;

Cover Art: Sarah Wroot (as modified by Tim Dugger);

Interior Art: Toren "MacBin" Atkinson, Peter Bergting, David Bezzina, Joel Biske, John Dollar, Mike Jackson, Jeff Laubenstein, Cara Mitten, Craig Henderson, Myer, Colin Throm, Keirston Vande Kraats, Jeremy Dylan Mohler, Jonathan White;

Art Direction: Jeff Laubenstein;

Pagemaking: Sherry Robinson;

Proofreading: THE Howard Huggins, Lori Dugger, Bruce Neidlinger;

ICE Staff—

President: Heike A. Kubasch;

CEO: Bruce Neidlinger;

Editing, Development, & Production Staff: Heike A. Kubasch, Bruce Neidlinger, Tim Dugger, Lori Dugger,

Web Mistress: Monica L. Wilson;

Corporate Mascots: Gandalf T. Cat, Rajah T. Cat, Phoebe T. Cat, Ember T. Cat;

ICE Cheering Section & Moral Support: Karl & Helga Kubasch, John Seal, Claudia & Alexandra Aulum, Elke Lübbert, Inge Bendfeldt, Peggy, Christoph & Helen Bendfeldt, Judy & Hasmukh Shah, John Ross, Gavin Bennet, Brad Williams, Brent Knorr, Jonathan Dale, Mario Butter, the Guild Companion (www.guildcompanion.com), and all ICE fans everywhere: Thanks for keeping the faith!

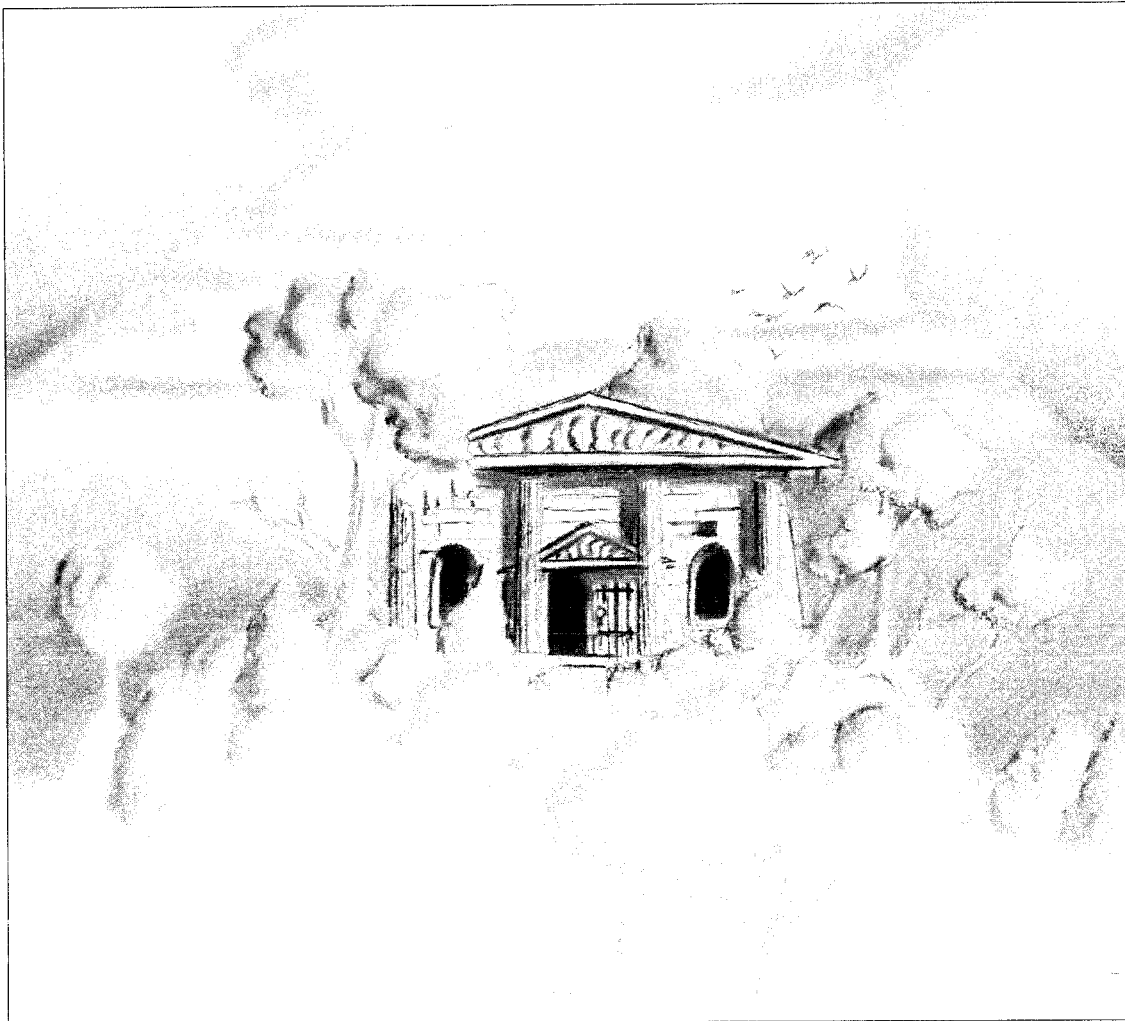




Table of Contents

Introduction	3	Clerical Orders	23
Races	4	Earth Wardens	23
Aesyf	4	Guardians of the Night	24
Drogosi	4	Lore Wardens of Arnach	25
Kalbari	5	The Fist of Thorok	26
Ketuari	5	The Gatekeepers	27
Merak	6	The Justicars	28
Phrenali	6	The Order of the Daystar	29
Volar	7	The Seekers of Valorn	30
Vsori	7	The Sentinels of the Weald	31
Cultures	9	Magic	32
Arboreal	9	Casting Traditions	32
Avian	9	Paladin Sphere	35
Cragger	9	New Spells	38
High Valley	10	Combat	41
Highlands	10	Damage Dice	41
Nali	10	Hack & Slash	43
Oceanic	10	Using the Attack Tables	45
Tribal	11	Attack Tables	51
Blood Talents	12	Life Point System	77
Aesyf	12	New Magic Items	79
Drogosi	12	Additional Optional Rules	81
Kalbari	12	Irregular Stats	83
Ketuari	12	Monsters	86
Merak	13	Bogmari	86
Phrenali	13	Wildlings	88
Volar	13	Elementals	90
Vsori	13	Air Elemental	92
Monstrous Hybrids	14	Earth Elemental	94
Professions	18	Fire Elemental	96
Beastmaster	18	Water Elemental	98
Paladin	18	Monster Notes	100
Skills	20	Index	103
Talents	22		

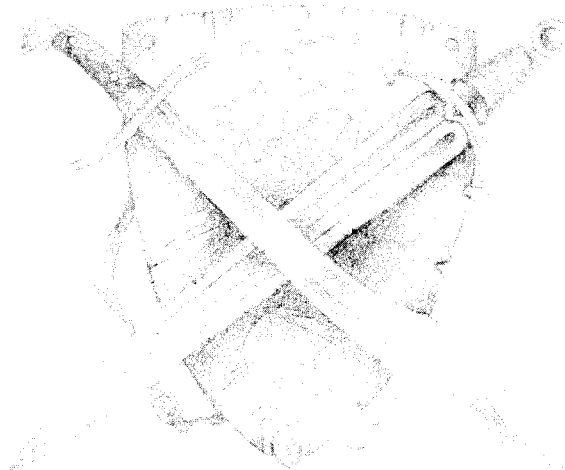
Introduction

Welcome to the very first **Bazaar Annual**! I will keep the introduction short and sweet as I have done in each of the issues of **HARPer's Bazaar** that we have published. That way you get the bang for your buck here.

As you know, this product is a compilation of several issues of **HARPer's Bazaar** along with **Hack & Slash**, the combat oriented PDF product that ICE put out last year. What you may not know is that due to a small error on my part, we decided to include, at the last minute, **HARPer's Bazaar #5** as well.

What happened was that I started off the naming of the Bazaar's with both a Volume and an Issue number. HB #5 should have technically been Volume 2, Issue #1. But I forgot, and made it Issue #5 and thus you are now holding a 106 page product in your hands rather than one about 90 pages or so.

All I can say at this point is... Enjoy!





Races

AESYR

It is said that giants walk among us. This is especially true when one of the reclusive Aesyrr leave their secluded valleys in search of adventure. It is rumored that the Aesyrr are related to the Jotun, but this is unproven, and many scholars scoff at this idea since the Jotun often have coloration of skin and hair based upon their elemental affinity, while the Aesyrr look more like Humans. It is known that the Aesyrr, almost uniformly, hate the Jotun for their past aggressions.

DEMEANOR: On average, the Aesyrr are a boisterous, yet peaceful people. They take great joy in life, and they let this be known through their attitudes and general outlook on life. They tend to find amusement in most anything.

However, under this exuberant and joyful exterior, the Aesyrr can be fierce and determined foes. They have no patience or tolerance for deceit or for those who try to take what is theirs. While the Aesyrr are slow to anger normally, they are also extremely slow to forgive. It is not unusual for the grandchildren of a slighted and angry Aesyrr to hold a grudge against those who wronged their ancestor.

APPEARANCE: The Aesyrr look exactly like normal humans, only bigger. They stand between 7 and 8 feet tall on average, and like humans, they can sport a variety of skin, eye, and hair colors, though a ruddy complexion and dark hair and eyes is most common.

LIFESPAN: Aesyrr live an average of 100 years.



CULTURE: The Aesyrr prefer the Highland Culture or the High Valley Culture most specifically, but Rural, Sylvan, and sometimes even the Urban culture can be the basis of Aesyrr settlements.

SPECIAL ABILITIES:

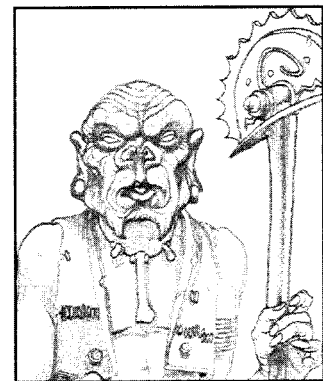
Great Stature – The Aesyrr are a large race (they do not receive Large criticals), gaining a +5 to their Strength bonus, already included below.

Iron Grip – The Aesyrr are able to wield two-handed melee weapons one-handed with no penalties. All one-handed melee weapons have their fumble ranges reduced to 01-02.

Great Heft – The Aesyrr are able to carry double the normal weight allowed for each Encumbrance range without additional penalty.

DROGOSI

Living in the deep forests and jungles far from the centers of civilization, the Drogosi, also known as the Tree Wraiths to some, strive simply to survive against the creatures that they share their home with. Many cultures whose lands border those of the Drogosi are very distrustful of them and think of them as thieves, just as the Drogosi are often distrustful of others.



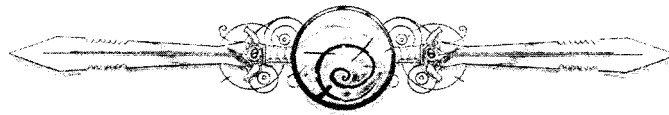
DEMEANOR: The Drogosi are a stoic people, not prone to expressing much emotion to outsiders. In combat, they are fierce and will not give quarter to their foes. The Drogosi are distrustful of outsiders. Their legends say that they once lived in quiet peaceful lands until other races started expanding and pushed them into more dangerous territories.

APPEARANCE: The Drogosi look very much like humans in build and stature, having an average height of about 5 1/2 feet. Their noses are turned up, almost like a snout, and their skin has a wrinkled, leathery texture to it. An oversized brow gives their eyes a deep, sunken look.

LIFESPAN: Drogosi live an average of 130 years.

CULTURE: The Drogosi are most often found in a Tribal culture, though Sylvan and Rural cultures are not unheard of for this race.





SPECIAL ABILITIES:

Life Sense – The Drogosi have the unique ability to sense the presence of other life forms. To accomplish this, they must make a successful Medium Mental Focus maneuver. This will allow them to sense the presence of any life form larger than an insect within a 30' radius of their location. For every 10 points above what is needed to use their Life Sense, the radius is extended by another 10'. This ability may not be used while moving, and requires one full minute of concentration to use. A character using this ability will be able to determine direction and distance, and whether the life sensed is an animal or sentient being.

Natural Camouflage — Drogosi have the innate ability to alter the hue of their skin and clothes, so as to closely resemble their surroundings. This camouflage grants a bonus of +25 to all Stalking/Hiding attempts.

Outdoorsmen – The Drogosi are natural outdoorsmen. They gain a bonus of +15 to all Outdoors skills and to Herbcraft.

KALBARI

DEMEANOR: The Kalbari are a solemn, distrustful race of people. They are often short-tempered even when not angered; they are very brusque and almost rude to those that they encounter. The Kalbari respect and admire shows of strength, and this has colored their perceptions. They view most other races as being inferior and thus not worthy of courtesy, however this is tempered with the realization that their normal views would prevent commerce with others, thus the brusque attitudes.

The greatest honor that a Kalbari can bestow upon a person from another race is the appellation of “friend”. When bestowed, the Kalbari also normally bestows a small token, such as a pendant, upon the new friend. This token when viewed by other Kalbari shows that they are true friends, and this affords the individual with much greater respect from the Kalbari than they might otherwise show.

APPEARANCE: The Kalbari are humanoid in form, with the same number of digits on hands and feet as most other races. Their skin is covered with a tough grey hide that has a rough, pebbly appearance. They stand about 5' in height on average, and have a stocky build. The Kalbari do not have external ears like many other races, their ears are internal and covered by a layer of taut skin. The Kalbari, unlike many other races, have very little in the way of outer appendages, other than arms and legs, even their noses are highly flattened on their faces.

They have dark coarse hair that runs in a single stripe from the crown of their head on down to the small of their back. The Kalbari men trim their hair to just an inch or two in length, while the female grows her much longer, often braiding it and weaving beads and colored stones into the beads.

LIFESPAN: Kalbari live an average of 90 years.

CULTURE: The Kalbari prefer digging their homes into the side of cliffs, carving them out of the living rock, thus the Cragger culture is their default culture.

SPECIAL ABILITIES:

Tough Hide (Minor) – The Kalbari have a tough grey hide that protects them as if they were wearing soft leather (+20 DB).

Stone Sense – With innate faculties for stone and stonework, Kalbari may attempt a normal Medium Perception Maneuver to notice unusual details, such as hidden doorways, traps within the stone itself, or flaws in stonework that could be potentially dangerous (such as those in floors or ceilings).

Dark Vision (Lesser) – Kalbari have the ability to see up to 10' in total darkness. With at least some illumination, such as a candle, lantern, or torch, they are able to see up to twice as far as the light provides.

Example: *Without a torch, a Kalbari can see clearly up to 10' in total darkness. With a lit torch in hand, illuminating a 20' radius, the Kalbari will be able to see 30' clearly, plus an additional 10' at a -40 to their Perception.*

KETUARI

DEMEANOR: The Ketuari are a solitary, quiet people. They are quiet and introspective most of the time, yet are quite outgoing to those that they call friend. The Ketuari also believe that it is important to get out and see the world, so it is not unusual to see young Ketuari wandering the world in search of adventure.

APPEARANCE: Ketuari have a humanoid upper torso while their legs resemble that of a goat and instead of feet, they have sturdy hooves, except that they have no fur their skin is often grayish in color and resembles granite in texture while remaining supple.

LIFESPAN: Ketuari live an average of 120 years.

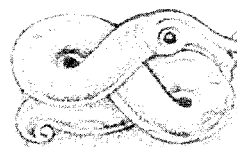
CULTURE: The Ketuari prefer to live among rocky, hilly country far up the side of mountains, thus the Highlands Culture is their default culture.

SPECIAL ABILITIES:

Tough Hide (Minor) – Ketuari have an extremely thick, almost rock-like skin. This grants them a natural bonus to DB of +20.

Direction Sense – The Ketuari have a natural sense of direction, and can always tell which direction is north, even when underground.

Reverberating Strength – The Ketuari have incredible strength. All Concussion Hits dealt in an attack are doubled.





MERAK

Merak dislike staying in one place very long. They love to travel and see the world, especially aboard ships. Most Merak who travel inland tend to become melancholy and long for the sight of the endless water of the oceans. To those who they meet, the Merak are invariably friendly and cordial, however there is something about them that makes one think that they are just slightly condescending towards those who are land locked.

APPEARANCE: The Merak look just like humans for the most part, except for a few minor, yet telling differences. First off, the Merak's skin is a light shade of blue in color, and appears finely scaled, much like that of a fish. They also possess gill slits along the sides of their necks, and their fingers and toes are connected by a light, yet tough webbing. The Merak have no body hair at all, though they often decorate their scalps with fanciful tattoos and other markings.

LIFESPAN: Merak live an average of 130 years.

CULTURE: The Merak love the seas and the ocean. Of all the cultures available, they most prefer the Oceanic culture.

SPECIAL ABILITIES:

Water Vision— Merak can clearly see up to 100' easily when underwater. This ability also grants them Night Vision, as per the talent, but at half of the normal ranges listed for it.

Amphibian — The Merak is able to function in water as easily as it does on land, and can actually breathe in a liquid environment. For every 5 ranks a Merak has in swimming it adds +2 to its BMR while in water.

Natural Sea Immunity — Merak have an innate immunity to extremes of naturally occurring cold, although they are still penalized by the effects of magical cold. Merak are also unaffected by the pressures of deep water.

PHRENALI

With oversized eyes that glisten like liquid gemstones, and a look that seemingly penetrates to the very soul, many people find the Phrenali to be very intimidating despite their smaller stature. Their pale skins, along with their eyes, herald their subterranean origins, but these quiet people are peaceful agrarian. Many different cultures like to hire Phrenali as negotiators or ambassadors as they can command a great presence even with their short stature.

DEMEANOR: Phrenali are one of the calmest races around. Nothing ever seems to ruffle their feathers, not even the effects of a fear spell can get them to lose their cool. The Phrenali are not without emotion, nor do they have problems expressing it. They just do not show extremes of emotions.

APPEARANCE: The stand between 4 and 5 feet tall on average. Neither Phrenali men nor women have hair on their heads, not even eyebrows, though some of the men of this race may grow a mustache. Their

noses are extremely flattened in nature and barely protrude. While most Phrenali have large jet black eyes with no pupils, a dark lavender eye color is occasionally found. Phrenali have pale skin tones due to the fact that they originally evolved underground and later moved to the surface because of some threat.

LIFESPAN: Phrenali live an average of 200 years.

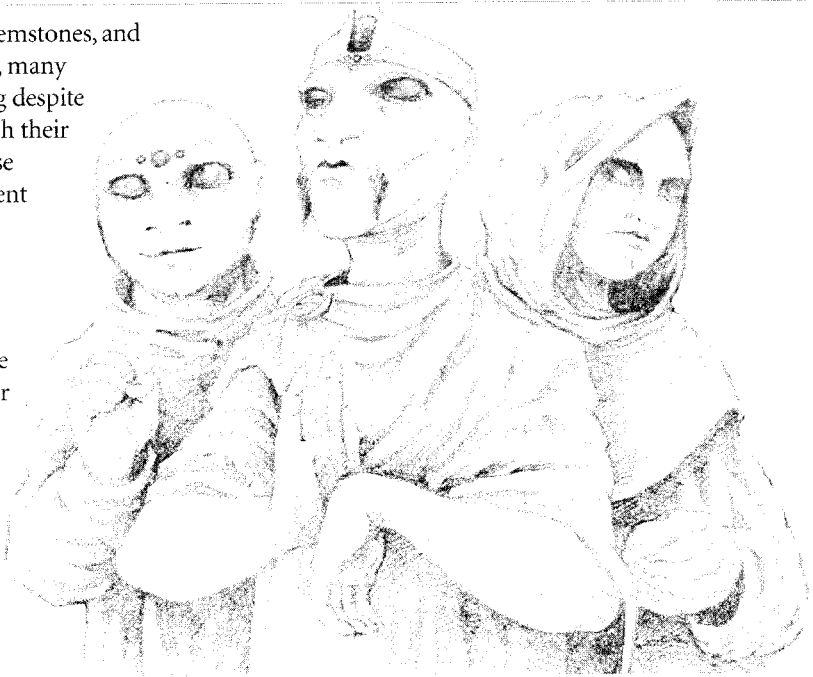
CULTURE: While the Phrenali may be found in almost any culture, they most often prefer the culture known as the Nali culture.

SPECIAL ABILITIES:

Visual Acuity — The Phrenali have superb vision. They are able to see twice as far as other races. This is what grants them Enhancements to their Night Vision, making it more powerful than that possessed by other races. This also grants them a +5 to all vision related Perception maneuvers.

Unnerving Stare — The stare of a Phrenali is very unnerving to those of other races. When a character notices that a Phrenali is staring at them, they are required to make a Will-based RR (150) or they will be unnerved, doubling the fumble range for any action performed while the Phrenali continues to stare at them and for 1 minute afterwards. This ability only works on sentient beings, and will not work on animals, undead, or other creatures.

Enhanced Night Vision — Phrenali can clearly see up to 200' easily on a starlit night. By the light of a full moon they can see up to 1,000' as if in broad daylight. In total darkness they are able to see up to 20' without problems. Without the Visual Acuity ability, this would be restricted to normal Night Vision.





VOLAR

The Volar love the freedom granted them by flight. Soaring across the sky is a pleasure that they all cherish.

DEMEANOR: The Volar are a carefree people. They enjoy being able to soar among the clouds. They are often gifted with a capriciousness that is not found in other races.

APPEARANCE: The Volar look just like small, slightly built Humans, averaging between 4' and 4'6" in height, with the exception being that the Volar do not have hair of any sort on their bodies. Their heads are covered in feathers, and their eyebrows are also feathery in nature as well. From the Volar's backs spring a pair of wings, with a span of twice their height.

The Volar are able to fold their wings enough that they can wear a cloak over them, giving the appearance of wearing an odd pack under the cloak.

LIFESPAN: Volar live an average of 85 years.

CULTURE: The Volar love high places, and thus most often prefer the Avian culture. However, it is not wholly unusual to find them in other cultures as well.

SPECIAL ABILITIES:

Flight – The Volar have a Base Flight Rate (BFR) equal to twice their Base Movement Rate (BMR). The Volar can fly continuously for a maximum number of hours equal to their Constitution Bonus without rest. The Volar may increase their flight speed using pace multipliers, just as with their BMR, however doing so reduces their maximum flight time accordingly (i.e. if flying at a run, 2x Pace, divide maximum flight time by 2). When flying, Encumbrance Penalties are doubled for the Volar.

Enhanced Senses — The Volar have very acute senses. This gives them a +10 to all Perception maneuvers.

Cold Immunity – Volar have an innate immunity to extremes of naturally occurring cold, although they are still penalized by the effects of magical cold.

VSORI

DEMEANOR: The Vsori are serious, somber race. They originally came from a land with many giant trees, however, the ground beneath those trees was dangerous in the extreme, filled with many dangerous creatures and even plants. Survival for them was a continuous struggle. This has left them with a very stoic and pragmatic attitude that often comes across as being distant or unfriendly.

However, Vsori also like to challenge themselves against nature. This often shows up in their willingness to live in hazardous areas and their stubborn refusal to give in to adversity.

APPEARANCE: Vsori resemble miniature humans, averaging a little over 4' in height, with females ranging only a few inches shorter. Their eyes and eyebrows are canted up an angle and their ears have slight points, giving them a slightly devilish look. Vsori retain their youthful

appearance until just a few months before their deaths. At this point, they begin to age rapidly.

The Vsori have only three fingers plus thumb, for a total of 4 digits on both hands and feet, rather than the five that most other races have.

LIFESPAN: Vsori live an average of 300 years.

CULTURE: While Vsori will live in any challenging location, they much prefer an Arboreal Culture as it is the one in which they originally developed.

SPECIAL ABILITIES:

Night Vision– Vsori can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Jumper – Vsori have an almost supernatural ability to jump further than many other races, even those who are larger than them. The Vsori use their 3 times their Height as their Body Length when making Jumping Maneuvers rather than just their Height as other races.

Natural Claws – Vsori are possessed of natural retractable claws on the tips of their fingers that grant them a natural bonus of +20 to all climbing maneuvers since the claws can be used to find purchase and grips where the tips of normal fingers could not. The Vsori may also use these claws as weapons. When used as a Weapon, they do a Tiny Slash attack, and the Vsori may gain skill in using them, treat this as a Martial Arts Strike skill replacing normal Martial Arts criticals with their Tiny Slash critical.



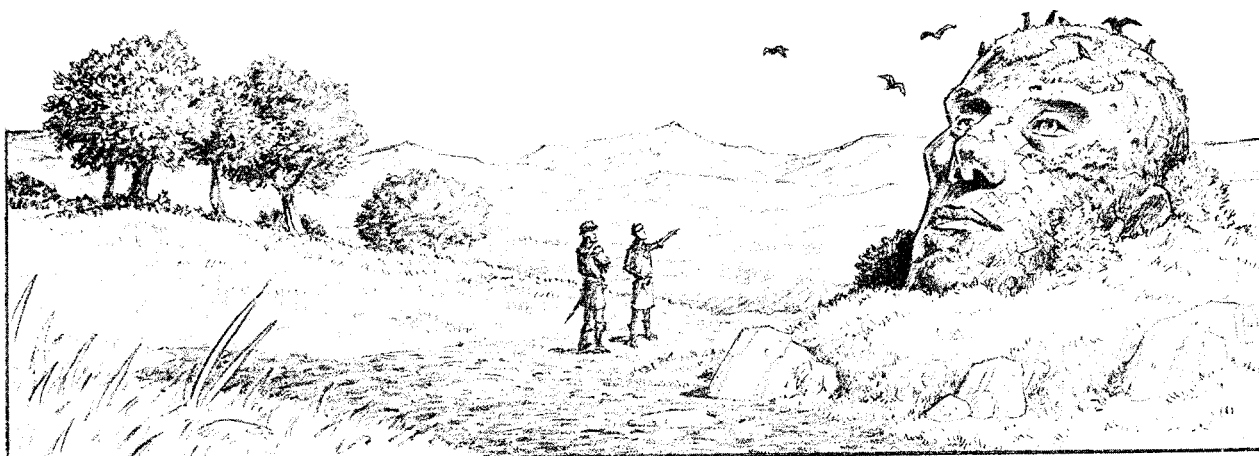


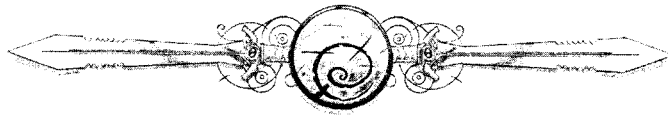
Racial Characteristics													
Race	Racial Stat Modifiers								Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Aesyr	+10	+3	+0	+0	+0	+0	+0	+3	+50	+10	+20	+5	+5
Drogosi	+3	+3	+0	+0	+3	+0	+2	+0	+30	+30	+10	+10	+10
Kalbari	+4	+2	+0	+0	+2	+1	+1	+0	+40	+20	+20	+5	+5
Ketuari	+4	+4	0	0	+1	0	0	+2	+45	+15	+20	+5	+5
Merak	+2	+3	+2	+2	+0	+0	+1	+0	+35	+25	+15	+10	+5
Phrenali	+0	+2	+2	+3	+4	+0	+0	+0	+40	+20	+10	+15	+5
Volar	+0	+0	+3	+3	+2	+0	+2	+0	+25	+35	+5	+15	+10
Vsori	0	0	+4	+3	+2	0	+2	0	+35	+25	+10	+15	+5

Base Height & Weight			
Race	Base Height	Base Weight	Weight Modifier
Aesyr, Male	7'6"	400	5
Aesyr, Female	7'0"	350	4
Drogosi, Male	5'3"	130	3
Drogosi, Female	5'1"	110	2
Kalibari, Male	5'0"	200	4
Kalibari, Female	4'10"	170	3
Ketauri, Male	5'6"	220	5
Ketuari, Female	5'2"	170	4
Merak, Male	5'2"	210	3
Merak, Female	5'0"	180	2
Phrenali, Male	4'6"	95	3
Phrenali, Female	4'3"	80	2
Volar, Male	4'6"	95	3
Volar, Female	4'3"	80	2
Vsori, Male	4'2"	150	3
Vsori, Female	4'0"	70	3



Starting Ages			
Race	Adulthood	Lifespan	Increment
Aesyr	22	100	3
Drogosi	23	130	3
Kalbari	17	90	3
Ketuari	23	120	3
Merak	25	130	3
Phrenali	35	200	4
Volar	18	85	3
Vsori	40	300	4





Cultures

ARBOREAL

An Arboreal culture is one that dwells high up among the tops of trees. They prefer living among the topmost branches, high above the ground. With their homes and other structures being either carved out of the trunks of the giant trees in which they live, or build upon the huge upper limbs, they are often safe from being discovered from both above and below. Their structures are often connected by a series of rope bridges, and sometimes nothing more than swinging vines or ropes.

Those of this culture most often hunt for their food, foraging the land below for both animals and vegetables to supplement their diet.

PREFERRED LOCATIONS: Arboreal communities are usually built up among the higher branches of extremely large trees. Sometimes their homes are carved out of the trunks of the trees themselves, while at other times they build structures on the large upper limbs. In one case, a group of Arboreals even moved to a large city, in which they built large sturdy spires from which to hang their homes, and the many rope bridges interconnecting them.

CLOTHING & DECORATION: Members of the Arboreal culture clothe themselves in sturdy fabrics that match forest hues, to better blend with their surroundings. Any jewelry that is worn is done so in moderation, and is always close-fitting.

DEMEANOR: Arboreal cultures are often detached and sequestered from affairs of others. Instead, they prefer to tend to the forests, sheltered from the worries of the outside world.

STARTING LANGUAGES: Racial Tongue (S 6/W 5), Common (S 4/W 3)

AVIAN

The Avian culture is available only to those races that can fly. They tend to build their homes or nests as they are more often referred to, in high, remote locations, such as the tops of giant trees or inaccessible ledges on tall cliffs and mountains. These nests are usually built from the materials at hand, be it a shallow cave on the ledge, or small huts in the treetops.

An Avian village is often spread out over several miles of terrain since travel from one nest to another is simple for those who can fly. Each village will also normally have a single location where the entire population can gather for important meetings, religious ceremonies, or other events requiring the participation of the entire village.

Most Avian societies are hunters and gatherers, trading for other goods that they cannot make or find for themselves.

PREFERRED LOCATIONS: Avian communities prefer locations that are relatively remote and quite inaccessible from the ground.

CLOTHING & DECORATION: Individuals of this culture often only wear what clothing is required for protection of the elements. For dealing with other cultures, individuals of an Avian culture will don bright colorful clothing. Jewelry often consists of small gems, worked together with thin, but sturdy cables of wire made from precious metals when available.

DEMEANOR: Those who live within an Avian community often have a more carefree attitude than those from other cultures. To some, their attitudes may seem flighty, but those from this culture do take things seriously, they just prefer not to show it, or to let serious matters intrude upon them for long.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)

CRAGGER

Craggers are cliff-dwellers. They carve their homes out into the sides of sheer cliffs, often using either ladders, or stairs carved into the face of the cliff to travel from one level to another. Most dwellings in the Cragger culture rarely go deeper than two or three chambers deep into the rock of the cliff. Instead, they prefer to carve out their homes so that most rooms can have a window in the rock walls to allow light and air. Sometimes these windows have artfully crafted shutters that blend into the surrounding rock.

Most cliff-dwellings of the Cragger culture have extremely difficult approaches, which provide excellent defenses against invaders and raiders of many types.

Those of the Cragger culture are often agrarian based, growing crops and other food stuffs in nearby river valleys and canyons and sometimes supplement this with a bit of hunting.

PREFERRED LOCATIONS: Cragger communities are always found carved into the sides of sheer cliffs.

CLOTHING & DECORATION: Members of the Cragger culture clothe themselves in sturdy fabrics that match the rocky hues of their cliffs, to better blend with their surroundings. Any jewelry that is worn is done so in moderation, and is always close-fitting.

DEMEANOR: Those who live within the Cragger culture are often distrustful of outsiders, an attitude gained from many years of fending off the invasions that drove them to seek homes within the defensible confines of cliff-dwellings in the first place.

STARTING LANGUAGES: Racial Tongue (S 6/W 5), Common (S 4/W 3)



HIGHLANDS

Highland communities are often herders, woodsmen, and the like. They spend the majority of their time honing their skills and watching their flocks, and often trade with those from the lowlands for things that they do not or cannot make for themselves.

Those of this culture most often build their homes into the side of the hills and mountains upon which they live. You can normally see the front of the dwelling carved out of the ground, with windows and a sturdy door, while the rest of the structure lies within the ground itself.

PREFERRED LOCATIONS: Highlands communities can be found among the sides of many mountains, or even in high rocky territories. Those of this culture rely on their remote locations to help provide them with protection from unwanted visitors.

CLOTHING & DECORATION: Individuals prefer rugged clothes of earth and forest tones able to weather the elements and toilsome chores on a daily basis.

DEMEANOR: Those who live within a Highlands culture are often good-natured and amiable among friends, but are generally a bit guarded when in the presence of strangers.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)

HIGH VALLEY

Those of the High Valley culture live, quite literally, in the high, secluded valleys of mountain ranges. The inhabitants of this culture combine agriculture, herding, and hunting in an almost equal mixture. The peoples of this culture are often a happy people, their seclusion works to protect them. They will often trade with a nearby culture from the lowland for those few things that they cannot make for themselves.

This culture often builds their homes in a variety of styles, but the most common is for them to build half of their homes on the side of a hill while the other half is dug out of the hill itself.

PREFERRED LOCATIONS: High Valley communities are always found in secluded valleys located high up in mountain ranges. Those of this culture rely on their remote locations to help provide them with protection from unwanted visitors.

CLOTHING & DECORATION: Individuals prefer rugged clothes of earth and forest tones able to weather the elements and toilsome chores on a daily basis.

DEMEANOR: Those who live within a Highlands culture are often good-natured and amiable among friends, but are generally a bit guarded when in the presence of strangers.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)

NALI

The Nali follow a very strict social structure which contains many individual nuances that are often difficult for outsiders to understand. This culture thrives on the accumulation of prestige, and many different things may allow an individual to gain prestige and advance themselves. The gaining of prestige cannot be done by causing another to lose prestige, although gaining prestige can cause another to lose prestige. Such are the fine distinctions and subtleties of the Nali culture.

PREFERRED LOCATIONS: Nali cultures can be most often found in quiet river valleys or among rolling hills. Occasionally, this culture may be found tucked away in some hidden valley, cut off from the rest of the world.

CLOTHING & DECORATION: For everyday wear, those of this culture prefer simple, loose trousers and a loose tunic with a short, stiff collar. For more formal situations, those of this culture prefer richly brocaded robes or tunics over a pair of simple black trousers. Jewelry for this culture normally consists of rings and amulets, although small gems or polished stones affixed to the forehead is also possible.

DEMEANOR: Those who live within this culture are normally very calm and sedate especially when dealing with those from other races. They tend to suppress their emotions around others, as showing emotion can often lead to the loss of prestige.

STARTING LANGUAGES: Racial Tongue (S 6/W 5), Common (S 4/W 3)

OCEANIC

Those of the Oceanic culture, simply put, live upon the Ocean. They often build floating cities that work in a manner similar to ships, including having sails and a complex rudder system. These floating cities thrive on fishing for most of their food, though there are often a number of specially constructed locations that are used for farming within the city itself.

While the city itself always stays out in deep water, those of this culture often man smaller ships which are used to travel to port cities for trade and commerce.

PREFERRED LOCATIONS: Oceanic communities are always found on the open oceans. The cities themselves acting like huge ships that almost never see land.

CLOTHING & DECORATION: Individuals of this culture often only wear what clothing is required for protection of the elements. For dealing with other cultures, individuals of an Oceanic culture will don plain, rough clothing of a durable nature. For special occasions and holidays, individuals wear bright colorful clothing. Jewelry often consists of shells, pearls and other items found within the



ocean, though it will also be made with a high variety of styles.

DEMEANOR: Those who live within an Oceanic community often have a light-hearted and carefree view of the world and the events happening around them. They know that should trouble arise, they can move their entire city to a new location.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)

TRIBAL

Living on the raggedy edge of nowhere, tribal cultures are quite often the last bastion of civilization before true wilderness. Such cultures are more physically oriented, prizing physical prowess and skill over intellectual pursuits more often than not. Tribal cultures are also heavily clan based, with the head of the clan often being the leader for a given community. It would be rare for more than a single clan to live in the same village.

PREFERRED LOCATIONS: Tribal cultures often prefer secluded and out of the way locations.

CLOTHING & DECORATION: Individuals of this culture often only wear what clothing is required for protection as opposed to ornamentation, such as leather vests and perhaps trousers or kilts. Any clothing that is worn will be very functional in nature, and very tough to withstand the rigors of the environment. This type of culture often has roughly made jewelry such as rings, brooches, and torcs. Any jewelry is usually only worn for special occasions such as religious festivals.

DEMEANOR: Those from a tribal culture have no particular demeanor. They can run the gamut from dour and taciturn to boisterous and jovial. Quite often, the demeanor of those from this culture will be determined by the conditions of their surroundings. The more dangerous the area, the less likely those from this culture are to be boisterous. Those from this culture are often quite suspicious of outsiders, and won't open up to them until enough time has passed to get to know the strangers.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)



Adolescent Skill Ranks								
Cultural Skills	Arboreal	Avian	Cragger	Highlands	High Valley	Nali	Oceanic	Tribal
Ambush	2	0	0	0	0	0	0	0
Animal Handling	0	0	0	3	3	0	0	0
Appraisal	0	1	0	0	0	1	1	0
Armor	1	1	1	0	1	0	0	0
Climbing	2	0	4	1	2	1	1	2
Crafts *	1	2	0	3	2	3	2	0
Endurance	2	1	2	2	2	2	1	2
Flying/Gliding	0	3	0	0	0	0	0	0
Herbcraft	0	2	0	2	0	3	0	1
Jumping	2	0	2	0	1	1	0	1
Lore (Local Region)	2	2	2	2	2	2	2	2
Navigation	0	0	0	0	0	0	2	0
Perception	2	2	2	1	2	3	2	2
Sailing	0	0	0	0	0	0	3	0
Stalking & Hiding	2	1	2	1	2	0	0	2
Swimming	0	0	1	1	1	1	3	1
Tracking	0	2	0	0	1	0	0	2
Weapon Skills**	2	1	2	2	2	2	1	3
Weapon Skills ***	2	2	2	2	2	1	2	2
*Select one craft skill								
**Select one melee weapon group								
***Select one missile weapon group								



Blood Talents

AESYR BLOOD (LESSER)

The character has a bit of Aesyrian blood in his ancestry, marking him with slightly Aesyrian features. Such characters are always at least six inches taller than is average for their base race. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Great Stature
- Iron Grip
- Great Heft

Cost: 1

AESYR BLOOD (GREATER)

One of the character's parents is an Aesyrian, making him a half- Aesyrian. His features are heavily marked, denoting his Aesyrian heritage. Such characters are always one foot taller than their base race's normal height. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Great Stature
- Iron Grip
- Great Heft
- The character's Aesyrian blood has a strong influence on his strength, physique, and lifespan.
 - Strength: +3
 - Constitution or Presence (select 1): +1
 - Average the lifespan of both your races. Aesyrian have an average lifespan of 100 years.

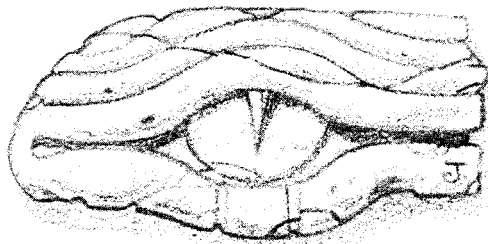
Cost: 2

DROGOSI BLOOD (LESSER)

The character has a bit of Drogosi blood in his ancestry, marking him with slightly Drogosic features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Life Sense
- Natural Camouflage
- Outdoorsman

Cost: 1



DROGOSI BLOOD (GREATER)

One of the character's parents is a Drogosi, making him a half- Drogosi. His features are heavily marked, denoting his Drogosi heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Life Sense
- Natural Camouflage
- Outdoorsman
- The character's Volar blood has a strong influence on his speed, dexterity, and lifespan.
 - Strength: +2
 - Constitution or Quickness (select one): +1
 - Average the lifespan of both your races. Drogosi have an average lifespan of 130 years.

Cost: 2

KALBARI BLOOD (LESSER)

The character has a bit of Kalbari blood in his ancestry, marking him with slightly Kalbari features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Tough Hide (Minor)
- Stone Sense
- Dark Vision (Lesser)

Cost: 1

KALBARI BLOOD (GREATER)

One of the character's parents is a Goblin, making him a half- Kalbari. His features are heavily marked, denoting his Kalbari heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Tough Hide (Minor)
- Stone Sense
- Dark Vision (Lesser)
- The character's Kalbari blood has a strong influence on his strength, physique, and lifespan.
 - Strength: +2
 - Constitution or Self Discipline (select 1): +1
 - Average the lifespan of both your races. Kalbari have an average lifespan of 90 years.

Cost: 2

KETUARI BLOOD (LESSER)

The character has a bit of Ketuari blood in his ancestry, marking him with slightly Ketuaran features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Tough Hide (Minor)
- Direction Sense
- Reverberating Strength

Cost: 1



KETUARI BLOOD (GREATER)

One of the character's parents is a Ketuari, making him half- Ketuaran. His features are heavily marked, denoting his Ketuaran heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Tough Hide (Minor)
- Direction Sense
- Reverberating Strength
- The character's Ketuaran blood has a strong influence on his physique, determination, and lifespan.
 - Strength: +2
 - Constitution: +2
 - Average the lifespan of both your races.

Cost: 2

MERAK BLOOD (LESSER)

The character has a bit of Merak blood in his ancestry, marking him with slightly Merak features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Water Vision
- Amphibian
- Natural Sea Immunity

Cost: 1

MERAK BLOOD (GREATER)

One of the character's parents is a Merak, making him a half-Merak. His features are heavily marked, denoting his Merak heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Water Vision
- Amphibian
- Natural Sea Immunity
- The character's Merak blood has a strong influence on his strength, physique, and lifespan.
 - Strength, Agility, or Quickness (select 1): +1
 - Constitution: +2
 - Average the lifespan of both your races. Merak have an average lifespan of 130 years.

Cost: 2

PHRENALI BLOOD (LESSER)

The character has a bit of Phrenali blood in his ancestry, marking him with slightly Phrenalic features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Visual Acuity
- Unnerving Stare
- Enhanced Night Vision (Without Visual Acuity, this is normal Night Vision only).

Cost: 1

PHRENALI BLOOD (GREATER)

One of the character's parents is a Phrenali, making him a half- Phrenali. His features are heavily marked, denoting his Phrenalic heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Visual Acuity
- Unnerving Stare
- Enhanced Night Vision (Without Visual Acuity, this is normal Night Vision only).
- The character's Phrenalic blood has a strong influence on his strength, physique, and lifespan.
 - Self Discipline: +2
 - Quickness: +1
 - Average the lifespan of both your races. Phrenali have an average lifespan of 200 years.

Cost: 2

VOLAR BLOOD (LESSER)

The character has a bit of Volar blood in his ancestry, marking him with slightly Volari features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Flight (character does not have wings without this ability)
- Enhanced Senses
- Natural Cold Immunity

Cost: 1

VOLAR BLOOD (GREATER)

One of the character's parents is a Volar, making him a half-Volar. His features are heavily marked, denoting his Volari heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Flight (character does not have wings without this ability)
- Enhanced Senses
- Natural Cold Immunity
- The character's Volar blood has a strong influence on his speed, dexterity, and lifespan.
 - Agility: +1
 - Quickness: +1
 - Average the lifespan of both your races. Merak have an average lifespan of 130 years.

Cost: 2

VSORI BLOOD (LESSER)

The character has a bit of Vsori blood in his ancestry, marking him with slightly Vsoran features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Enhanced Senses
- Quiet Stride
- Night Vision

Cost: 1



Vsori Blood (Greater)

One of the character's parents is a Vsori, making him half-Vsoran. His features are heavily marked, denoting his Vsoran heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Enhanced Senses
- Quiet Stride
- Night Vision
- The character's Vsori blood has a strong influence on his swiftness, bearing, and lifespan.
 - Agility: +2
 - Quickness: +1
 - Average the lifespan of both your races.

Cost: 2

Monstrous Hybrids

Occasionally, a player will want to play an unusual character such as one with the blood of a monstrous race flowing through his veins. Such mixtures of monstrous blood with that of one of the normal (Player Character) races is extremely rare, and often requires the use of magic or special rituals in order that it be accomplished at all. It is urged that a GM consider the following Blood Talents very carefully before allowing them to be used in a game as several of them could have serious impact upon the balance of the game.

Cost	Talent
1	Centaur Blood (Lesser)
2	Centaur Blood (Greater)
25	Dragon Blood (Lesser)
50	Dragon Blood (Greater)
10	Gargoyle Blood (Lesser)
20	Gargoyle Blood (Greater)
15	Giant Blood (Lesser)
30	Giant Blood (Greater)
1	Goblin Blood (Lesser)
2	Goblin Blood (Greater)
1	Hobgoblin Blood (Lesser)
2	Hobgoblin Blood (Greater)
1	Kobold Blood (Lesser)
2	Kobold Blood (Greater)
1	Lizardman Blood (Lesser)
2	Lizardman Blood (Greater)
5	Ogre Blood (Lesser)
10	Ogre Blood (Greater)
1	Orc Blood (Lesser)
2	Orc Blood (Greater)
5	Troll Blood (Lesser)
10	Troll Blood (Greater)

The original race selected by the player becomes his character's Base Race, determining the character's traits and abilities. Blood Talents (whether Lesser or Greater) modify or add to a character's racial abilities or natural affinities. Blood talents may only be chosen at the time of character creation.

Additionally, several of the Blood Talents listed below will not allow choices as per normal Blood Talents. These are situations where the mixing of two races will leave a specific trait with the one who has acquired the Blood Talent.

GM's Note: Characters who have acquired one of the Monstrous Blood Talents will not, under normal circumstances, be able to hide their monstrous heritage and many societies will likely shun or treat such characters with suspicion at best. Such characters will often be discriminated against, especially in societies that have been plagued by a given monstrous race.

Centaur Blood (Lesser)

The character has a bit of Centaur blood in his ancestry, marking him with slightly Centauroid features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered. If Natural Weapon (Hooves) is selected, the character has four legs just like a normal Centaur.

- Portage Skills
- Speed Loader
- Natural Weapon (Hooves)

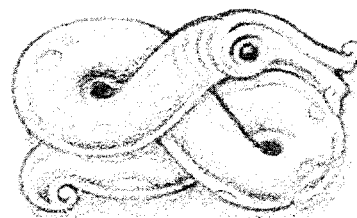
Cost: 1

Centaur Blood (Greater)

One of the character's parents is a Centaur, making him half-Centaur. His features are heavily marked, denoting his Centaur heritage and he automatically has to trade one of his normal racial abilities for Natural Weapon (Hooves). The player may select any one of the following to replace any one of the character's other normal racial Special Abilities.

- Portage Skills
- Speed Loader
- The character's Centaur blood has a strong influence on his strength, physique, and lifespan.
 - Strength: +2
 - Constitution: +2
 - Average the lifespan of both your races. Centaurs have an average lifespan of 90 years.

Cost: 2





DRAGON BLOOD (LESSER)

The character has a bit of Dragon blood in his ancestry, marking him with slightly draconic features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

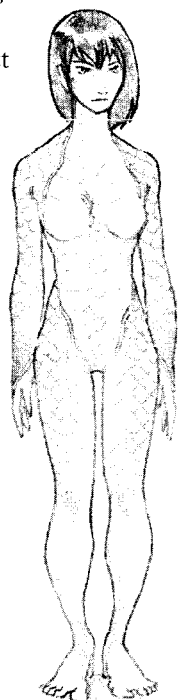
- Flight (via draconic wings)
- Tough Hide (Minor – via leathery, scaly skin)
- Breath Weapon (Small Elemental Bolt, number of times per day equal to Constitution Bonus)

Cost: 25

DRAGON BLOOD (GREATER)

One of the character's parents is a Dragon, making him a half-Dragon. His features are heavily marked, denoting his draconic heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Flight (via draconic wings)
- Tough Hide (Major – via leathery, scaly skin)
- Breath Weapon (Small Elemental Bolt, usable a number of times per day equal to Constitution Bonus)
- The character's draconic blood has a strong influence on many of his physical traits, and lifespan.
 - Strength: +20
 - Constitution: +5
 - Agility: +5
 - Quickness: +5
 - The character gains 500 years to their normal lifespan.



Cost: 50

GARGOYLE BLOOD (LESSER)

The character has a bit of Gargoyle blood in his ancestry, marking him with slightly Gargoyle-ish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Flight (via tough leathery wings)
- Tough Hide (Minor – leathery gray skin)
- Enhanced Senses

Cost: 10

GARGOYLE BLOOD (GREATER)

One of the character's parents is a Gargoyle, making him half- Gargoyle. His features are heavily marked, denoting his Gargoyle heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Flight (via tough leathery wings)
- Tough Hide (Major – leathery gray skin)
- Enhanced Senses
- The character's Gargoyle blood has a strong influence on his physique, speed, and lifespan.
 - Constitution: +1
 - Quickness: +2
 - Average the lifespan of both your races. Gargoyles have an average lifespan of 300 years.

Cost: 20

GIANT BLOOD (LESSER)

The character has a bit of Giant blood in his ancestry, marking him with slightly giantish features such as being at least 25% taller than normal for his base race. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Giantism (as per the talent)
- Reverberating Strength
- Tough Hide (Minor)

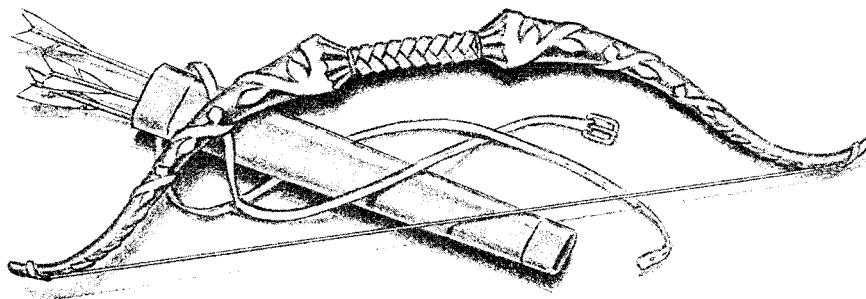
Cost: 15

GIANT BLOOD (GREATER)

One of the character's parents is a Giant, making him a half-Giant His features are heavily marked, and the character must automatically swap out one racial ability for the Talent, Giantism. The player may select any one of the following abilities to replace any one of the character's other normal racial Special Abilities.

- Reverberating Strength
- Tough Hide (Minor)
- The character's Giant blood has a strong influence on his brawn, build, and lifespan.
 - Strength: +5
 - Constitution: +5
 - Average the lifespan of both your races. Giants have an average lifespan of 400 years.

Cost: 30





GOBLIN BLOOD (LESSER)

The character has a bit of Goblin blood in his ancestry, marking him with slightly Goblinoid features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Blazing Speed
- Night Vision
- Enhanced Senses

Cost: 1

GOBLIN BLOOD (GREATER)

One of the character's parents is a Goblin, making him a half-Goblin. His features are heavily marked, denoting his Goblinoid heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Blazing Speed
- Night Vision
- Enhanced Senses
- The character's Goblin blood has a strong influence on his physique, intelligence, and lifespan.
 - Constitution: +1
 - Reasoning: +1
 - Average the lifespan of both your races. Goblins have an average lifespan of 75 years.

Cost: 2

HOBGOBLIN BLOOD (LESSER)

The character has a bit of Hobgoblin blood in his ancestry, marking him with slightly Hobgoblin features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Night Vision
- Enhanced Senses
- Quiet Stride

Cost: 1

HOBGOBLIN BLOOD (GREATER)

One of the character's parents is a Hobgoblin, making him half-Hobgoblin. His features are heavily marked, denoting his Hobgoblin heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Enhanced Senses
- Quiet Stride
- The character's Hobgoblin blood has a strong influence on his build, physique and lifespan.
 - Strength: +1
 - Constitution: +2
 - Average the lifespan of both your races. Hobgoblins have an average lifespan of 120 years.

Cost: 2

KOBOLD BLOOD (LESSER)

The character has a bit of Kobold blood in his ancestry, marking him with slightly Kobold-like features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

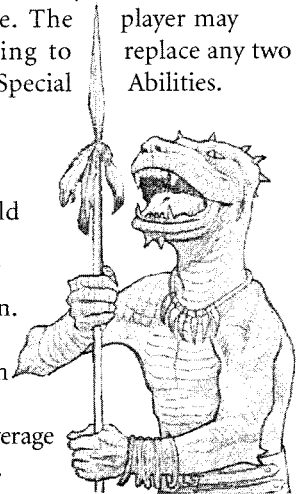
- Night Vision
- Blazing Speed
- Enhanced Scent

Cost: 1

KOBOLD BLOOD (GREATER)

One of the character's parents is a Kobold, making him a half-Kobold. His features are heavily marked, denoting his Kobold heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Blazing Speed
- Enhanced Scent
- The character's Kobold blood has a strong influence on many of his physique, and lifespan.
 - Constitution: +1
 - Average the lifespan of both your races. Kobolds have an average lifespan of 80 years.



Cost: 2

LIZARDMAN BLOOD (LESSER)

The character has a bit of Lizardman blood in his ancestry, marking him with slightly Lizardman-ish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Night Vision
- Tough Hide (Minor)
- Natural Weapon (Claws)

Cost: 1

LIZARDMAN BLOOD (GREATER)

One of the character's parents is a Lizardman, making him a half-Lizardman. His features are heavily marked, denoting his Lizardman heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Tough Hide (Minor)
- Natural Weapon (Claws)
- The character's Lizardman blood has a strong influence on his physique, speed, and lifespan.
 - Strength: +2
 - Constitution: +1
 - Average the lifespan of both your races.

Lizardmen have an average lifespan of 130 years.

Cost: 2



OGRE BLOOD (LESSER)

The character has a bit of Ogre blood in his ancestry, marking him with slightly Ogrish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Giantism (as per the talent)
- Tough Hide (Minor)
- Night Vision

Cost: 5

OGRE BLOOD (GREATER)

One of the character's parents is a Ogre, making him a half-Ogre. His features are heavily marked, denoting his Ogrish heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Giantism (as per the talent)
- Tough Hide (Minor)
- Night Vision
- The character's Ogre blood has a strong influence on his brawn, build, and lifespan.
 - Strength: +3
 - Constitution: +1
 - Average the lifespan of both your races. Ogres have an average lifespan of 150 years.

Cost: 10

ORC BLOOD (LESSER)

The character has a bit of Orc blood in his ancestry, marking him with slightly Orcish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Night Vision
- Accelerated Healing
- Dense Musculature

Cost: 1

ORC BLOOD (GREATER)

One of the character's parents is a Orc, making him a half-Orc. His features are heavily marked, denoting his Orcish heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Accelerated Healing
- Dense Musculature
- The character's Orc blood has a strong influence on his build, finesse, and lifespan.
 - Constitution: +2
 - Quickness: +2
 - Average the lifespan of both your races. Orcs have an average lifespan of 100 years.

Cost: 2

TROLL BLOOD (LESSER)

The character has a bit of Troll blood in his ancestry, marking him with slightly trollish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Tough Hide (Minor)
- Regeneration (Major)
- Reverberating Strength

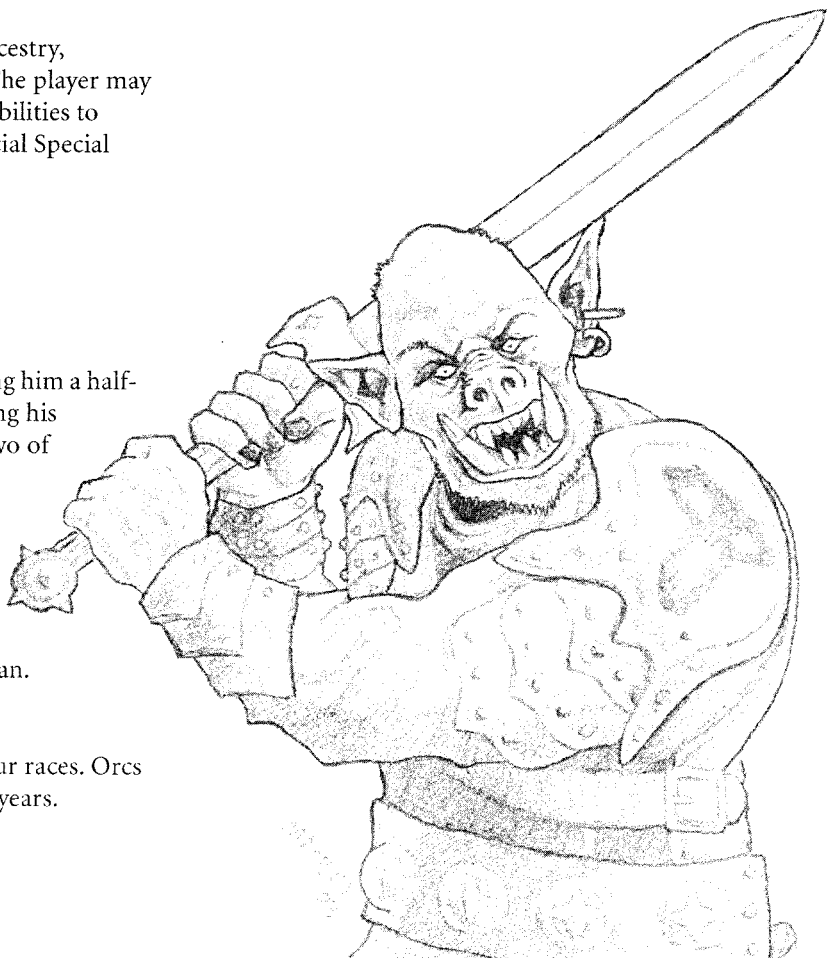
Cost: 5

TROLL BLOOD (GREATER)

One of the character's parents is a Troll, making him a half-Troll. His features are heavily marked, denoting his trollish heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Tough Hide (Minor)
- Regeneration (Major)
- Reverberating Strength
- The character's Troll blood has a strong influence on his brawn, physique, and lifespan.
 - Strength: +5
 - Constitution: +3
 - Average the lifespan of both your races. Trolls have an average lifespan of 200 years.

Cost: 10





PROFESSIONS

BEASTMASTER

Beastmasters are unusual characters to say the least. They have the ability to communicate with animals, and can even bond with them so that the animal acts much like a familiar does for a Mage.

Favored Categories:

Athletic: 3 **General:** 4
Combat: 3 **Physical:** 3
Outdoor: 7

KEY STATS: Insight, Constitution, Agility

PROFESSIONAL ABILITIES: The Beastmaster has the *Speak with Normal Animals* talent for one type of animal. He also gains the *Influence Animals* ability described on the next page.



Option: Unusual or Magical Creatures

The Beastmaster may attempt to Influence unusual or magical creatures. The Beastmaster is still required to have the appropriate ability to speak with the creature, and all maneuver rolls are increased in difficulty by one level.

Unusual creatures include such things as Giant Ants, Giant Rats, Giant Wasps, or perhaps even a Fey Drake. It is up to the GM to approve whether or not a given type of creature may be affected by the Beastmaster's Influence ability. This approval needs to be given on a case by case basis.

PALADIN

The Paladin is a warrior for his deity, gaining spells from his god in exchange for his faith and devotion, and the occasional quest. The Paladin normally has a specific Code of Conduct that he must follow in order to retain the favor of his deity. This Code of Conduct will be specific to the deity that the Paladin worships.

FAVORED CATEGORIES:

Combat: 5 **General:** 4
Mystical Arts: 5 **Physical Arts:** 4
Selected Category: 2

KEY STATS: Insight, Self Discipline Strength, Constitution

PROFESSIONAL ABILITIES: The Paladin may learn any spell off the Paladin Sphere. Starting at fourth level, and every fourth level afterwards (4th, 8th, 12th, etc.) the Paladin may reduce the number of Power Points required for casting spells, from the Paladin Sphere only, while wearing armor by 1 point, down to a minimum of 1. Starting at 5th level, the Paladin automatically gains the Talent, Succor (Minor). At 15th level, this becomes Succor (Major), and at 25th level increases to Succor (Greater).

CUSTOMIZING THE PALADIN

Upon selecting a Paladin, the player should work with the GM to customize the Paladin for the setting in which he is being played. The "Selected Category" listed in the Paladin description should be placed in a skill category which reflects the nature and focus of the deity. Thus the Selected Category for a Paladin in service to a Nature God might be the Outdoor Category, while another Paladin in service to a Night Goddess may have the selected category be the Subterfuge Category.

Additionally, subject to GM approval, the player may swap out any 6 spells from the Paladin Sphere for 6 other spells that reflect the nature and focus of the deity. These spells must be swapped out before the Paladin learns any of the spells from his Sphere, or else he must keep all of the spells listed.

CODE OF CONDUCT

Every order of Paladins must follow a code of conduct as dictated by their deity and by the church to which they are affiliated. The codes are individual to each order, and can vary greatly from order to order. It is up to both the player and the GM to work together to create the Code of Conduct for the order to which the Paladin belongs. Much like the Paladin's spells, the Code will reflect both the focus and the nature of the deity that he worships.



INFLUENCE ANIMALS

With this ability, the Beastmaster is able to his Beastmastery skill in new, almost magical ways. This ability will work for any animal that the character can speak with. This ability, in all its forms, may not be attempted upon a given animal more than once a day. Attempting to influence a given animal more than once a day will result the animal treating the attempt as if it had failed (see the note below).

Call Animal - This is a non-magical ability to call any one type of animal that is native to the region in question. Within 1d10 minutes, one animal of the desired type, plus 1 additional animal per every 10 ranks in the Beastmastery skill, will respond to the call. When the animals arrive, the Beastmaster may then converse with them, or attempt to Befriend or Master the animal. To use this ability, the Beastmaster must make a successful Hard Beastmastery maneuver roll, modified by the type of animal being called according to the list of animal types given in the skill description.

Turn Animal - When using this ability, the Beastmaster is able to drive away, without using violence, any number of animals of the given type. Upon the Beastmaster making a successful Hard Beastmastery maneuver roll, the animals must make a Will-based RR (120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make a RR(130) rather than an RR(120). This ability works on all animals of a given type within 20' of the Beastmaster, and if the animal fails it RR, it will immediately leave the area, without attacking anybody, and cannot approach the Beastmaster's vicinity again for at least an hour.

The Beastmaster may attempt to use this ability on animals which he cannot converse, but doing so raises the difficulty of the maneuver from Hard to Extremely Hard.

Befriend Animal - This ability may be used on any animal that is encountered or called by the Beastmaster, as long as he is able to communicate with it. If the Beastmaster succeeds in making a Very Hard Beastmastery maneuver, the animal then gets to make a Will-based RR(120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make

a RR(130) rather than an RR(120). Any befriended animal will offer its aid to the Beastmaster for up to 24 hours. The animal will not do anything that will put itself into immediate jeopardy, but will aid the Beastmaster in any other way that it can.

Master Animal - Use of this ability grants the Beastmaster permanent mastery over an animal. Any animal that is successfully mastered will willingly become the Beastmaster's friend and ally and will serve him willingly until he is slain or released. Mastered animals are willing to put their lives on the line for their friend. A Beastmaster may view the world through the eyes of a Mastered animal by concentrating (-50 to all other actions) so long as it is within 1000' of the Beastmaster.

In order to master an animal, the Beastmaster must succeed in making an Extremely Hard Beastmastery maneuver, the animal then gets to make a Will-based RR(120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make a RR(130) rather than an RR(120).

If the animal has already been Befriended, then the difficulty of the maneuver is reduced to Very Hard. A Beastmaster may only have a limited number of animals mastered at one time.

A Beastmaster is limited in how many animals he may have Mastered at any one time. He has a number of slots equal to his Insight Bonus, and these slots are used to determine the number of Mastered animals. Tiny animals require 1 slot. Small animals require 3 slots. Medium animals require 5 slots. Large animals require 7 slots and Huge animals require 9 slots. Thus a Beastmaster with a total Insight bonus of 6 could have 6 Tiny animals, 1 Small and 3 Tiny animals, 2 Small animals, or 1 Medium and 1 Tiny animal mastered at any given time.

Should a Beastmaster ever release an animal from being mastered, the animal will return to its home, but should it ever meet the Beastmaster again, it will always act as if it were Befriended (see Befriend Animal above).

Note: Failure of any of the maneuver rolls required by this ability will result in the animal acting as if it had been challenged or threatened with imprisonment. A docile or timid animal will attempt to flee while an aggressive animal will prepare to attack.



Skills

COMBAT STYLES & MANEUVERS

Buckler Bash— This style requires that the character have the Shield Training talent as well as twice as many ranks in the Short Blades weapon group as the character has in this Combat Style. A character using this style may not be wearing any armor heavier than Rigid Leather.

When using this style, the character fights with two Buckler shields rather than normal weapons. The character gains the shield bonus from both Bucklers while using this style. Additionally, he may make up to two attacks per round, one with each Buckler, with each attack doing a Small Crush critical. The first attack uses the skill bonus for this style as its OB and the second uses this skill bonus with a -20 modifier for being an offhand attack. If the character decides to Parry while using this style, then both attacks are reduced by the same amount that is applied towards DB in the Parry as this represents a more defensive stance overall. The character also receives a +5 modifier when determining initiative.

If the Bucklers that the character is using for this style have any quality or magical bonuses, those bonuses apply to the character's DB only and never to OB, although Bucklers with a magical bonus are treated as magical weapons for the purpose of what they can hit.

(Combat – St/Ag – Combat)

Active Shield Style— This style requires that the character have an equal or greater number of ranks in the Weapon & Shield Style (Martial Law, page 18) as he has in this style. The character may only use this style with Bucklers, Target Shields, and Normal Shields. Full and Wall Shields may not be used with this style. This style must be learned separately for each Weapons and Shield combo, and that combo must be the same combination as is used in the Weapon & Shield Style.

When using this style, the character receives the shields normal trained bonus to his DB and has the ability to make up to two attacks per round. The first attack, using the full bonus of this style, is made with the character's weapon. The second attack is made with the character's shield. This attack uses the Crush critical table and the size of the attack is based upon the size of the shield being used. Bucklers do a Tiny Crush, Target Shields do a Small Crush and Normal Shields do a Medium Crush.

When making an attack with the shield, the character uses his skill bonus in this style with a -20 modifier for off-hand, and another negative modifier equal to the trained bonus to the character's DB that is supplied by the shield. For example, a Target Shield would have a total -40 (-20 for off-hand & -20 for the +20 that is applied to DB) to his attack with the shield. The character may not reduce the bonus applied to his DB from the shield in order to increase his attack bonus.

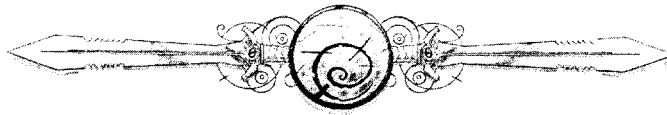
If the character decides to Parry, both attacks are reduced by an amount equal to the amount applied to his parry as this represents a more defensive stance overall. Also, should the shield contain any magical or quality bonuses, those bonuses may only be applied to the character's DB. Magical or quality bonuses on the shield do not affect the modifier that is applied to the shield attack based upon the size of the shield. Thus, a Target Shield with a +10 magical bonus still only applies a -20 modifier to the shield attack portion of this style, not a -30 even though the total bonus to the character's DB is a +30.

Note: If Martial Law is unavailable, change the prerequisites of this style to the character being required to have the Shield Training talent, and twice as many ranks in the weapon group of the weapon to be used with this style, with the chosen weapon being the default weapon for the group.

(Combat – St/Ag – Combat)



JD



MARTIAL ARTS COMBAT STYLES & MANEUVERS

Buckler Dance – This style requires that the character have twice as many ranks in the Martial Arts Strikes as the character has in this Combat Style. This is a form of Weapon Kata; therefore the character may use Chi Defense and the rules for “Monk Attacks” from HARP, Chapter 3 with this style.

When using this style, the character fights with two Buckler shields rather than normal weapons. The may make up to two attacks per round, one with each Buckler, with each attack doing s Small Crush critical. The first attack uses the skill bonus for this style as its OB and the second uses this skill bonus with a -20 modifier for being an offhand attack. If the character decides to Parry while using this style, then both attacks are reduced by the same amount that is applied towards DB in the Parry as this represents a more defensive stance overall. The character also receives the Buckler’s trained bonus to his DB, but only when parrying. The character also receives a +5 modifier when determining initiative.

If the Bucklers that the character is using for this style have any quality or magical bonuses, those bonuses apply to the character’s DB only and never to OB, although Bucklers with a magical bonus are treated as magical weapons for the purpose of what they can hit.

(Combat – SD/Ag – Combat)

Dual Shiv Style – This style requires that the character has an equal or greater number of ranks in both Martial Arts Strikes and in Weapon Kata (Knife) than he has in this style. The character may use Chi Defense and the rules for “Monk Attacks” from HARP, Chapter 3 with this style.

When using this style, the character fights with a knife in each hand, and uses them in concert with deadly effect. The character makes only a single attack each round and inflicts a Medium Slash critical with a successful attack. This critical is modified in the following manner:

Hits: Any Hits delivered are doubled.

Stuns: If a stun is delivered, increase the rounds of stun by 1.

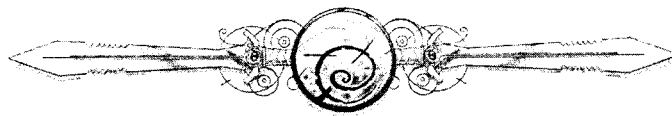
Bleeding: If the target of the attack receives a bleeding wound, the bleeding is increased by 1 Hit per round.

Death in xx rounds: If the target receives a Death in xx rounds critical, the number of rounds is reduced by half (round up).

All other damage remains as detailed by the critical.

(Combat – SD/Ag – Combat)





Talents

Talent	Cost
Arcane Dabbler	20
Influence Animals	30
Internal Stability	15
Second Sight	35
Spirit Sense	20
Steel Grip	10

ARCANE DABBLER

When taken, this talent allows the character to learn a single spell from another Sphere. This talent may be taken multiple times, for a different spell each time. Possession of this talent also reduces the cost of the Arcane Power talent from 30 to 15 point, but only for the same Sphere that the spell selected for this talent comes from. If the spell is available in multiple Spheres, then it must be determined which Sphere it came from at the time that this talent is acquired.

Cost: 20

INFLUENCE ANIMALS

This talent, when acquired, allows a character to be able to influence a single type (Canine, Feline, Equine, etc.) of animal much like the Beastmaster. The character gains the power to Call, Befriend, and Master animals of the selected type, as described on page 6 of this issue of HARPER's Bazaar. All the maneuver rolls for influencing animals are one degree harder in difficulty than is listed on page 6. This talent may be taken multiple times, for a different type of animal each time.

Cost: 30

INTERNAL STABILITY

Characters with this talent are very stable and grounded, and as such they are harder to stun than normal. The character receives a +10 modifier to any Stamina-based RR versus Stuns.

Cost: 15

SECOND SIGHT

A character that possesses this talent has the ability to see the physical manifestations of the beings from the spirit world upon the material plane, such as with the Wildlings. This ability also allows, with a few moments concentration to open one's eyes to be able to view the world from the astral plane. This allows the character to see the auras of people and items, and to see the Wildlings in their natural forms (shimmering energy lattices, ever-changing their shape), which is far different from their forms on the material plane.

Cost: 35

SPIRIT SENSE

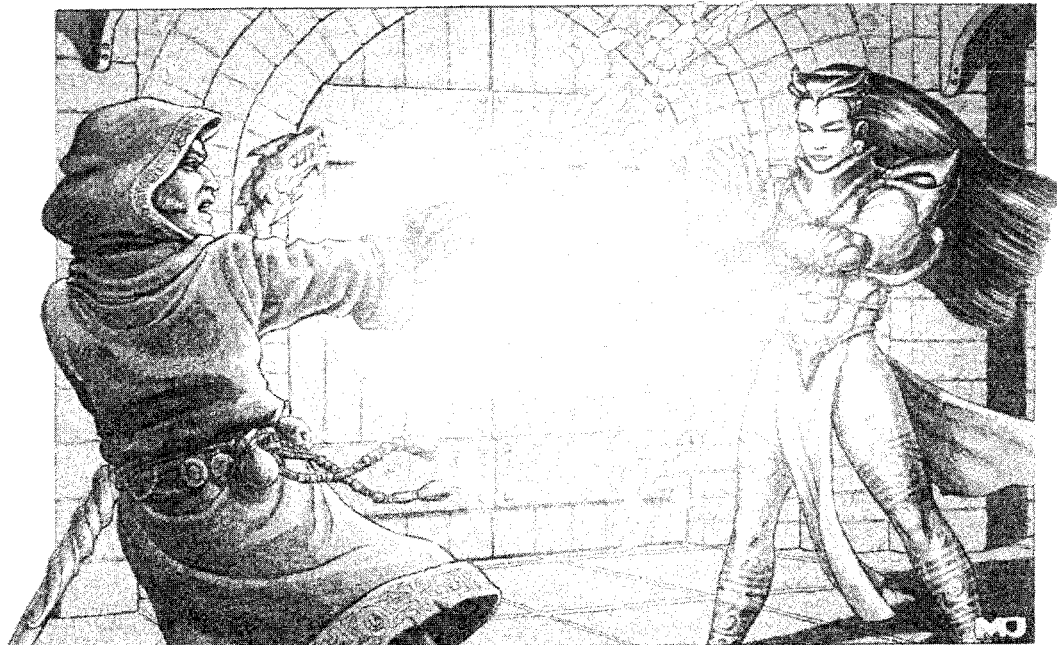
Characters with this ability are well in tune with the spirit world. A character with this ability that does not have the Sense Magic talent, will be able to sense nearby spirits, strong auras of magic users, and places of power with a Perception maneuver modified by a -30. For those characters that have the Sense Magic talent, they may sense the same things with a normal Perception maneuver.

Cost: 20

STEEL GRIP

This talent may be taken multiple times. Each time it is taken, the character reduces the Fumble Range for one Weapon Group by 1 point. The Fumble Range of a Weapon group may never be reduced below a 01-02.

Cost: 10





Clerical Orders

In HARP, when a character becomes a Cleric, he is joining a religious order, and his selectable skill categories and his actual Sphere of spells should be determined by the deity worshipped and by the focus and nature of that deity. The following examples detail a few possible Clerical Orders that a character might join.

EARTH WARDENS

Focus: Oberus the Forest Lord; God of Plants, Animals, and Nature.

Culture (Temple Locations): Varies. Temples are usually simple affairs in the countryside; they are never located within a city or a town. Most often, these temples or shrine can be found in remote wilderness locations, such as caves or small clearings deep with the woods.

Membership: Humans, Elves, Gryx, Halflings or Gnomes. Many Rangers are lay members of this order, or affiliated with it. Lay members do not gain the benefits of membership that full members gain.

Benefits of Membership: +5 to locating herbs in the wild, identifying plants, and tracking outdoors.

Restrictions: No killing of any animal or plant needlessly.

Symbol: A tree in full bloom. This normally takes the form of an amulet or brooch pin that is worn by the cleric.

Dress: Brown hooded robes with a leather belt. All wear a simple amulet in the shape of a tree. (It is often a PP Adder as well – i.e. by use of the Holy Symbol spell).

Structure: The Earth Wardens have no real structure, other than each Warden being trained by his mentor. Once every 20 years, Earth Wardens will gather and elect one of their members to lead the order until the next conclave.



Philosophy/Purpose: Respect for nature is the theme stressed by the order. While not vegetarians, they teach that killing for sport or other wasteful purpose is evil. The order has an understanding of farming techniques (crop rotation, etc.) and imparts this information to area farmers. They bless harvests and often preside at fall festivals.

Activities: These Clerics are rurally oriented and a good portion of the membership travels constantly, teaching farming techniques and urging respect for the earth. They also work to prevent deforestation as much as possible, trying to balance the needs of civilization against protecting plants and animals.

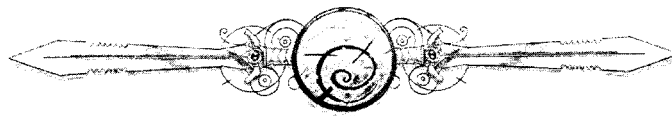
Favored Categories: Clerics of this order place both of their selected Favored Categories into the Outdoor Category, gaining a total of 6 ranks in that category.

Spells: Earth Wardens have the following spells as their sphere. They gain access to all of the spells listed under Brotherhood Sphere and may select any 6 spells from the Selectable list to bring the total for their sphere up to 20 spells. If **College of Magics** is available, then all spells from the Vivamancer should be considered to be part of the list of Selectable Spells as well.



Earth Warden Sphere	Selectable Spells
Animal Forms*	Bless*
Control Animal*	Calm*
Divine Hammer*	Dreams*
Herbal Enhancements*	Find Shelter***
Holy Symbol*	Guidance*
Major Healing*	Hues***
Nature's Strength*	Intuitions*
Nature's Tongues*	Locate Food***
Neutralize Poison*	Merging Ways**
Plant Disguise*	Path Lore***
Summon Animal*	Quiet Ways**
Tree Door*	Sleep**
Tree Merge*	Traceless Passing***
Tree Skin*	

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Ranger Sphere



GUARDIANS OF THE NIGHT

Focus: Khonu the Moon God; the Night Beacon.

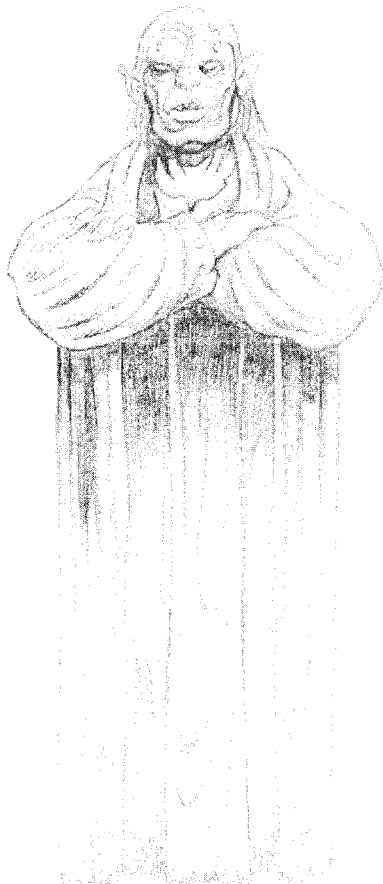
Culture (Temple Locations): Temples to Khonu are often located on high hills or in other remote locations. The temples often have roofs that may be opened to let Khonu's light shine into the temple during ceremonies.

Membership: The Guardians will accept a person from almost any race as a member. Those members who do not have Night Vision naturally undergo a ritual which grants them with this ability (i.e. the character must purchase the talent) when they are ready to receive it. While most members of this order are Clerics, there are a good number of Paladins who belong as well.

Benefits of Membership: The Guardians gain a +10 bonus to Tracking and to Stalk & Hide. If **College of Magics** is available, then Guardians may also gain the Mage Hunter training package at a 30% cost discount instead of the normal 25% discount gained for training packages.

Restrictions: None.

Symbol: A crescent moon with a star located between the outer arms of the crescent. The points of the crescent always face inwards, towards the center of wearer.



Dress: The Guardians wear a grey tunic with the symbol of their deity embroidered on the left side of the chest. They also wear cloaks made of a dark grey material. All of their holy symbols are always made of a silvery metal that never tarnishes.

Structure: The Guardians are a quasi-militant order, and have a system of ranks denoted by seniority.

Philosophy/Purpose: The Guardians believe that evil likes to work under the cover of the night, and that it is their purpose to root out this evil and to protect others from those who prey on the weak.

Activities: These Clerics spend most of their time rooting out evil cults and others who prey upon the innocent under the cover of night. They especially hunt down unnatural creatures such as Undead and Lycanthropes.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat, and the other in Subterfuge (3 ranks), the better to be able to deal with those who stalk the night for evil purposes.

Spells: Members of the Guardians have the following spells as their sphere. They gain access to all of the spells listed under the Guardian Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells. The Guardians may also have the Celestial spells from the Magic section of this product as Selectable spells as well.

Guardian Sphere	Selectable Spells
Bless*	Bladeturn***
Calm*	Cure Disease*
Divine Hammer*	Darkness*
Dreams*	Deflections***
Guidance*	Fear*
Holy Symbol*	Guardian Blades***
Intuitions*	Invisibility*
Major Healing*	Magic Shield***
Presence**	Neutralize Poison*
Restoration*	Resist Damage***
Steel Skin***	Sleep**
Turn Undead*	Weapon's Fury***

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Warrior Mage Sphere



THE LORE WARDENS OF ARNACH

Focus: Ogmion the Wise; God of Magic, Wisdom and Knowledge.

Culture (Temple Locations): Varies. Temples are often elaborate structures in major towns and cities. These temples are often more library than they are an actual church.

Membership: The Lore Wardens will accept anybody for membership.

Benefits of Membership: +5 to all lore skills. Lore Wardens are also treated as having 5 more ranks in a given lore skill than they actually have when determining the amount and quality of the knowledge known on the Lore Table from the HARP core rulebook, pages 177-178.

Restrictions: The Lore Wardens are not allowed to destroy any book, nor allow another to destroy a book if they can prevent it.

Symbol: An open book. This normally takes the form of an amulet or brooch pin that is worn by the cleric.

Dress: Adherents of this order wear normal clothing along with a grey tabard. All wear a simple amulet or brooch pin in the shape of an open book. (It is often a PP Adder as well – i.e. by use of the Holy Symbol spell).



Structure: Each temple has its own hierarchy, from newly initiated scribe to the Master Warden who runs the temple. The Masters gather once every ten years to elect a new Grand Master from the ranks of the Masters. The Grand Master then presides over the Temple of Arnach for the next ten years.

Philosophy/Purpose: The Lore Wardens believe that while some knowledge is good, that there is other knowledge that mortals are not meant to know. This is what they guard, even with their lives. Rarely will they part with knowledge that they consider forbidden or dangerous. This includes knowledge of demon summoning and various aspects of technology that they have uncovered over the years.

Activities: These Clerics, while normally bound to a given temple, can often be found traveling the land with adventuring groups in search of lost or ancient knowledge.

Favored Categories: Clerics of this order place one of their selected Categories in General and the other in Mystical, gaining an additional 3 ranks in each.

Spells: Lore Wardens have the following spells as their sphere. They gain access to all of the spells listed under Warden Sphere and may select any 6 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Warden Sphere	Selectable Spells
Calm*	Analysis****
Changing Ways**	Divine Hammer*
Confusion**	Force Wall****
Drain Life*	Long Door Item****
Dreams*	Long Door***
Guidance*	Mage Armor***
Harm*	Magestaff****
Holy Symbol*	Passing***
Intuitions*	Presence***
Past Visions****	Wards****
Phantasm***	
Quiet Ways***	
Rune Mastery****	
Tongues**	

* = Spells from the Cleric Sphere
 ** = Spells from the Harper Sphere
 *** = Spells from the Mage Sphere
 **** = Spells from the Thaumaturge Sphere



THE FIST OF THOROK

Focus: Thorok the Maker, the Protector of the Deeps, the Mountain Lord.

Culture (Temple Locations): Deep Warrens.

Membership: The Fist accepts only Dwarves as members. While not unprecedented, there have only been one or two non-Dwarven members of this order in its entire history.



Benefits of Membership: All members of this order gain the talent, Shield Training, for free.

Restrictions: None.

Symbol: A Dwarven Hammer. Often worn as a cloak pin, or embroidered onto clothing with metal threads.

Dress: Adherents of this order wear brown robes embroidered with the symbol of the Thorok in silver for ceremonies. At other times they wear normal clothing or armor as required, though all such clothing will have the Hammer of Thorok embroidered upon it.

Structure: Each temple has its own hierarchy, which quite often resembles that of a military order. Young priests are often sent out into the world to learn its ways, and to look for potential threats against Dwarves and Dwarven interests.

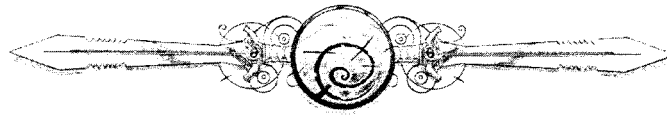
Philosophy/Purpose: The Fist of Thorok are foremost the protectors of Dwarves and Dwarven interests. They quite often travel the lands to look for such threats, such as the massing of evil creatures, the desecration of Dwarven tombs, or any other potential threats.

Activities: These Clerics will often join with adventuring groups to make sure that they do not inadvertently disturb any Dwarven tombs, and because such groups are exactly the type to run into trouble that might require the attention of the Dwarven people. The Fists will always render aid to any Dwarf who asks, but being a proud people, other Dwarves will rarely ask for it.

Favored Categories: Clerics of this order place one of their selected Categories in Combat and the other in Mystical, gaining an additional 3 ranks in each.

Spells: The Fists of Thorok have the following spells as their sphere. They gain access to all of the spells listed under Fist Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Fist Sphere	Selectable Spells
Bless*	Earth Tunnel***
Control Undead*	Earth Wall***
Divine Hammer*	Earthen Transmutations**
Dreams*	Fissure***
Guidance*	Rune Mastery**
Holy Symbol*	Stoneskin***
Intuitions*	Spikes**
Major Healing*	Tremors***
Merging Ways**	Trench***
Neutralize Poison*	Turn Undead*
Passing**	Wards****
Restoration*	
* = Spells from the Cleric Sphere	
** = Spells from the Mage Sphere	
*** = Spells from the Elementalist Sphere (CoM)	
**** = Spells from the Thaumaturge Sphere (CoM)	



THE GATEKEEPERS

Focus: Dira, Goddess of Life and Death; the Gatekeeper of Antoch.

Culture (Temple Locations): Temples to Dira may be found in any location.

Membership: The Gatekeepers will accept a person from almost any race as a member, so long as that person is female. Men are not allowed to join this order.

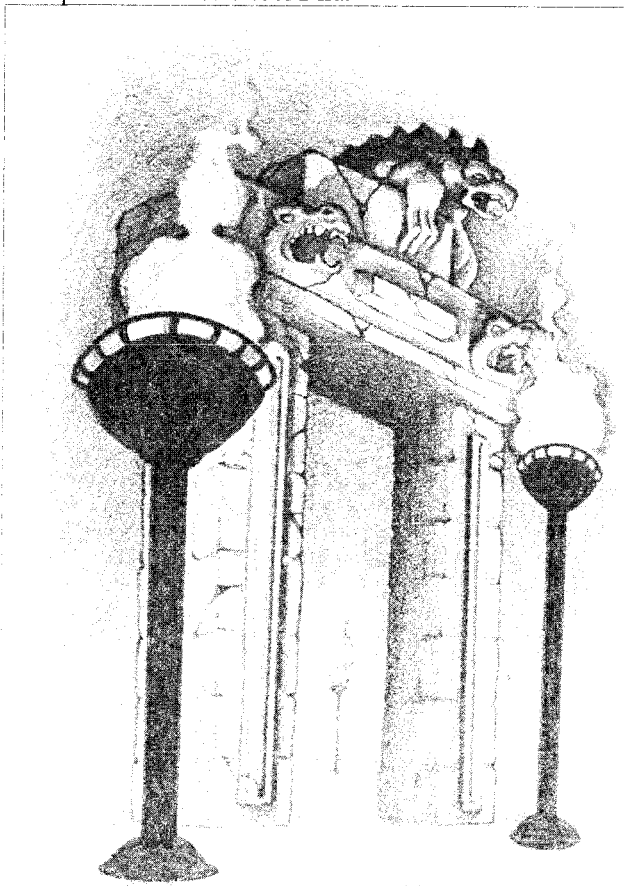
Benefits of Membership: The Gatekeepers gain a +10 to Healing and Herbcraft.

Restrictions: The Gatekeepers may not take a life, except in self-defense. They also may not use any bladed weapons, only blunt ones such as maces and slings.

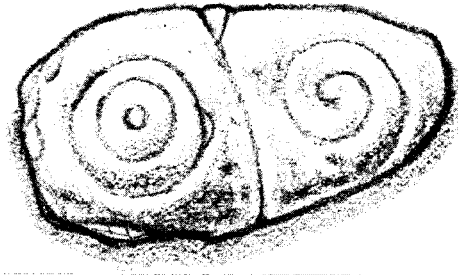
Symbol: An hourglass with the sands run about half-way out, and a pair of spread wings on the upper half.

Dress: The Gatekeepers wear black robes with silver piping and trim.

Structure: The Gatekeepers have a hierarchy based upon seniority with each member moving up as they become proficient. Each level of seniority has a different color to the set of wings attached to the hourglass symbol that represents their service to Dira.



Philosophy/Purpose: The Gatekeepers believe that they are there to guide souls to their final rest in Antoch. They also believe that it is their duty to heal others when and where they can. The Gatekeepers believe that Undead are an abomination and that those trapped souls need to be freed and speeded on to Antoch.



Activities: In urban areas, the Gatekeepers will wander the streets looking to aid those in need, either by healing or helping them prepare for their journey to Antoch, the afterlife. They will also often travel with armies and even small groups of adventurers as well, in exchange for the donations that support the order. The Gatekeepers will always attempt to attend any battle that they can, in order to guide the spirits of the dead to the afterlife. Gatekeepers will also seek out Undead and Necromancers and try to destroy them, sending their souls on for Dira to judge and pass them into Antoch.

Favored Categories: Clerics of this order place both of the Favored Categories (6 ranks) in Influence.

Spells: Members of the Guardians have the following spells as their sphere. They gain access to all of the spells listed under the Guardian Sphere and may select any 7 spells from the Selectable list to bring the total for their sphere up to 20 spells. If **College of Magics** is available, then the Gatekeepers also select the Necromancer spell, *Speak with the Dead* as one of their Selectable Spells. The Gatekeeper may also have the Celestial spells (from the Magic Chapter) as Selectable spells as well.

Gatekeeper Sphere	Selectable Spells
Bless*	Charm***
Calm*	Dreams*
Control Undead*	Fear**
Cure Disease*	Fire Nerves**
Drain Life*	Guidance*
Herbal Enhancements*	Harm*
Holy Symbol*	Intuitions*
Lifegiving*	Jolts**
Lifekeeping*	Mage Armor**
Major Healing*	Passing**
Neutralize Poisons*	Presence**
Restoration*	Shock**
Turn Undead*	Tongues***

* = Spells from the Cleric Sphere

** = Spells from the Mage Sphere

*** = Spells from the Harper Sphere



THE JUSTICARS

Focus: Tural the Judge; God of Strength, Justice, Order and Wisdom.

Culture (Temple Locations): Temples to Tural are most often found in larger towns, villages and cities. These are often just small shrines dedicated to Tural, and sometimes they are located in special alcoves of the Daystar temples when Tural does not have its own temple in a town.

Membership: The Justicars are willing to accept members of any race into their order.

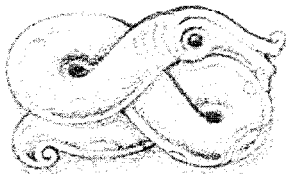
Benefits of Membership: The Justicars gain a +10 to all actions when performing those actions to aide another. If **College of Magics** is available, Justicars may gain the Mage Hunter Training Package at a 30% discount instead of the normal 25% discount.

Restrictions: The Justicars must protect and aide all who are in need. Refusing to render aide when asked is a serious breach and will greatly displese Tural. Those who breach this rule often find themselves on divinely enforced quests to restore their standing.

Symbol: The Justicars use a closed fist on a shield as their symbol. This is often in the form of an amulet or brooch pin worn on clothing.

Dress: The Justicars wear normal, everyday clothing, except for important ceremonies where they wear special robes. In either case, the Justicar will always prominently display the symbol of his faith.

Structure: The Justicars are a very militant order, and thus their rank structure is very military in nature. There are 10 ranks, with the initiate as the lowest, and the Grand Master as the highest. There can be only one Grand Master at a given time, and he is selected from the members of the next rank down and serves for only 10 years, at which point the next Grand Master of the order is selected.

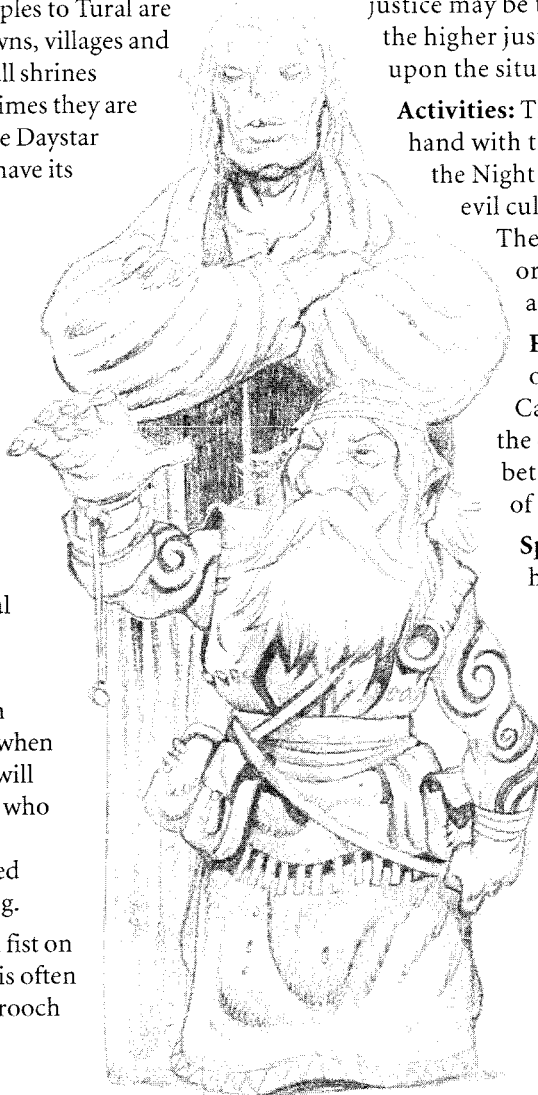


Philosophy/Purpose: The Justicars exist to bring order and justice, tempered with wisdom, to the world. They believe that it is their goal to exterminate those who would prey upon or abuse others. This justice may be the local temporal authorities or the higher justice of Tural himself, depending upon the situation.

Activities: The Justicars often work hand in hand with the Daystars and the Guardians of the Night in hunting down and extinguishing evil cults that seem to endlessly spring up. They also travel the land either singly, or with small groups of companions, aiding those in need.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat and the other in Mystical Arts (3 ranks), the better to be able to follow the precepts of their deity.

Spells: Members of the Guardians have the following spells as their sphere. They gain access to all of the spells listed under the Guardian Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells. The Justicars may also have the Celestial spells and the Paladin spells as Selectable spells as well.



Justicar Sphere	Selectable Spells
Bless*	Bladeturn**
Calm*	Deflections**
Divine Hammer*	Fear**
Dreams*	Guardian Blades***
Elemental Weapon***	Jolts**
Guidance*	Mage Armor**
Holy Symbol*	Passing**
Intuitions*	Past Visions**
Magic Shield***	Quiet Ways**
Presence**	Resist Damage***
Rune Mastery**	Steel Skin***
Turn Undead*	Warrior's Might***
* = Spells from the Cleric Sphere	
** = Spells from the Mage Sphere	
*** = Spells from the Warrior Mage Sphere	



THE ORDER OF THE DAYSTAR

Focus: Belarus of the Guiding Light, God of the Sun, of the Day and of Truth.

Culture (Temple Locations): Temples to Belarus can be found almost anywhere that there is a village, town, or city. Such temples are normally, open, airy buildings with a central court open to the sky.

Membership: The Daystars welcome all races to join their membership.

Benefits of Membership: Any Temple of the Daystar will shelter members and their companions for free. Members also get free healing, though their companions are required to make donations for this.

Restrictions: Members of this order must take a vow to never tell a lie, in any form. They cannot tell an outright falsehood, nor tell a lie by omission, nor by any other means. Should a member of the Daystars tell a lie, they will immediately lose all their clerical abilities (i.e. spell casting abilities) until they have atoned for their actions.



Symbol: A stylized sun symbol with 8 points; often worn as an amulet or brooch pin that is worn by the cleric.

Dress: The Daystars wear a loose robe trimmed in leather, with arcane symbols traced upon the leather, over plain but serviceable clothing.

Structure: The Daystar hierarchy is nominally based upon a combination of seniority and service. A given cleric is chosen for a given post by the council of electors, who read and interpret the omens and signs sent by Belarus. That cleric then serves in his post for life, or until he willingly steps down.

Philosophy/Purpose: The Daystars believe that Belarus is the most powerful of the gods. They work to suppress worship of other gods by showing how powerful and great Belarus is.

Activities: These Clerics spend a large amount of time working as truthsayers for local governments. They also work to root out and destroy evil cults, and to upstage other clerical orders without resorting to trickery or deceit.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat, and the other in Mystical Arts (3 ranks), the better to be able to deal with those who are evil.

Spells: Members of the Daystars have the following spells as their sphere. They gain access to all of the spells listed under the Daystar Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells. The Daystar may also have the Paladin and Celestial spells (from the Magic Chapter) as Selectable spells also.

Daystar Sphere	Selectable Spells
Bless*	Elemental Bolt (Fire)**
Calm*	Fire Nerve**
Cure Disease*	Fire Wall**
Divine Hammer*	Flash**
Dreams*	Heat**
Guidance*	Lifegiving*
Holy Symbol*	Lifekeeping*
Intuitions*	Long Door**
Major Healing*	Mage Armor**
Neutralize Poison*	Presence**
Restoration*	
Turn Undead*	
* = Spells from the Cleric Sphere	
** = Spells from the Mage Sphere	
*** = Spells from the Elementalist Sphere (CoM)	



THE SEEKERS OF VALORN

Focus: Ogmion, Lord of Mystery, the Keeper of Secrets.

Culture (Temple Locations): Temples to Ogmion can often be found anywhere that Gnomes tend to be located. Actually finding the temple itself is something else entirely. The secretive nature of this order usually means that temples are often disguised as something else.

Membership: The Seekers will accept anybody into their order, if the person can prove themselves worthy by actually finding a temple. The vast majority of members happen to be Gnomes.

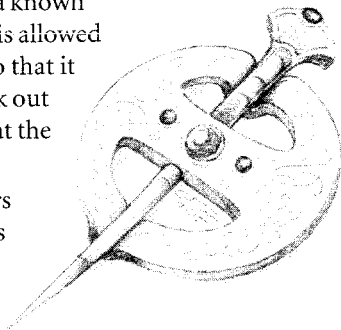
Benefits of Membership: Seekers gain the talent, Scholar, for free upon joining this order.

Restrictions: A Seeker is prohibited from revealing any information about the order. He is also prohibited from telling a known falsehood. However, he is allowed to obfuscate the truth so that it requires a person to seek out the true meaning of what the Seeker has said.

Symbol: The Seekers use an interlaced knot as their symbol (**note:** this looks much like a Celtic knot). This is often embroidered into their clothing in a prominent location.

Dress: The Seekers wear normal, everyday clothing, except for important ceremonies where they wear special robes. In either case, the Seeker will always prominently display the symbol of his faith.

Structure: The Seekers select the leader of a given temple "when the signs are right", and an individual could serve as the leader of that temple for almost any length of time. The Seekers tend to be vague on this point, just as with all other information about their order.



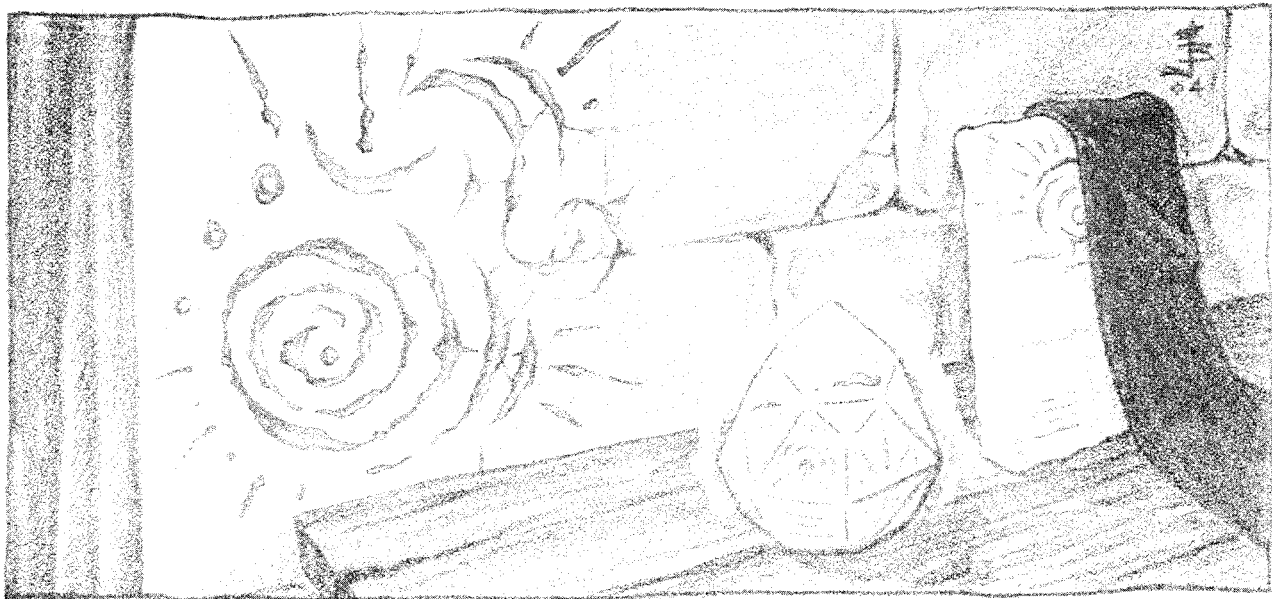
Philosophy/Purpose: The Seekers believe that knowledge must be earned and should not just be given to a person. To this end they seek out and find as much knowledge as possible. They also believe that information in the wrong hands can be a very dangerous thing.

Activities: The Seekers main goal is to search for and find hidden lore. They gather this lore in their temples, but are almost loathe to share any of this information with others. While Seekers are prohibited from telling a known falsehood, they are allowed to obfuscate the truth through riddles and verbal wordplays. It is usually almost impossible to get a straight answer out of a Seeker.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in the Influence category and the other in the Mystical Arts category (3 ranks).

Spells: Members of the Seekers have the following spells as their sphere. They gain access to all of the spells listed under the Seeker Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Seeker Sphere	Selectable Spells
Bless*	Changing Ways**
Calm*	Cure Disease*
Charm**	Divine Hammer*
Confusion**	Fear***
Darkness***	Harm*
Distractions**	Invisibility***
Dreams*	Major Healing*
Guidance*	Merging Ways***
Holy Symbol*	Neutralize Poison*
Intuitions**	Phantasm**
Past Visions**	Quiet Ways**
Tongues**	Restoration*
* = Spells from the Cleric Sphere	
** = Spells from the Bard Sphere	
*** = Spells from the Mage Sphere	





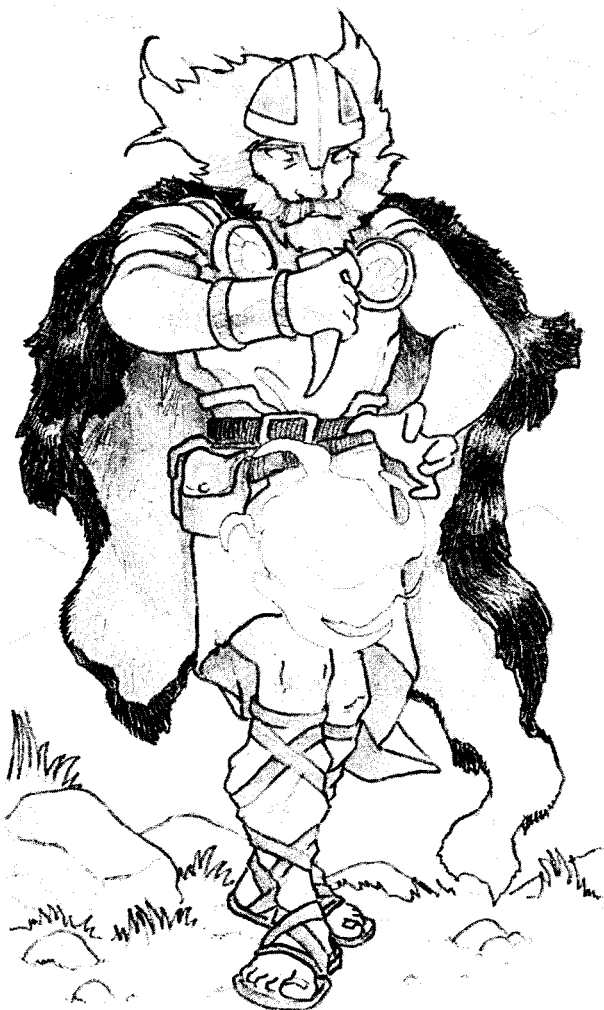
THE SENTINELS OF THE WEALD

Focus: Cerrus, the Green Man, the Horned One, the Forest Lord.

Culture (Temple Locations): The Sentinels build no temples. At most, they may create a small shrine in a secluded grove, deep within a forest. Any shrine so built will be made of natural materials found within the area. Rocks, downed trees and branches, and other natural items are all that are ever used.

Membership: While the Sentinels will welcome anybody who wishes to join their order, the membership is predominantly composed of those of Elvish descent.

Benefits of Membership: Sentinels are a very self-sufficient lot. They gain a +10 to any outdoor related craft skill, and gain a +20 to Foraging and Survival skills related to forests.



KentDK 2005

Restrictions: Members of this order are not allowed to cut down a tree without the permission of their god, nor may they allow others to do so. Sentinels are also not allowed to kill animals for sport, only for sustenance.

Symbol: A curled horn like that of a large ram. This emblem is often carved from wood and worn as an amulet. This is often enchanted using the Holy Symbol spell.

Dress: The Sentinels wear sturdy clothing in forest colors and patterns.. They also sometimes wear leather armor, also in forest colors and patterns.

Structure: The Sentinels have no structured order or formality. They tend to know one another's strengths and weaknesses and to quickly select the proper person to lead in a given situation.

Philosophy/Purpose: The Sentinels believe that it is their duty to protect the forests. They will fight any who try to harvest trees or destroy portions of the forest. They also serve to protect the creatures that live within the forest as well. Killing animals for food is allowed, but not killing for sport.

Activities: These Clerics spend the majority of their time patrolling the perimeter of the forest which houses their order. Some A few members act as emissaries to the outside world. A few will even join adventuring groups, to better acquire funds and equipment for the order to use, so long as that acquisition does not run counter to the precepts of the order.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat, and the other in the Outdoor category (3 ranks).

Spells: The Sentinels have the following spells as their sphere. They gain access to all of the spells listed under the Sentinel Sphere and may select any 7 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Sentinel Sphere	Selectable Spells
Bless*	Animal Forms*
Calm*	Control Animal*
Divine Hammer*	Find Shelter**
Dreams*	Locate Food**
Guidance*	Natural Trap**
Herbal Enhancements*	Nature's Strength*
Holy Symbol*	Nature's Tongues*
Intuitions*	Path Lore**
Plant Disguise*	Plant Growth***
Traceless Passing**	Plant Healing***
Tree Door*	Plant Transformations***
Tree Merge*	Share Animal Sense***
Tree Skin*	Summon Animal*
* = Spells from the Cleric Sphere	
** = Spells from the Ranger Sphere	
*** = Spells from the Vivamancer Sphere (CoM)	



Magic

CASTING TRADITIONS

In the **HARP** core rules, the mechanics for spells users of all types, in regards to how spells are cast, are identical. The core rulebook offers a few very minor suggestions on how to customize your spell casters for your setting, but these are very general in nature. These are expanded slightly in **College of Magics**, but that product does not really go into any detail either.

This article provides you with several different Casting Traditions. A Casting Tradition is, simply put, the methods used by a spell caster in order to cast his spells. Different groups of mages will have their own Casting Traditions and these can actually be used to identify where the mage came from, and quite possibly who taught him how to cast spells.

Each tradition will have its own benefits and drawbacks. Not only can each spell using profession in HARP have its own tradition, but you can have different groups of the same type of spell user with differing traditions.

Although one caster may have a different tradition than another, there are a few underlying commonalities. Just as two different races might use different musical instruments to create songs, so too do different casters use some of the same building blocks in casting spells. This allows casters from one tradition to recognize what spell a mage from another tradition is casting. The shape and form may be different, but the basic building blocks are the same.

Option: A GM could require the successful use of the skill, Arcane Lore (Spells), as a free action before allowing a mage to attempt to Counterspell a spell being cast by a mage from another tradition.

The talent, Arcane Power, is redefined as learning a new Casting Tradition as well as gaining access to another sphere of spells. At the end of this article, I have also included a new talent that allows a caster to learn a new Casting Tradition without giving access to a new Sphere of spells.

A caster may only cast a spell in the tradition in which he learned how to cast it. Should the caster know two separate traditions that share a spell, he may cast that particular spell using either tradition.

TOTEM CASTING

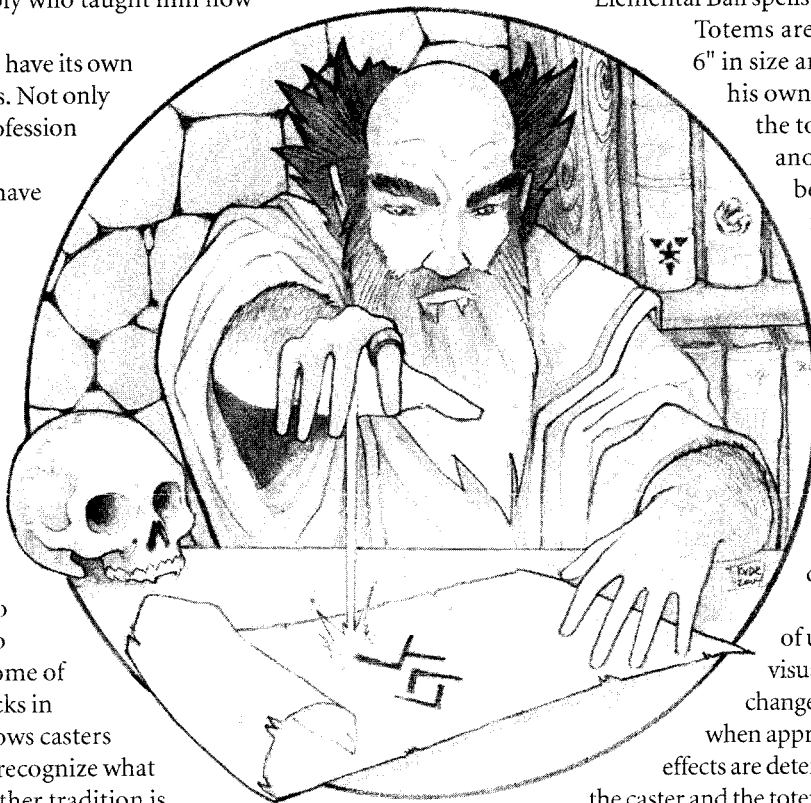
Totem Casting is the casting of spells using an item, or totem that represents some aspect of the spell, or some portion of the result to be gained by the casting of the spell. The caster must craft his own totems for use with his spells. A single totem may be used for multiple spells only if those spells share some aspect, such as the Elemental Bolt and Elemental Ball spells of the same element.

Elemental Ball spells of the same element.

Totems are normally from 1" to 6" in size and a caster must create his own totems, he cannot use the totems crafted by another caster. Totems can

be made from any material, but the material should be related to the spell being cast. For instance, a bit of red quartz would work for fire related spells, and so would rubies, but rubies would be more powerful as they are rarer than red quartz.

One common effect of using a totem is that the visual aspects of a spell are changed to reflect the totem when appropriate. The actual visual effects are determined by the nature of the caster and the totem actually used.



Example 1: A Necromancer knows the spell Mage Armor. For his totem, he carves a tiny suit of armor, 3" tall, from the bone of some creature. When he casts the spell Mage Armor using this totem, he is covered in armor made from bony plates that do not hinder him in any way, rather than the translucent energy field that the spell normally creates.



Totems come in three varieties, Common, Rare, and Very Rare. Common totems are those made from common materials and are by far the most prevalent type of totem. Many spell casters of this tradition will go adventuring just to be able to find or afford rarer materials to make totems. Rare and Very Rare totems are more coveted because they grant bonuses to the casting of spells, or even better, allow the caster to cast a spell as if it had been scaled in some manner without having to actually scale the spell. The effects of the types of totems are as follows:

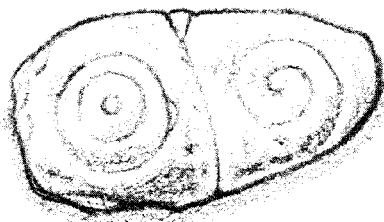
Casting without a totem – Any spell cast without using a totem costs an additional 2 Power Points. These additional Power Points are considered part of the base cost in casting the spell, though they do not require additional skill ranks, nor generate a negative modifier to the casting maneuver.

Casting with a Common totem – Spells cast using common totems are cast normally.

Casting with a Rare totem – The spell user gains a generic +10 to the casting of any spell usable with the totem, or the spell may be cast with either its range, duration, or number of targets scaled up by one increment (+50' of range, 2 rounds per rank to 5 rounds per rank, etc.) with no additional PP cost for the caster. However, once the bonus ability of the totem is set, it cannot be changed and if the totem is used for a spell that normally does not have that scaling option, then no other bonus is gained, and the totem is considered a Common totem for that particular spell.

Casting with a Very Rare totem – Totems made of very rare materials must be specifically crafted for a single spell, and the totem may not be used for casting any spell other than the one it is crafted for. When the totem is crafted, it will automatically allow the spell user to cast the spell with one scaling option enabled for no additional PP cost. This option is selected at the time the totem is crafted, and it is subject to GM approval. However, the scaling option imbued by the totem cannot require the use of other scaling option. For example, a Very Rare totem may automatically increase the base attack size of a Elemental Ball (Fire) spell by one size, from Tiny to Small, but it cannot make it a Large or Huge fireball as that requires the scaling option to be used multiple times.

A spell user may also have multiple totems that can be used with an individual spell, with each totem providing a different benefit, if they are Rare or Very Rare. However, only one totem may be used in casting a given spell at a time.



Casting a spell using a totem requires that the character be holding the totem during the casting process. If the caster is not already holding the proper totem when he goes to cast a spell, it will take him one additional round to cast the spell.

DIVINE CASTING

The Casting Tradition of Divine Casting is a widely used by many Clerics, even those from different religions. Spell users belonging to a religious order will craft a Divine Insignia (named such so as not to confuse it with the item created via the Holy Symbol spell) from various materials. Quite often a Cleric's Divine Insignia and his Holy Symbol will be the same item.

The Insignia acts as a conduit between the Cleric and his deity. This allows him to more easily draw and manipulate the mana provided by his god. It also acts as a focus, around which the Cleric builds sigil used in the casting of a spell. The strength and abilities of the Insignia are based on the rarity of the materials used in its construction. Divine Insignia will only work for Clerics of the deity to which it is associated.

To be used, the Insignia must be held during the casting process. Many Clerics therefore elect to wear their Insignia as an amulet so that it can be quickly and easily grasped when they need to cast a spell. The effects and uses of the Insignia are as follows:

Casting without an Insignia – When a Cleric casts a spell without his Insignia; he does so with a -10 modifier to his casting maneuver.

Casting with a Common Insignia – When casting spells with Divine Insignia made of Common materials, the Cleric is able to cast a spell normally.

Casting with a Rare Insignia - Casting a spell with a Divine Insignia crafted of Rare materials, the Cleric gains a benefit. The Insignia acts in one of two methods, as determined when it is crafted. It either provides a +10 to the casting maneuver of any spell from the Sphere of spells associated with the Cleric's deity or it reduces the casting penalty for wearing armor by up to 2 points, to a minimum of 1. All other spells, such as spells from the Universal Sphere, are unaffected by these bonuses.

Casting with a Very Rare Insignia – When a Cleric has a Divine Insignia made from Very Rare materials, he gains to major benefits. First off, all spells from the Sphere of spells associated with his deity gain a +20 to their casting maneuver. Secondly, the Cleric's casting penalty for wearing armor is reduced by 2 points, to a minimum penalty of 1, whenever using the Insignia for casting spells. Neither bonus applies to any other spells that the Cleric may know, such as those from the Universal Sphere, only those spells from the Sphere of spells associated with the deity.



WAND CASTING

While many spell users need only to perform the proper movements and say the proper incantations to cast a spell, there is a group that has trained themselves to cast spells using a wand as an aide in casting. They have found that the use of a good wand helps them to focus and direct the magical energies utilized in casting a spell.

The quality of a wand is very important to a Wand Caster. There three different types of wands, determined by the materials of their construction, with the more powerful wands being made of rarer materials. Wands can be either ornate or plain, but this has no effect upon their utility. The most powerful wands often are very plain in appearance, yet have some magical substance embedded within its body. The three types of wands and their effects are listed below:

Casting without a wand – Those of this tradition who attempt to cast a spell without using their wand receive a -10 to their spell casting maneuver. The fumble ranges of such spells are also doubled, so that the caster will fumble on an unmodified roll of 01-10.

Casting with a Common Wand – Spell users who attempt to cast when using a Common wand gain a reduced fumble range for their spells. While a spell will normally fumble on an unmodified 01-05, casters of this tradition will only fumble on an unmodified 01-03.

Casting with a Rare Wand – Those of this tradition who cast spells with a Rare wand gain the reduced fumble range as described above. They also gain a +10 to all spell casting maneuvers. However, this bonus is only applied to offset the casting penalties acquired from scaling up a spell.

Casting with a Very Rare Wand – Those of this tradition who cast spells with a Very Rare wand gain the reduced fumble range as described above. They also gain a +25 to all spell casting maneuvers. However, this bonus is only applied to offset the casting penalties acquired from scaling up a spell.

NOTES ABOUT MATERIAL RARITY

As the three example Casting Traditions above note, there can be different rarities of the materials used in constructing the focus items used for these traditions. It is left to the Game Master (GM) to determine what constitutes Rare and Very Rare materials in his campaign setting. However, it is recommended that the acquisition of such materials require an adventure or quest for the spell user to obtain them. He should not be able to simply purchase such materials in the local market.

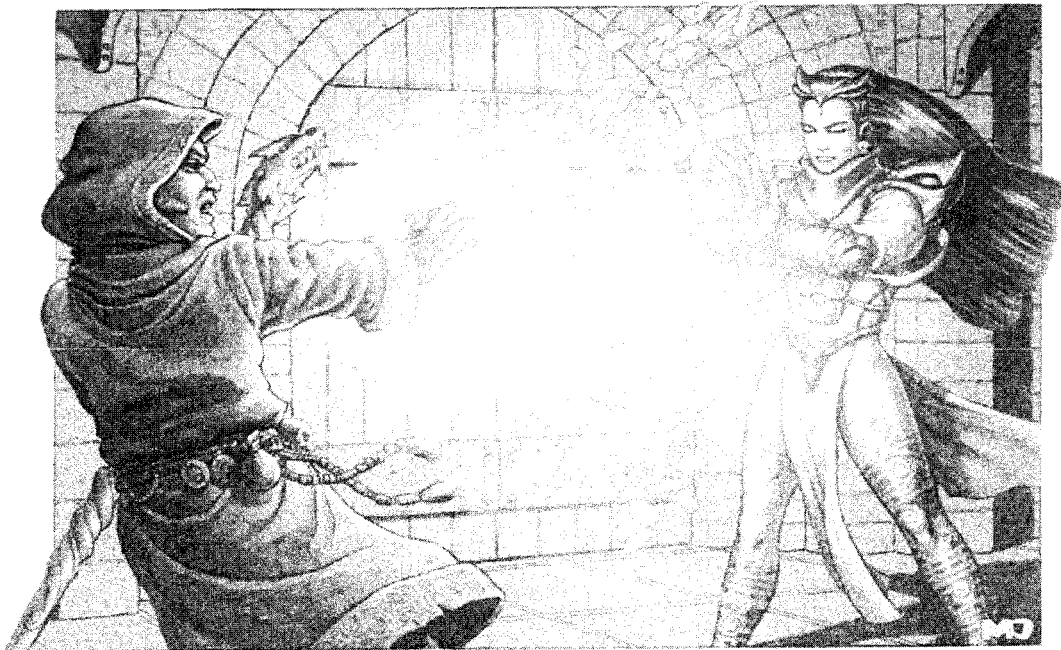
NEW TALENT

The following new talent is recommended for inclusion when a GM has decided to add Casting Traditions to his game. As noted above, the talent, *Additional Profession*, will automatically include any new tradition associated with a given type or profession of spell user. The Casting Tradition learned in this manner is only usable for spells learned from the profession which granted the Casting Tradition.

ADDITIONAL TRADITION

When gained, the character learns a new Casting Tradition, different from any Casting Tradition that he already knows. The character may then utilize this new Casting Tradition with any spell that he already knows or learns later on. He may freely decide which tradition he will use when casting a spell.

Cost: 15





PALADIN SPHERE

NOTES ON SPELLS

Spells from the Paladin sphere use the stats Insight and Self Discipline for their stat bonuses. Paladins have access to the following list of spells as their sphere.

Bladeturn*
Courage
Deflections*
Divine Hammer
Dreams
Holy Weapon
Inspirations
Magic Shield
Protection Chant
Resist Damage
Turn Undead
Warrior's Might

BLADETURN*

PP COST: 5
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Paladin, Mage, Warrior Mage
DESCRIPTION: Caster may deflect any one melee attack that he is aware. This attack receives a -20 modifier.
SCALING OPTIONS:
Increase Modifier (-50) +2 PP
Increase Modifier (-100) +4 PP
Increase Range (any visible attack within 100') +4 PP
Increase Range (any visible attack within 300') +6 PP
Increase Range (any visible attack within 500') +7 PP

Courage

PP COST: 3
RANGE: self
DURATION: 2 round/rank
RR: —
SPHERES: Paladin
DESCRIPTION: For the duration of the spell, all characters who are within a 10' radius of the caster receive a +5 bonus to Resistance Rolls against any Fear effects. If the targets of this spell have already failed a RR vs. fear within the last 5 minutes, they gain a second RR vs. it through this spell.
SCALING OPTIONS:
Caster gains benefits as well +5 PP
Increased Bonus (per +5 increase) +3 PP
Increased Radius (per +10' radius) +3 PP
Increase Duration (5 rounds/rank) +4 PP



DEFLECTIONS*

PP COST: 7
RANGE: 100'
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Paladin, Mage, Warrior Mage
DESCRIPTION: Caster may deflect one missile that he sees within range, causing 20 to be subtracted from its attack.
SCALING OPTIONS:
Increase Deflection (-50 to the missile attack) +3 PP
Increase Deflection (-100 to the missile attack) +5 PP
Unaim True (missile automatically misses target) +7 PP
Mass Deflection (affect one missile per rank) +10 PP

DIVINE HAMMER

PP COST: 5
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Cleric, Paladin
DESCRIPTION: This spell allows the character to increase the damage he does with his weapon. In its base form, the spell causes the weapon to do double concussion hit damage when it strikes.
SCALING OPTIONS:
Thunder Strike (one electricity critical of equal severity) +5 PP
Greater Divine Hammer (3x hit point damage) +3 PP
Increase Duration (5 rounds/rank) +4 PP

DREAMS

PP COST: 3
RANGE: Self
DURATION: 1 dream
SPELL TYPE: Utility
RR: —
SPHERES: Cleric, Paladin
DESCRIPTION: Caster has a dream regarding a single topic decided upon when this spell is cast. The caster must sleep for his normal sleep cycle or a minimum of 4 hours if the caster's sleep requirements are less than 4 hours. The dream will not reveal any information concerning the topic directly; instead its meaning will be veiled in highly symbolic imagery.
SCALING OPTIONS:
Increase Dreams (2 separate dreams on 2 different topics) +2 PP
Increase Dreams (3 separate dreams on 3 different topics) +4 PP





HOLY WEAPON

PP COST: 12
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —
SPHERES: Paladin
DESCRIPTION: The caster enchants his weapon with the power of his deity. This weapon is attuned to only the caster and the bonuses are present only for him, to all others it is just a normal weapon. He may not have more than one Holy Weapon in existence at a time. This grants the weapon a +5 bonus to OB and it also works as a +1 PP Adder. This spell may be cast on the weapon multiple times, no more than once per day, to increase the power of the sword through the use of the following scaling options. Each scaling option must be cast separately.

Note: The holy abilities are special abilities based upon the focus of the deity and are determined by the GM, refer to Chapter 15 of the HARP core rulebook, Customizing the Cleric for more details.

SCALING OPTIONS:

Increase Adder from +1 PP to +2 PP	+6 PP
Increase Adder from +2 PP to +3 PP	+12 PP
Increase Adder from +3 PP to +4 PP	+18 PP
Increase Adder from +4 PP to +5 PP	+24 PP
Increase from +5 to +10 to OB	+6 PP
Increase from +10 to +15 to OB	+12 PP
Increase from +15 to +20 to OB	+18 PP
Increase from +20 to +25 to OB	+24 PP
Add minor holy ability	+18 PP
Add major holy ability	+36 PP

Inspirations

PP COST: 5
RANGE: Self
DURATION: 2 rounds/rank
RR: —
SPHERES: Paladin

DESCRIPTION: The caster is able to inspire all friends who are aware of him and who are within a 10' radius of his location. This grants them a +5 bonus to all actions for the duration of the spell. This spell may only be used during combat or highly religious events. The caster himself is not subject to the effects of this spell.

SCALING OPTIONS:

Caster gains benefits as well	+5 PP
Increase Bonus (per +5 bonus)	+5 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Radius (per +10' radius)	+2 PP

MAGIC SHIELD

PP COST: 3
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Paladin, Warrior Mage
DESCRIPTION: Creates a shield of translucent energy to protect the caster. This shield will move on its own to protect the caster, but is treated as a normal shield in all other respects. The bonus granted from this shield is equal to that of a Buckler (+15 DB) for a person trained in its use.

Scaling Options:

Increase Protection (as Target Shield; +20 DB)	+2 PP
Increase Protection (as Normal Shield; +25 DB)	+4 PP
Increase Protection (as Full Shield; +30 DB)	+6 PP
Increase Protection (as Wall Shield; +40 DB)	+8 PP
Increase Duration (5 rounds/rank)	+4 PP

Protection Chant

PP COST: 5
RANGE: Self
DURATION: 2 rounds/rank
RR: —

LISTS: Paladin

DESCRIPTION: All persons within a 10' radius of the caster at the time the spell is cast, and who are aligned with the caster (GM's discretion), gain a +5 bonus to all Resistance Rolls and to their DB for the duration of the spell. The caster himself gains no benefits from this spell.

SCALING OPTIONS:

Caster gains benefits as well	+5 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Protection (per +5 increase)	+5 PP
Increase Radius (per +10' radius)	+2 PP

RESIST DAMAGE

PP COST: 7
RANGE: Self
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Paladin, Warrior Mage

DESCRIPTION: Caster is able to ignore the effects of one Light critical for the duration of the spell. Caster still takes the damage, but it just does not affect him until after the duration of the spell. A Light critical is described in Chapter 9 Healing Injury & Death.

Scaling Options:

Improve Resistance (may ignore 1 Medium critical)	+4 PP
Improve Resistance (may ignore 1 Severe critical)	+8 PP
Improve Duration (10 rounds/rank)	+6 PP





TURN UNDEAD

PP COST: 7
RANGE: 100'
DURATION: 5 rounds/rank
SPELL TYPE: Attack
RR: Magic
SPHERES: Cleric, Paladin

DESCRIPTION: This spell causes up to 5 points of undead within a 10' radius to flee from the caster or disintegrate. The center point of the radius must be within the range of the spell. All affected undead within the radius resist against the same number, as determined by the casting of the spell.

Each undead counts its class number as the number of points it is worth, thus a Class II undead is worth 2 points for the purpose of this spell. Animated dead, as per the spell *Animate Dead*, are treated as Class I undead for the purpose of determining their point values and they do not get a Resistance Roll if the spell is successful. All other undead get a RR versus this spell. When Undead attempt to resist against this spell, they use a Cascading Resistance Roll (CRR) much like some poisons. Refer to Chapter 12, Poisons for more information on Cascading Resistance Rolls. The CRR used for This spell is as follows:

CRR (RR +20)	No Effect
CRR (RR)	Flee
CRR (RR-20)	Inactive
Failure	Dust

If a result of Flee is gained, then the Undead must flee for the duration of the spell. If it cannot flee, then the Undead will move as far away from the caster as possible and remain motionless unless attacked. If attacked, the Undead will no longer be affected by this spell, and will resume its attacks. If the result is Inactive, then the Undead falls down and is not able to do anything for 24 hours. If the result is Dust, then the Undead is disintegrated completely. This spell will always affect Undead of a lower class before it will affect a higher Class Undead creature.

This spell targets specific Undead based on upon how close they are to the caster and what their Class is. It will affect those that are closer to the caster before those further away, yet within range. It will attempt to affect all those within range of a lower Class before attempting to affect those of a higher Class. If an Undead resists this spell, then he does not have to worry about being affected by it again unless it is cast again while he is within its radius. Undead outside the radius of this spell when cast, who later enter it, are not affected by this spell.

SCALING OPTIONS:

Every additional 5 points of undead affected	+2 PP
Increase Radius (20' radius)	+3 PP
Increase Radius (30' radius)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP

WARRIOR'S MIGHT

PP COST: 5
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Paladin, Warrior Mage

DESCRIPTION: For the duration of the spell, the caster gains a +5 modifier to determining critical damage. This does not affect the character's chances to hit his foe, only the damage to be done. The caster also receives a +10 bonus to Strength related maneuvers outside of combat.

SCALING OPTIONS:

Increase Might (+10 critical modifier; +15 to strength maneuvers)	+4 PP
Increase Might (+15 critical modifier; +20 to strength maneuvers)	+6 PP
Increase Might (+20 critical modifier; +30 to strength maneuvers)	+8 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP





NEW SPELLS

The following spells have been created especially to take advantage of the new Attack tables introduced within this product. It also introduces a new type of spell known as the Directed Attack.

A Directed Attack spell is resolved in the same manner as a missile attack. The target of the Directed Attack spell gains his DB against the spell, and the caster's bonus in the spell is also the caster's OB with the spell.

ACID TOUCH

PP Cost: 4

Range: Self

Duration: 2 rounds/rank

Spell Type: Utility (Elemental)

RR: —

Spheres: Mage, Necromancer

Description: This spell delivers a Tiny Acid critical when the caster touches a target. If the target is unaware of and/or not avoiding the caster's Acid Touch, the caster gets a +30 to his attack roll on the Acid Attack table, and the target gains no DB, other than magical bonuses.

Should the target attempt to avoid being touched, then the caster is required to make an attack roll using Brawling or a Martial Arts skill. If the caster gains a critical with this attack, then the target also receives a normal critical in addition to the Tiny Acid critical.

Scaling Options:

Increase Potency (per Critical size increase) +2 PP

Increase Duration (5 rounds/rank) +4 PP

Increase Duration (10 rounds/rank) +6 PP

BANISH ELEMENTAL

PP Cost: 10

Range: 50'

Duration: —

Spell Type: Attack

RR: Will

Spheres: Mage, Elementalist

Description: Caster banishes any 1 elemental, that fails its Resistance Roll, back to its home plane. This spell must be learned for each different type of elemental (fire, water, air, earth).

Scaling Options:

Increase Range (per +50') +1 PP

Increase Elemental Class (per +1 Class) +4 PP

BLESS WEAPON

PP Cost: 4

Range: Touch

Duration: 2 rounds/rank

Spell Type: Utility

RR: —

Spheres: Cleric

Description: When this spell is cast on a melee weapon, the weapon receives a +5 OB, and the weapon then uses the Holy Attack table rather than its normal Attack table.

Of Slaying - If the *Of Slaying* scaling options are selected, the weapon then uses the Slaying Attack table.

Bless Missile Weapon - This scaling option allows the caster to bless a missile weapon which then passes its benefits on to any missiles that it fires.

SCALING OPTIONS:

Increase Blessing (+10 to OB) +2 PP

Increase Blessing (+15 to OB) +4 PP

Increase Blessing (+20 to OB) +6 PP

Increase Blessing (+25 to OB) +8 PP

Of Slaying Undead +6 PP

Of Slaying Demons +7 PP

Bless Missile Weapon +3 PP

Increase Duration (5 rounds/rank) +4 PP

Increase Duration (10 rounds/rank) +6 PP

CELESTIAL ARMOR

PP Cost: 7

Range: Self

Duration: 2 rounds/rank

Spell Type: Utility

RR: —

Spheres: Cleric

Description: The caster is encased in translucent, glowing armor. The color of the armor reflects the orientation and outlook of the deity the caster worships. This armor gives the caster a +10 to DB and a +10 to Resistance Rolls against the effects of Undead and Demons that require RRs such as fear, or stat draining.

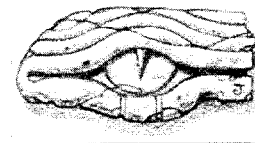
SCALING OPTIONS:

Increase Armor Strength (per +5 DB) +2 PP

Increase Resistance Strength (per +5) +2 PP

Increase Duration (5 rounds/rank) +4 PP

Increase Duration (10 rounds/rank) +6 PP



CELESTIAL BALL

PP Cost: 7

Range: 50'

Duration: —

Spell Type: Directed Attack

RR: —

Spheres: Cleric

Description: Caster shoots a 6" ball of celestial energy from the palm of his hand. Upon hitting its target or traveling its full range, it explodes into a 10' radius. The ball will expand from its center point, filling the radius as completely as possible, but it will not expand more than 10' from its center point. This is a Tiny attack in terms of size and the attack is made on the Holy Attack table. The caster's skill in this spell is also his OB for the casting of the spell.

SCALING OPTIONS:

Increase Attack Potency
(per each attack size increase) +2 PP

Increase Range (per +50') +1 PP

Increase Radius (per extra 10' radius) +2 PP



CELESTIAL BOLT

PP COST: 5
RANGE: 50'
DURATION: —
SPELL TYPE: Directed Attack
RR: —

SPHERES: Cleric

DESCRIPTION: Caster shoots a 1/2" bolt of celestial energy from the palm of his hand. This bolt does a Tiny attack on the Holy Attack table. For each increase in size of the attack, the bolt is increased 1/2" in size. The caster's skill in this spell is also his OB for the casting of the spell.

SCALING OPTIONS:

Increase Attack Potency (per each attack size increase)	+2 PP
Increase Range (per +50')	+1 PP

CONTROL ELEMENTAL

PP COST: 11
RANGE: 50'
DURATION: 5 round/rank
SPELL TYPE: Attack
RR: Will

SPHERES: Mage, Elementalist

DESCRIPTION: Through the use of this spell, the caster may give commands to an elemental, and he will obey them to the best of his ability so long as they are not commands that will kill the elemental outright. Should the caster give an elemental a command that will cause its death, the elemental gains another RR versus this spell with a +50 to its RR. This spell does not give the elemental the ability to understand the caster, nor does it give the caster the ability to speak a language that the elemental will understand. The elemental cannot follow commands that it cannot understand. This spell must be learned separately for each type of elemental (fire, water, air, earth).

SCALING OPTIONS:

Increase Range (per +50')	+1 PP
Increase Elemental Class (per +1 Class)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minutes/rank)	+9 PP

MYSTIC BALL

PP COST: 7
RANGE: 50'
DURATION: —
SPELL TYPE: Directed Attack
RR: —

SPHERES: Mage

DESCRIPTION: Caster shoots a 6" ball of raw magical energy from the palm of his hand. Upon hitting its target or traveling its full range, it explodes into a 10' radius. The ball will expand from its center point, filling the radius as completely as possible, but it will not expand more than 10' from its center point. This is a Tiny



attack in terms of size and the attack is made on the Holy Attack table. Raw magical energy is very colorful, its surface coruscating in a rainbow of colors. The caster's skill in this spell is also his OB for the casting of the spell.

SCALING OPTIONS:

Increase Attack Potency (per each attack size increase)	+2 PP
Increase Range (per +50')	+1 PP
Increase Radius (per extra 10' radius)	+2 PP

MYSTIC BLADE

PP COST: 5
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Mage

DESCRIPTION: This spell requires that the caster a specially prepared weapon hilt as its focus. The hilt is just that, a hilt, but where the blade would normally extend from the hilt is instead a piece of polished crystal. When cast this spell creates a blade of solidified magical energy, coruscating with a rainbow of colors, which may be used as a normal blade, so long as the caster is holding the hilt. The size and shape of the blade are up to the caster and defined by the hilt he has prepared as the focus, but the blade attacks using the Magic Attack table, as a Tiny attack, rather than the size or type of critical normally associated with a bladed weapon. This weapon is treated as magical, but provides no bonus to the caster's attack. The hilt may be created using the appropriate skills (a Medium maneuver to craft) or may be purchased from an appropriate craftsman for 2gp. The character must use the appropriate weapon skill when wielding this weapon.

SCALING OPTIONS:

Increase Attack Potency (per each attack size increase)	+2 PP
Increase Bonus (per each +5 to OB)	+2 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP

MYSTIC BOLT

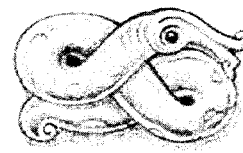
PP COST: 5
RANGE: 50'
DURATION: —
SPELL TYPE: Directed Attack
RR: —

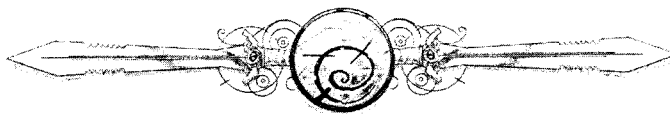
SPHERES: Mage

DESCRIPTION: Caster shoots a 1/2" bolt of raw magical energy from the palm of his hand. This bolt does a Tiny attack on the Holy Attack table. For each increase in size of the attack, the bolt is increased 1/2" in size. The caster's skill in this spell is also his OB for the casting of the spell.

SCALING OPTIONS:

Increase Attack Potency (per each attack size increase)	+2 PP
Increase Range (per +50')	+1 PP





MYSTIC BOW

PP COST: 5

RANGE: Touch

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Mage

DESCRIPTION: This spell is used to temporarily enchant a bow so that it magically produces the ammunition required, and may be fired a maximum of once every round. All attacks with the enchanted bow are resolved on the Magic Attack table as a Tiny attack. For each increase in attack size above Tiny, the bow takes an extra round to form the ammunition. Thus a bow enchanted to fire magical missiles that do a Small attack would be usable every other round, while those that do a Medium attack would be usable every third round, and so forth. This spell only works on regular bows and not crossbows due to how the string is required to be drawn.

SCALING OPTIONS:

Increase Attack Potency (per each attack size increase)	+2 PP
Increase Bonus (per each +5 to OB)	+2 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP

SHOCK WAVE

PP COST: 7

RANGE: 50'

DURATION: -

SPELL TYPE: Directed Attack

RR: —

SPHERES: Mage

DESCRIPTION: When cast, this spell sends forth a wave of pure magical energy that makes attacks on the Martial Arts Sweeps/Unbalancing Attack table. This energy wave will attack all targets within a cone, extending up to 50' from the caster. The cone is 10' wide at its far end.

SCALING OPTIONS:

Increase Attack Potency (per each attack size increase)	+2 PP
Increase Cone (per +5' length/+5' width)	+2 PP

SPEAK WITH ELEMENTAL

PP COST: 5

RANGE: Self

DURATION: 2 round/rank

SPELL TYPE: Utility

RR: —

SPHERES: Mage, Elementalist

DESCRIPTION: Caster is able to speak and understand the language of one elemental. This spell must be learned separately for each type of elemental (fire, water, air, earth).

Scaling Options:

Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minutes/rank)	+9 PP

SUMMON ELEMENTAL

PP COST: 16

RANGE: 10'

DURATION: 1 hour

SPELL TYPE: Attack

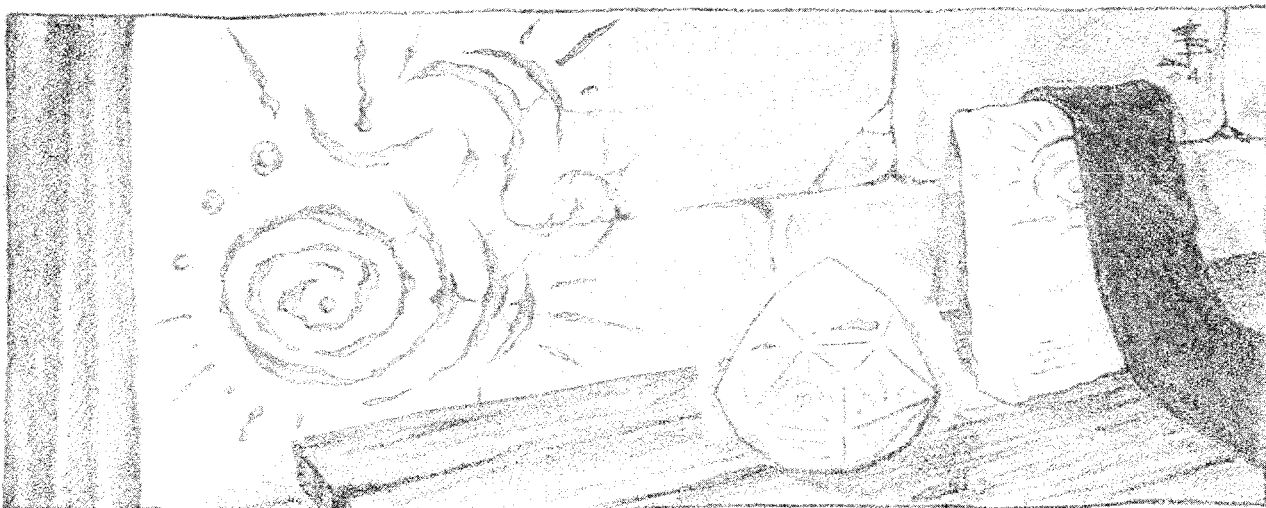
RR: Will

SPHERES: Mage, Elementalist

DESCRIPTION: This spell allows the caster to summon a random Class I elemental of the given type to a specified location within 10' of the caster. The elemental remains until banished or until the duration of the spell runs out, at which time it will return to where it was summoned from. Elementals who are not summoned into a containment circle (College of Magics, pages 64-65) will immediately attack the caster as this spell gives no control over the elemental. This spell must be learned separately for each type of elemental (fire, water, air, earth).

Scaling Options:

Increase Elemental Class (per +1 Class)	+4 PP
Increase Range (to 50')	+2 PP
Increase Duration (per +1 Hour)	+5 PP





Combat

Damage Dice

Recently, I have had somebody ask me for a damage system that is built more like the one found in a certain other game that shall remain nameless. It is the top selling roleplaying game of all time, so that should give you a clue as to which one I am referring to.

The person who made this request loves the flexibility of HARP, but doesn't like having to look up combat results on the critical tables. So, he asked me to provide an alternate damage system that is more like the other game that he plays. Thus, we have this article.

Now, sometime last year, Chris Adams, the author of **Martial Law** presented, in the ICE forums, an alternate system for determining damage. In this system, he used different sized dice for different attack sizes, and multiple dice for good hits. The system presented in this article is based upon the core idea concepts that Chris detailed in that long ago post.

THE BASIC RULES

The basics of this system are two-fold. The first is that the Damage Die is determined by the size of the attack, and the second is that the number of Damage Dice used is determined by how well the character hit what he was attacking.

SIZE OF DAMAGE DICE

The following table determines the size of the die to be used when rolling damage.

Attack Size	Damage Die
Tiny	d6
Small	d8
Medium	d10
Large	d12
Huge	d20

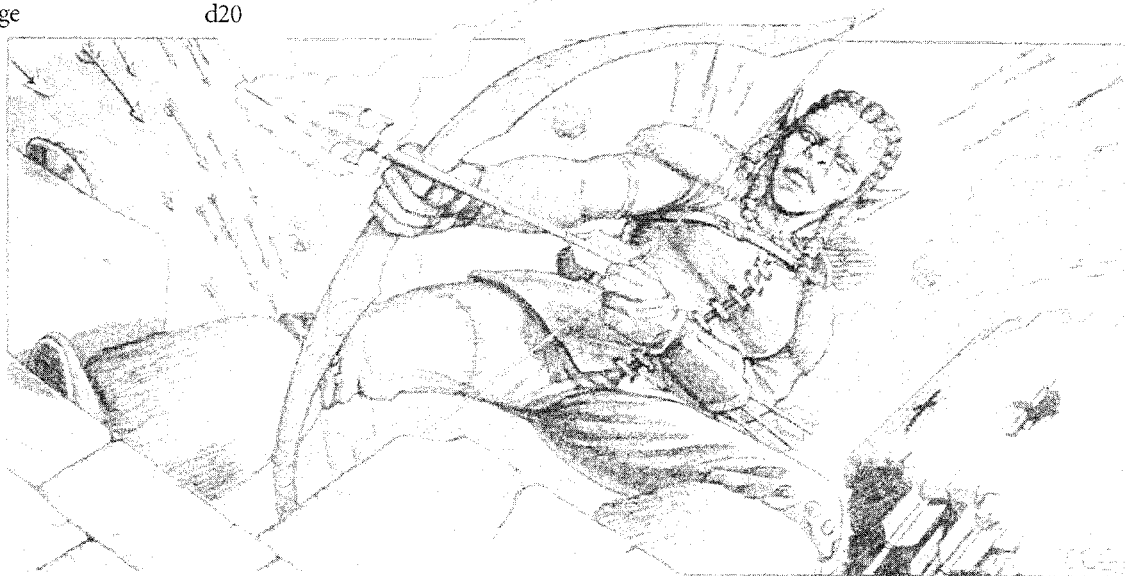
NUMBER OF DAMAGE DICE

The number of Damage Dice used to determine how much damage was done to the target of an attack is determined by how well the player rolled for the attack by the character.

In making an attack, the player rolls 1d100, and adds in any modifiers, such as skill bonuses or specific modifiers from Combat Actions, etc. He then subtracts the target's DB from this total. This result determines if the character has hit his foe hard enough to hurt him. This result is also what is used to determine how many Damage Dice are rolled when using this system.

If the character has hit the target hard enough to cause damage, he automatically gets to roll one Damage Die. For every 20 points above zero that the attack result is, the character gets to roll an additional Damage Die.

Example: Ben is playing a Fighter who uses a long sword. His character has an OB of 60. His character is fighting a short sword wielding Kobold who has a DB of 50 (Soft Leather and a Full Shield) and an OB of 50. Ben has his character attack the Kobold, who is wisely doing a Full Parry. Ben rolls an 85 for a total attack roll of 145 (60 + 85). From this he subtracts the Kobold's DB of 110 (50 base DB + 50 OB moved to DB + 10 bonus for Full Parry), giving a final result of 35. Ben now gets to roll 2d10 for damage. The first d10 is for hitting hard enough to hurt the Kobold and the second because his result was greater than 20. He uses a long sword which does a Medium sized attack. If Ben had rolled a 90, he would have gotten to roll 3d10 as his final result would have been 40.





OPTIONAL RULES

The basic rules for this system only do hit point damage. However, the core **HARP** system allows for other types of damage as well. The following options can be added to this system to allow for including those other types of damage as well.

STUNS

When a character is Stunned, he may not make any attacks. However, he may parry using up to 50% of his OB, and he may perform other actions that require maneuver rolls at a -50. The parry is treated as if it is a Fully Parry, but the character does not gain the additional +10 of a full parry.

Whenever an attack result indicates 1 or more rounds of Stun, the Stuns are not automatically applied. The target of the attack is allowed to make a Resistance Roll against the Stun to see whether or not it will affect them. In order to resist, the target must roll 150 or higher.

When using the Damage Dice system, the target of an attack will receive 1 round of Stun for every 10 points of damage received from Damage Dice.

BLEEDING

Bleeding represents more than just blood loss. It also represents any sort of continuing damage, such as burns, frostbite, internal damage, etc.

When a character takes Bleeding damage that means that his hit point total (i.e. Endurance) is reduced by an amount equal to the amount of Bleeding damage each round until the Bleeding is stopped through the use of magic, herbs, or the use of a successful Healing maneuver roll.

Using the Damage Dice system, the target of an attack will receive 1 point of Bleeding damage for every Damage Die beyond the first for most attacks. Weapons that do Puncture Criticals as their primary critical will do 2 points of Bleeding damage for every Damage Die beyond the first one. Martial Arts Strikes, Sweeps, and Unbalancing attacks will only do 1 point of Bleeding damage for every 2 Damage Dice beyond the first one.

MANEUVER PENALTIES

When a character is attacked and dealt damage, certain types of attacks will cause Maneuver Penalties. These are negative modifiers that affect all maneuvers that involve Strength, Quickness, or Agility. A maneuver is anything that requires a dice roll for resolution. Certain skills, such as Armor, do not require rolls, so are unaffected by these penalties.

Most attacks will give a -5 Maneuver Penalty for every Damage die where the damage rolled on the die is greater than one half of the total potential damage from the die. In other words, since a long sword used a d10 for a Damage Die, the target of an attack receives a -5 each time that a 6 or higher is rolled on the die. If the attack size is Small, then the -5 is applied each time a 5 or higher is rolled, and so forth for the other attack sizes as well.

If more than one Damage Die is used, the Maneuver Penalty given for an attack will be the total of the penalty given for each die. Thus, if an attack does 3d10, and the rolls for damage are 4, 9, & 7, then the total Maneuver Penalty for that attack is a -10.

Martial Arts Sweeps give a -10 rather than the normal -5 for each penalty.

INCREASED LETHALITY

If you like this system, but find that it isn't quite as lethal as you like, you can easily adjust it. The first such adjustment would be to change the break point for additional Damage Dice from 20 to 10. Using the example given in the beginning of this article; it would mean that Curtis gets to roll 4d10 for damage rather than just 2d10. Since the final result was a 35, he gets one d10 for each of the 10 point breaks, and one for the initial strike.

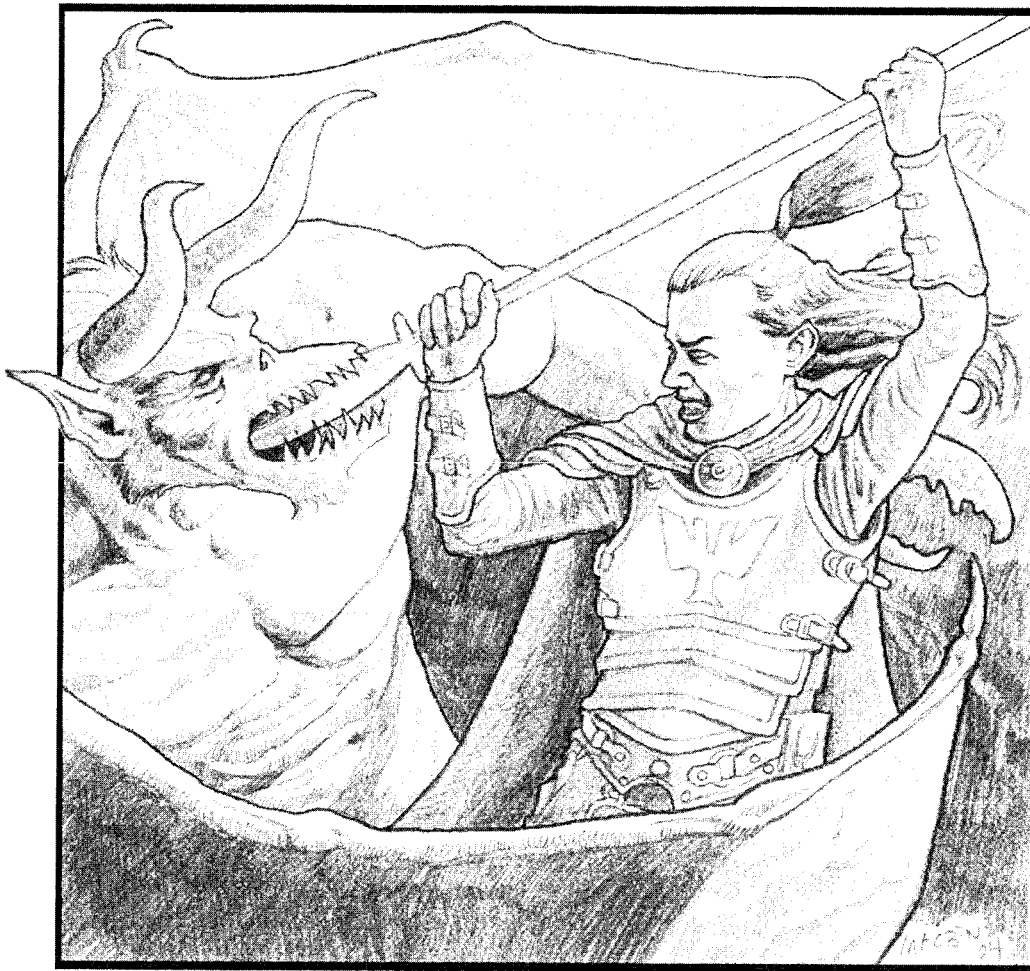
USE WITH HARP

This system is meant to replace the damage determination portion of the **HARP** rules. It can easily be dropped in without requiring any additional changes to the way that the Combat Actions or spells work as it reproduces the same types of damage as is given with the critical tables.





HACK & SLASH



INTRODUCTION

Hack & Slash is an alternative combat system for use with **HARP**; its aim is to provide more detailed criticals for the **HARP** system, and bridge the gap between **HARP** and **Arms Law**. This product contains 16 attack tables. Of those 16, 12 of them have counterparts in the core **HARP** rulebook. The other four tables are new: the Acid, Holy, Magic, and Slaying Attack Tables. These new tables were added to enable players and GMs alike to have a richer, more detailed combat system and to fill in a few gaps in the original combat system.

CRUSH

The Crush attack table is used for all natural, non-magical attacks that cause blunt trauma. Attacks that use the Crush table include weapons such as maces and staves, falling rocks, smashing and mashing traps, falling from heights, and being trampled by large creatures such as an elephant. The devastating embrace of serpent coils also uses the Crush attack table.

PUNCTURE

The Puncture table is used for weapons that make stabbing or piercing attacks such as arrows or rapiers, and for bite and horn attacks. Traps armed with arrows, crossbow bolts and other sharp pointy objects use the Puncture table.

SLASH

Most swords use this table. The Slash attack table is also used to simulate the damage of objects like whips, wires, and ropes. Clawed animals and monsters also inflict slashing attacks, as do the classical bladed traps.

GRAPPLE

Grapple attacks represent attacks that attempt to hold or ensnare a target. Traps using the grappling attack table are often of the snare variety, meant to catch and hold the target without killing it. Nets, lassos, tentacles, and the coils of a snake are all used by the Grapple table.



MARTIAL ARTS STRIKES

This table is used for basic unarmed combat both untrained and trained including brawling, punching kicking attacks, and the Martial Arts. Weapon Katas will use the Attack Matrix for either this or Martial Arts Sweeps, depending on the kata, with the actual criticals being determined by the weapon being used.

MARTIAL ARTS SWEEPS/UNBALANCING

Use the Martial Arts Sweeps/Unbalancing table when you want to knock a foe down, or throw him to the ground. While this table is most often used with the Martial Arts Sweeps skill, it is also used with other weapons and in other situations, such as trying to sweep a mounted rider off of his horse.

LARGE & HUGE

Large and huge foes are more resistant to damage, and therefore use different attack tables. Thus, when fighting a dragon, a character would not use the Slash attack table for his sword, but would use the Huge table, since the dragon's size is Huge in the stats given for him. These foes (i.e. monsters) will be marked in their stats as being of Large or Huge size.

HEAT

Fire can be a powerful ally or a powerful foe. The Heat tables are used for all fire-based attacks. They are also used for power heat based attacks that do not involve fire, such as a cavern whose air is super-heated to a high temperature, or scalding steam.

COLD

The Cold table is used for blasts of elemental cold that some mages call forth or for prolonged exposure to cold climates and frigid conditions, whether they are naturally occurring or magical.

ELECTRICAL

All electrical attacks use this table, both natural and magical, including attacks by creatures such as Air Elementals or Electric Eels

IMPACT

While the Crush attack table is used for natural applications of blunt trauma, the Impact attack table is used for magical manifestations that cause blunt trauma. A bolt of elemental earth would use this table, while a rock that is magically picked up and hurled would not since the rock itself is not magical.

ACID

This attack table is used for the Acid-based spells from **College of Magics** and for attacks by creatures that have an innate ability to spit acid.

HOLY

Some attacks that characters make may be enhanced, aided, or even sanctioned by the deity that the character worships. When this is the case, use the Holy table instead of the usual attack table. Some Clerics have spells which allow them to make magically based attacks using this table as well. Holy Water will always use this table.

MAGIC

Magical energy can sometimes be shaped into physical forms, or used directly in attacks. Use this table for these types of directed magical attacks. This table can also be used for when magical items get destroyed accidentally, releasing its stored magical energy in an explosive manner.

SLAYING

Certain weapons or substances can be particularly deadly to some creatures, such as silver to werewolves, a sword that is enchanted to slay dragons or a Holy weapon used against undead or demons. In such cases, this attack table is used in place of the table normally used. This table even overrides the use of the Large and Huge tables for creatures of those sizes.





USING THE ATTACK TABLES

Hack & Slash does not change HARP combat mechanics; it changes how damage is resolved. You still roll and add in your Offensive Bonus, and subtract your foe's Defensive Bonus as normal. Any result of 1 or higher still means that you have hit your foe hard enough to hurt him. However, instead of looking up the damage on a single

column critical table, you would now look up the results on an attack table like the one shown below.

ATTACK TABLE OVERVIEW

Each Attack table contains three separate tables. The first table, the Attack Matrix, is in the upper left

hand corner of the Attack table. This is the first table you consult, once you determine that you've hit your target.

The right hand side of the Attack table is taken up by the Critical Table. This table determines the amount of additional damage to the target.

The Hit Location Table is in the bottom left hand corner of the Attack table. This table is optional. Use this table if you are interested in determining hit locations and customizing the damage according to hit locations.

CRUSH ATTACK TABLE					
Results	T	S	M	L	H
1-5	1	1	2	3	5A
6-10	1	2	3	4	6B
11-15	1	2	4	6A	8C
16-20	1	3	5	7B	9D
21-25	2	3	6A	8C	11E
26-30	2	4	7B	9D	12F
31-35	2	5A	7C	11E	14G
36-40	2	5B	8D	12F	16H
41-45	3A	6C	9E	13G	17I
46-50	3B	7D	10F	14H	19J
51-55	3C	7E	11G	16I	20K
56-60	4D	8F	12H	17J	22L
61-65	4E	8G	13I	18K	23M
66-70	4F	9H	14J	19L	25N
71-75	5G	10I	15K	21M	26O
76-80	5H	10J	16L	22N	28P
81-85	5I	11K	17M	23O	30Q
86-90	6J	12L	18N	24P	31R
91-95	6K	12M	19O	26Q	33S
96-100	6L	13N	20P	27R	34T
101-105	7M	13O	21Q	28S	36U
106-110	7N	14P	21R	29T	37V
111-115	7O	15Q	22S	31U	39V
116-120	7P	15R	23T	32V	40W
121-125	8Q	16S	24U	33V	42W
126-130	8R	17T	25V	34W	44X
131-135	8S	17U	26V	35W	45X
136-140	9T	18V	27W	37X	47Y
141-145	9U	18V	28W	38X	48Y
146-150	9V	19W	29X	39Y	50Z

Results	Crush Criticals
A (1-5)	Whoosh! I've seen kittens hit harder than that! +1 hit.
B (6-9)	Smack! +3 hits.
C (10-14)	You clipped your foe that time. He takes +4 hits and is at -5.
D (15-18)	Foe looks a little dazed. He takes +6 hits and is at -5.
E (19-23)	Impressive! Or it would be if you ever do more than just graze him. Foe is at -10 and takes +7 hits.
F (24-28)	Oof! Foe is not very happy with you at the moment. He takes +9 hits, is stunned 1 round and is at -10.
G (29-32)	Put your shoulder into it! Foe takes 10 hits, is stunned 1 round and is at -15.
H (33-37)	Foe looks very perplexed. He takes +11 hits is stunned for 2 rounds and is at -15.
I (38-42)	Foe is sees stars and birds. He takes +13 hits, is stunned 2 rounds and is at -20.
J (43-46)	Crunch. Foe takes +14 hits, is stunned 3 rounds and is at -20.
K (47-51)	Solid strike bruises muscle and bone. Foe takes +16 hits, is stunned 3 rounds, and is at -25.
L (52-55)	The sound of crunching bones is music to your ears. Foe takes +17 hits, is stunned 4 rounds and is at -25.
M (56-60)	Snap! Crackle! Pop! What a joyous sound, as long as it is coming from your foe. He takes +19 hits, is stunned 4 rounds and is at -30.
N (61-65)	Blow thunders as it connects. Foe takes +20 hits, is stunned 5 rounds, is bleeding 1 hit per round and is at -30. It hurts.
O (66-69)	Resounding strike causes foe to drop anything he is holding. Foe takes +21 hits, is stunned 6 rounds, is bleeding 1 hit per round and is at -35.
P (70-74)	Foe will be eating soup for sometime, if he survives. He takes +23 hits, is stunned 6 rounds, is bleeding 2 hits per round and is at -40.
Q (75-78)	What goes around comes around, and foe has been spun around. He takes +24 hits, is stunned 7 rounds, is bleeding 2 hits per round and is at -40.
R (79-83)	Foe is severely wounded. He takes +26 hits, is stunned 7 rounds, is bleeding 3 hits per round and is at -40.
S (84-88)	You drive through foe's defense to deliver a devastating strike. Foe takes +27 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
T (89-92)	You really rock your foe! So much so that he takes +29 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
U (93-97)	Devastating strike send foe reeling to the ground! He takes +30 hits, is stunned for 10 rounds, is bleeding 5 hits per round and is at -50.
V (98-102)	Foe is knocked to the ground by your mighty blow. It is soon followed by the wails of agony as foe dies, after 10 inactive rounds from internal bleeding.
W (103-106)	Not only do you shatter bones, but you send the jagged edge of one tearing through a major artery. Foe dies after 6 inactive rounds of screaming from the pain.
X (107-111)	Your sudden attack sends fragments of bone ripping through a major organ. Foe drops to the ground and dies after 3 inactive rounds of subdued whimpering and mewling.
Y (112-115)	Shattered fragments of bone slice through many internal organs. Foe is at -50 for one round before passing out from the pain and dying in 2 more rounds.
Z (116-120)	Impressive strike sends foe flying 10' to land in a jumbled heap. It is obvious that many of his bones are shattered and that he is quite dead.

Hit Location:		
Result	Location	Opt. Crit Adj.
2	Foot/Calf	-10*; -1 stun
3	Knee	-15*; -1 stun
4 - 5	Thigh	-5; 2 h/rd
6	Groin	3 h/rd; -20
7 - 9	Abdomen/Lower Back	-10; 1 stun
10 - 13	Chest/Upper Back	normal
14	Neck	3 h/rd; 1 stun
15	Face/Skull	3 stun
16 - 18	Shoulder/Upper Arm	-15*; -1 stun
19 - 20	Forearm/Hand/Elbow	-10*; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

* = to maneuvers requiring movement only.
** = to maneuvers involving the arms/hands only.



READING THE ATTACK TABLES

Each of the three individual tables that comprise the Attack table is read separately.

THE ATTACK MATRIX

Consult the Attack Matrix once you've determined that you've hit your target. The letter headers across to top of the table correspond to the different attack sizes: T=Tiny, S=Small, M=Medium, L=Large, H=Huge. The die roll results are given in increments of 5 in the Results column; so a result of 33 falls in the 31-35 range.

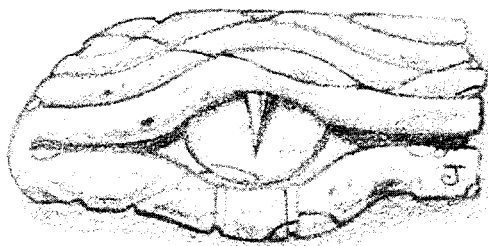
To determine the result of an attack cross index the final result of the attack roll in the results column with attack size column.

Results	T	S	M	L	H
1-5	1	1	2	3	5A
6-10	1	2	3	4	6B
11-15	1	2	4	6A	8C
16-20	1	3	5	7B	10D
21-25	2	4	6A	8C	11E
26-30	2	4	7B	10D	13F
31-35	2	5A	8C	11E	14G
36-40	3	5B	9D	12F	16H
41-45	3A	6C	10E	13G	18I
46-50	3B	7D	11F	15H	19J

So a small attack with a result of 33, gives a damage result of "5A", while a large attack with a result of 33 gives a damage result of 9D. The number portion of the result is equal to the number of hits the target receives from the attack, while the letter indicates which critical result is applied (refer to *Critical Table* below).

T (TINY)

This column is used for Tiny attacks. Extremely small weapons, such as pocket knives, or the natural attacks of very small creatures will normally use this size of attack. This is also the base attack size used for swarms of tiny creatures such as insects. Tiny attacks have a 1 in 30 chance of giving a killing critical.



REDUCING LETHALITY

Option 1: Some players and GMs may consider the **Hack & Slash** rules too lethal for their tastes. If this is the case, the GM can easily adjust the lethality of this system by simply instituting a modifier to the Defensive Bonus of all characters, NPCs, and monsters within the game. So long as the bonus is identical for everybody, the system will remain balanced, and yet the overall lethality of the system will be reduced.

Example: *Joe, the GM, decides that he wants a game that is a bit less lethal.*

Therefore, he institutes a Reflex bonus of +50. This means that all of the player's characters, Joe's NPCs, and all monsters within the game receive a +50 bonus to their DB, making it slightly more difficult to achieve dangerous or even deadly criticals.

Option 2: If you dislike bookkeeping and tracking such things as bleeding, stuns and maneuver penalties, which often make the game much deadlier, then you, can reduce the lethality of your games by just ignoring those portions of the criticals within this product.

S (SMALL)

This column is used for Small attacks. This covers the attacks made by smaller weapons and creatures. Small attacks have a 3 in 30 chance of delivering a killing critical.

M (MEDIUM)

This column is used for Medium attacks. This is the attack size used for most one-handed weapons by a normal human-sized combatant. Medium attacks have a 5 in 30 chance of delivering a critical that result in death.

L (LARGE)

This column is used for Large attacks. This is the maximum size allowed for a weapon that is used by a human-sized creature. Such weapons will normally be two-handed in nature. Large criticals provide 7 chances out of 30 for resulting in a killing critical.

H (HUGE)

This column is used for attacks that have a size of Huge. This attack size is natural only for Large and Huge creatures, and some magical attacks. Huge criticals are extremely deadly, having 9 chances out of 30 to deal a critical that result in death.

CRITICAL TABLE

The Critical Tables are the only other table required to use these attack tables. Each critical table consists of 26 entries from A to Z. The Attack Matrix specifies which entry from the critical table to use (A, B, etc.).

The number range below the critical letters can be used for multiple purposes, such as with the skill, Ambush, or the Combat Action, Power Strike. Refer to the section on *System Adjustments* for more details on this. Additionally, these number ranges can be used for randomizing the criticals. The sidebar on *Randomizing Criticals* gives a couple of options for this.

Each critical gives some flavor text for the critical and additional damage that is applied to the target of the attack. Refer to *Reading the Critical Tables* for more information.

Results	Crush Criticals
A (1-5)	Whoosh! I've seen kittens hit harder than that! +1 hit.
B (6-9)	Smack! +3 hits.
C (10-14)	You clipped your foe that time. He takes +4 hits and is at -5.
D (15-18)	Foe looks a little dazed. He takes +6 hits and is at -5.
E (19-23)	Impressive! Or it would be if you ever do more than just graze him. Foe is at -10 and takes +7 hits.
F (24-28)	Oof! Foe is not very happy with you at the moment. He takes +9 hits, is stunned 1 round and is at -10.

OPTIONAL RULE:

RANDOMIZING CRITICALS

Sometimes, players and Game Masters (GMs) prefer more random critical results. The attack tables presented in this book allow for this to happen through the use of the number ranges under the letter code for each critical. Using this method adds a second roll to the attack resolution process. If an attack scores a critical hit, then roll d100 and add 5 for every attack size above Tiny (i.e. A Small adds +5 to the roll, a Large adds +15). Should the result of the critical roll be above 120, then treat the result as if it were 120.

READING THE CRITICAL TABLES

The entries on the critical tables are divided into 2 major sections, the flavor text and the critical damage.

FLAVOR TEXT

Every critical comes with a bit of flavor text. The flavor text for the **Hack & Slash** critical tables was specifically written so that it does not indicate any specific locations, or any specific type of damage in most instances. This was done so that the Game Master (GM) could more easily alter the flavor text of the criticals to suit the situation. We recommend that the GM alter the flavor text of a given critical to better suit the actual situation.

INSECT SWARMS

Insects, such as bees, locusts, or other tiny creatures are relatively ineffectual when considered individually. However, when they swarm, attacking en masse, they are much more deadly. A single bee, for example, would not even do a full point of damage to a character when it stings; however a small swarm of bees would combine to do a Tiny attack. Larger swarms would do even larger attacks.

With swarms, the GM should make a single attack for the swarm, rather than individual attacks for each creature in the swarm. Swarms, however, do not inflict criticals; they only inflict damage to Concussion Hits, one point of damage for each insect that makes a successful attack.

Each swarm will also have a number of hits equal to the number of insects within the swarm. The DB for a swarm should also be calculated upon the number of insects within the swarm, gaining a +1 to DB for each insect in the swarm, up to a maximum DB of 100. The OB for the swarm should also be calculated according to the size of the swarm as well.

For every 2 insects within the swarm, it gains +1 to OB. Thus a swarm of 50 bees would have 50 hits, a DB of 50, and an OB of +25 and do a Tiny Puncture.

However, the real danger of insect swarms lay in those insects that deliver a poison or toxin with their attacks. Individually, these toxins are too weak to normally affect a human or other similarly sized creature, but when swarming, the poison from all those insects that make a successful attack combine, cumulatively, to make the toxin that much more dangerous. The base RR against insect poisons is normally a 50. This number is increased by 1 for every point of damage delivered by the swarm. The damage from multiple attacks is cumulative with prior attacks that have not been previously healed.

Thus if a character takes 23 hits in the first round of an attack by a swarm of bees, he must beat a RR (73) ($50 + 23 = 73$) to avoid being affected by the bee's venom. On the second round, if he takes another 15 hits, he must overcome a RR (88) ($50 + 23 + 15 = 88$) or be affected by the toxins.



When reading the flavor text and adding your own flavor text as you describe the wound delivered, it is important to think about the damage being done, as well as the source of the damage. Your description of the damage is what will determine what spells and/or herbs are required to heal the damage.

CRITICAL DAMAGE

Each critical also provides extra damage that is given to the target of the attack, in addition to the hit damage provided by the Attack Matrix. There are several basic types of damage provided by the criticals, along with a few special types. Each is described more fully below.

ADDITIONAL CONCUSSION HITS

Concussion hits are the equivalent of bruising to the character's body. This is the most common type of extra damage provided by criticals. Like the concussion hit damage listed on the Attack Matrix, the additional concussion hits listed in the critical entries are removed from the character's total remaining concussion hits.

STUNS

Many criticals also give Stuns. When a character is stunned, he may not make an attack, although he may parry with half of his Offensive Bonus. This stunned parry is resolved in the same way as a Full Parry; however the character does not get the additional +10 modifier to their Defensive Bonus that a Full Parry gets. Additionally, any action that requires a maneuver roll receives a -50 modifier. Actions that do not require a maneuver roll, such as eating an herb or wearing armor are unaffected by this modifier. The character's movement is also limited to one half of his Base Movement Rate, and to a maximum Pace of Run.

Stuns are not applied automatically. The character receiving the stun gets to make a Stamina-based Resistance Roll (RR) to see whether or not they are able to shake off the stun. The character receiving the stun must equal or beat the target number of 150 to resist one round of stun. This number is increased by 5 for every additional round of stun beyond the first that is inflicted by a single critical.

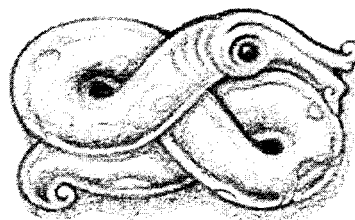
STUNNING OPTION

Using the basic rules for resisting stuns, it is possible, although not likely that low level characters may not be able to resist being stunned. If you, as the GM, would like to make stuns a bit easier to resist, then use the following guideline.

With this option, in order to resist being stunned, the character must equal or beat a target number of 100. This base number is modified by +10 for each round of stun beyond the first. Thus 2 rounds of stun would require a Stamina RR (110) and three would require a Stamina RR (120), and so forth.

If a character who is already stunned receives a critical that indicates even more rounds of stun, he must make an RR against the new stun result. However, the RR to resist these additional rounds of stun is not affected by the -50 modifier for maneuvers. It is affected by how many rounds that the character is already stunned for. Each round of stun already affecting the character is counted towards determining that number that must be resisted against. Should the character succeed, he is still affected by the stuns he already has, but not by the new ones.

Should a character ever be stunned for a number of rounds equal to or greater than his Constitution bonus, the character is required to make another Stamina-based RR. The character must equal or beat a number equal to 170, plus 5 for each round of stun. Should he succeed in this RR, the character remains conscious, but if he fails, he is unconscious for 1d10 minutes minus 1 for every 2 points of Constitution bonus, but for at least 1 minute at the minimum.



BLEEDING

Criticals can often cause ongoing damage to the target of an attack. This may be from torn or severed veins and arteries, from internal damage that gets progressively worse, from burns, from frostbite, or from any number of other reasons. All of these instances of ongoing damage are collectively called Bleeding because they cause the character who has received this damage to lose a number of hits each round until the cause of the wound is treated well enough for the ongoing damage to stop.

MANEUVER PENALTIES

Criticals can also hurt muscles, bones and other parts of the body causing the character to receive negative modifiers. When a critical indicates a negative modifier, this is referred to as a Maneuver Penalty. This negative modifier is applied to all Strength, Quickness, and Agility based maneuvers. If an action does not require a maneuver roll, such as the wearing of armor, then it is unaffected by this modifier.

These modifiers may reduce a character's Defensive Bonus (DB), but only the portion of it deriving from their Quickness stat. This cannot reduce the Quickness bonus to DB below zero.

The negative modifiers from Maneuver Penalties are cumulative with those from being stunned. However, unlike the modifier from being stunned, Maneuver Penalties remain until the character is healed of the damage that caused the penalty in the first place.



DYING IN X ROUNDS

There are a number of criticals which state that a character will die in a specific number of rounds. These criticals indicate that the character has taken such a massive amount of traumatic damage that his body can no longer operate and that the character will shortly die. Quite often, characters who receive this type of wound are completely incapacitated or knocked unconscious from the attack. This means that they cannot attack nor defend themselves in any manner. Characters that are “inactive” may not do anything other than try to heal themselves, if they possess the means. Characters that are unconscious may not even do that.

INSTANT DEATH

There are relatively few criticals that actually result in the instant death of a character, but it always remains a possibility. However, it is important to remember that sometimes even death is not final.

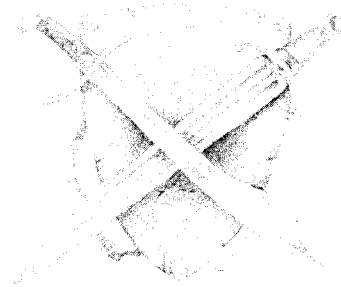
NOTES ON GRAPPLING ATTACKS

Unlike most of the other critical tables, the Grappling attack table has some unique results. Namely, many of its criticals say that the target of the attack has been grappled and that they receive a Maneuver Penalty while they are grappled. This temporary Maneuver Penalty is the result of being held and it disappears once the character is free.

Grappling criticals also give a Maneuver Difficulty for breaking free, but does not list a method for breaking free. This is because there are several different methods that may apply. The character might use a skill, such as Wrestling, a Martial Art that does Grappling criticals, or Contortions to free himself. If the held character does not have these, he may also use a stat based maneuver, Strength or Agility, as described on page 67 of **HARP**. The Difficulty of the maneuver, as given in the critical always applies in either case. However, the Maneuver Penalty given in the critical does not apply on attempts to break free of the grapple, just on other actions.

The Maneuver Penalty may also apply to the character doing the grappling as well. The grappler has the option of maintaining their hold on the target (no roll required normally), attempting some other action (adjusted by the same Maneuver Penalty just as the person grappled is affected), or increasing their hold (receives only half of the Maneuver Penalty that the person held receives normally). Depending on the method used to grapple a character, one or more of the above options may not be available to the character doing the grappling. A character using a rope lasso to grapple another character cannot try “increasing their hold”, but can easily maintain their ‘hold’ by keeping the rope taut. On the opposite end of the spectrum, a creature with multiple tentacles may attempt to increase its hold using a second tentacle, but not receive any penalties since the second tentacle is not involved in the first hold.

What it boils down to is that the GM must determine which of the three options are available to the character doing the grappling and whether or not they receive no, half, or the full Maneuver Penalty to their action. Maintaining a hold will



rarely, if ever, require a roll or receive any portion of the Maneuver Penalty that the person held receives.

Example 1: Goras is a Fighter who has skill in using a lasso (+45) which does a Small Grapple attack. Berin is a Rogue (DB 40) that Goras is trying to catch. Goras makes his attack (roll of 72) for a total of 77 (72 + 45 - 40 = 77). Berin makes his RR against the stuns dealt by the attack, but is caught. Berin is at -40 to all actions while caught, except for trying to break free, which will require a Light (+20) maneuver. Berin is not overly strong, so he doubts that he would be able to break free using just his strength, however he fairly agile and has some skill in Contortions (+56), so he decides to attempt to use that to break free. Berin rolls a 36 for a total result of 112 (36 roll + 56 skill + 20 Light Maneuver = 112). This is greater than 101, so Berin has easily shrugged off the lasso and is now attempting to run away. Goras curses under his breath, in several different languages, as he reclaims and lasso and starts after Berin.

Example 2: Chako and Zelup are professional wrestlers for the local arena games. The both have the Martial Arts Style: Wrestling from Martial Law (Chako at +77; Zelup at +86) and they are paired against one another for today’s match. Both wrestlers have a DB of +20 and both are parrying to bring their DB up to +50 leaving Chako with an OB of +47 and Zelup with an OB of +56. Chako makes his first attack rolling a 95 for a total attack roll of 92 (95 + 47 - 50 = 92), resulting in 9 hits and an ‘M’ critical (+12 hits; stunned 4 rounds; -50 while held, and requires a Medium maneuver in order to get free). Zelup easily shrugs off the rounds of Stun (he has an excellent Stamina RR bonus).

Zelup has a choice. He can attempt his own grapple attack on Chako with an OB of 6 (56 - 50), or he can use his Wrestling skill to attempt to break free. If he attempts to break free, Zelup will need a total roll of 101 or better, but he gets to use his total OB of +56 in the attempt. Zelup wisely decides to attempt to break free. He rolls a 43 for a total result of 99 (56 + 43 - 99), not enough to allow him to escape Chako’s grasp.

The next round Chako has a choice. For his first choice, he can try to continue with his current hold, which requires no roll, but he knows that Zelup almost broke free a moment before. His second choice is to attempt to increase his hold on Zelup, but the GM has ruled that in doing so, he would receive half of the maneuver penalty as applied to Zelup. Luckily, Zelup cannot parry this round, and the Maneuver Penalty will reduce his DB to zero, so Chako



OPTIONAL RULE: CALLED SHOTS

There are times when a character will want to strike a specific location of their target. To do so, a character may reduce their Offensive Bonus (OB) in increments of 10 in order to adjust their Hit Location Result number by 1 point for each increment. A character may reduce their OB by no more than 50 points to gain a maximum of 5 points to which they can adjust the location, either up or down.

A player must declare a called shot, and their OB reduction prior to rolling for an attack. Once the attack is made, and the initial Hit Location is determined, then the Called Shot modifier is applied, to move the location towards that which the character has declared.

Example: Cedric wants to hit foe's hand in order to cause him to drop the wand he is holding on Cedric's unsuspecting buddy Decil. Cedric declares a Called Shot for his target's hand and reduces his OB by 40. He makes his attack roll, and hits foe hard enough to hurt him and cause a critical result. Cedric's initial roll was a 76 which gives a Hit Location of 13 (Chest/Upper Back). Since Cedric succeeded in his attack, he adjusts the Hit Location 4 points in the direction of the Hand Location (19-20). However, 13 + 4 only equals 17 meaning that Cedric actually hit his foe's Shoulder/Upper Arm, and on the wrong side of foe as well (initial roll was even, meaning off-hand side). At least the foe is no long pointing the wand at Decil. Now it is pointing at Cedric.

decides to attempt to increase his hold. Chako has an effective OB of 22 (47-25), and he rolls a 37 for a total result of 59. This does 6 hits and an 'F' critical (+6 more hits, 1 round of stun, and -20 for 3 rounds). While this does not improve his hold on Zelup, it will make it harder for Zelup to break Chako's hold. Zelup makes his attempt, rolling a 93 for a total of 129 (93 + 56 -20) more than enough to break Chako's hold this round. Zelup retreats a little bit and begins using a Full Parry while he attempts to shake off the effects from when he was grappled.

NOTES ON ADDITIONAL CRITICALS

Several spells and magical items deliver additional criticals when they deliver a hit. In these cases, use the base critical delivered as the starting point, and then add or subtract 10 from the number range listed under the Letter Code to determine what the actual critical delivered will be. For example, if you deliver an "F" critical (24-28) for your attack, and your weapon does a Medium attack normally and an additional Small critical of another type, you would subtract 10 from the low end of the number range (24), resulting in the additional critical being a "C" critical (10-14), with the "C" critical being from the proper Critical Table.

OPTIONAL CRITICAL RULES

HIT LOCATION

This third table that comprises each attack table page is totally optional for use. It consists of three columns; Result, Location, and Optional Critical Adjustments.

RESULT

The Result column ranges from 2 to 20. To determine what row to use in this column, simply add the two percentile dice together from the roll for your attack. If your roll was within the open-ended range, you ignore the second and any subsequent rolls, using only the first roll from the attack. Thus a roll of 87 would give a result of 15 (8 + 7 = 15) Face/Skull on the Hit Location table.

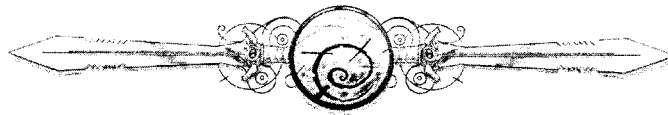
The original percentile roll is used to determine the location of the strike; the roll was an odd number, the attack hits on the foe's weapon side. If the number was even, then it hits on the non-weapon side. When attacking a foe wielding two weapons, or no weapon, then an odd number means that the blow lands on the foe's right side, and even number means that it lands on the foe's left side.

If the target of the attack is 2 more sizes bigger than the attacker, then 10 is subtracted from the number used to determine the location of the hit. Any adjusted results of less than 2 are treated as a result of 2.

OPTIONAL CRITICAL ADJUSTMENTS

This column can be used to give more variety to the criticals. If using the hit location rules and this option, the damage adjustments listed here are added to any damage generated by a critical result. If the target of the attack did not receive a critical, then apply only hit damage from the Attack Matrix.

Hit Location:		
Result	Location	Opt. Crit Adj.
2	Foot/Calf	-10*; -1 stun
3	Knee	-15*; -1 stun
4-5	Thigh	-5; 2 h/rd
6	Groin	3 h/rd; -20
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3 h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15**; -1 stun
19-20	Forearm/Hand/Elbow	-10**; -1 stun
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.		
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.		
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).		
* = to maneuvers requiring movement only.		
** = to maneuvers involving the arms/hands only.		



CRUSH ATTACK TABLE

Results	T	S	M	L	H	Results	Crush Criticals
1-5	1	1	2	3	5A	A (1-5)	Whoosh! I've seen kittens hit harder than that! +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Smack! +3 hits.
11-15	1	2	4	6A	8C	C (10-14)	You clipped your foe that time. He takes +4 hits and is at -5.
16-20	1	3	5	7B	9D	D (15-18)	Foe looks a little dazed. He takes +6 hits and is at -5.
21-25	2	3	6A	8C	11E	E (19-23)	Impressive! Or it would be if you ever do more than just graze him. Foe is at -10 and takes +7 hits.
26-30	2	4	7B	9D	12F	F (24-28)	Oof! Foe is not very happy with you at the moment. He takes +9 hits, is stunned 1 round and is at -10.
31-35	2	5A	7C	11E	14G	G (29-32)	Put your shoulder into it! Foe takes 10 hits, is stunned 1 round and is at -15.
36-40	2	5B	8D	12F	16H	H (33-37)	Foe looks very perplexed. He takes +11 hits is stunned for 2 rounds and is at -15.
41-45	3A	6C	9E	13G	17I	I (38-42)	Foe is sees stars and birds. He takes +13 hits, is stunned 2 rounds and is at -20.
46-50	3B	7D	10F	14H	19J	J (43-46)	Crunch. Foe takes +14 hits, is stunned 3 rounds and is at -20.
51-55	3C	7E	11G	16I	20K	K (47-51)	Solid strike bruises muscle and bone. Foe takes +16 hits, is stunned 3 rounds, and is at -25.
56-60	4D	8F	12H	17J	22L	L (52-55)	The sound of crunching bones is music to your ears. Foe takes +17 hits, is stunned 4 rounds and is at -25.
61-65	4E	8G	13I	18K	23M	M (56-60)	Snap! Crackle! Pop! What a joyous sound, as long as it is coming from your foe. He takes +19 hits, is stunned 4 rounds and is at -30.
66-70	4F	9H	14J	19L	25N	N (61-65)	Blow thunders as it connects. Foe takes +20 hits, is stunned 5 rounds, is bleeding 1 hit per round and is at -30. It hurts.
71-75	5G	10I	15K	21M	26O	O (66-69)	Resounding strike causes foe to drop anything he is holding. Foe takes +21 hits, is stunned 6 rounds, is bleeding 1 hit per round and is at -35.
76-80	5H	10J	16L	22N	28P	P (70-74)	Foe will be eating soup for sometime, if he survives. He takes +23 hits, is stunned 6 rounds, is bleeding 2 hits per round and is at -40.
81-85	5I	11K	17M	23O	30Q	Q (75-78)	What goes around comes around, and foe has been spun around. He takes +24 hits, is stunned 7 rounds, is bleeding 2 hits per round and is at -40.
86-90	6J	12L	18N	24P	31R	R (79-83)	Foe is severely wounded. He takes +26 hits, is stunned 7 rounds, is bleeding 3 hits per round and is at -40.
91-95	6K	12M	19O	26Q	33S	S (84-88)	You drive through foe's defense to deliver a devastating strike. Foe takes +27 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
96-100	6L	13N	20P	27R	34T	T (89-92)	You really rock your foe! So much so that he takes +29 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
101-105	7M	13O	21Q	28S	36U	U (93-97)	Devastating strike send foe reeling to the ground! He takes +30 hits, is stunned for 10 rounds, is bleeding 5 hits per round and is at -50.
106-110	7N	14P	21R	29T	37V	V (98-102)	Foe is knocked to the ground by your mighty blow. It is soon followed by the wails of agony as foe dies, after 10 inactive rounds from internal bleeding.
111-115	7O	15Q	22S	31U	39V	W (103-106)	Not only do you shatter bones, but you send the jagged edge of one tearing through a major artery. Foe dies after 6 inactive rounds of screaming from the pain.
116-120	7P	15R	23T	32V	40W	X (107-111)	Your sudden attack sends fragments of bone ripping though a major organ. Foe drops to the ground and dies after 3 inactive rounds of subdued whimpering and mewling.
121-125	8Q	16S	24U	33V	42W	Y (112-115)	Shattered fragments of bone slice through many internal organs. Foe is at -50 for one round before passing out from the pain and dying in 2 more rounds.
126-130	8R	17T	25V	34W	44X	Z (116-120)	Impressive strike sends foe flying 10' to land in a jumbled heap. It is obvious that many of his bones are shattered and that he is quite dead.
131-135	8S	17U	26V	35W	45X		
136-140	9T	18V	27W	37X	47Y		
141-145	9U	18V	28W	38X	48Y		
146-150	9V	19W	29X	39Y	50Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



PUNCTURE ATTACK TABLE

Results	T	S	M	L	H	Results	Puncture Criticals
1-5	1	1	2	3	4A	A (1-5)	Stop trying to tickle your foe! +1 hit.
6-10	1	1	3	4	6B	B (6-9)	That was weak. +2 hits.
11-15	1	2	3	5A	7C	C (10-14)	Oh! What an impressive... scratch? +3 hits.
16-20	1	3	4	6B	8D	D (15-18)	Helpful hint. The pointy end goes into foe. Foe takes +4 hits and is bleeding 1 hit per round.
21-25	1	3	5A	7C	10E	E (19-23)	At least you managed to nick a muscle that time. Foe takes +5 hits, is bleeding 1 hit per round and is at -5.
26-30	2	4	6B	8D	11F	F (24-28)	Now that will leave a scar. An almost impressive one at that. Foe takes +6 hits, is bleeding 2 hits per round and is at -5.
31-35	2	4A	7C	10E	13G	G (29-32)	A few dozen more attacks like this and you just might best your foe. He takes +7 hits, is bleeding 2 hits per round and is at -10.
36-40	2	5B	8D	11F	14H	H (33-37)	You catch foe off guard and are able to get a light strike. He takes +8 hits, is bleeding 3 hits per round and is at -15.
41-45	3A	5C	8E	12G	16I	I (38-42)	Flashy move. Next time work more on hurting foe than on showing off. Foe takes +9 hits, is bleeding 3 hits per round and is at -15.
46-50	3B	6D	9F	13H	17J	J (43-46)	Foe is surprised at how easily you seem to have pierced his defenses. He takes +10 hits, is stunned 1 round, is bleeding 4 hits per round and is at -20.
51-55	3C	7E	10G	14I	18K	K (47-51)	Your weapon fairly shrieks as it penetrates your foe's body. He takes +10 hits, is stunned 1 round, is bleeding 4 hits per round and is at -20.
56-60	3D	7F	11H	15J	20L	L (52-55)	You stab foe to the quick, with more than just your rapier wit. He takes +11 hits, is stunned 2 rounds, is bleeding 5 hits per round and is at -25.
61-65	4E	8G	12I	16K	21M	M (56-60)	You float like a butterfly and sting like a bee. Foe takes +12 hits, is stunned 2 rounds, is bleeding 6 hits per round and is at -30.
66-70	4F	8H	13J	18L	23N	N (61-65)	Powerful strike sends foe spinning. He takes +13 hits, is stunned 3 rounds, is bleeding 6 hits per round and is at -30.
71-75	4G	9I	14K	19M	24O	O (66-69)	Weapon pierced foe like a hot knife through butter. He takes +14 hits, is stunned 3 rounds, is bleeding 7 hits per round and is at -35.
76-80	5H	9J	14L	20N	25P	P (70-74)	Messy but effective strike leaves foe wishing he were elsewhere. He takes +15 hits, is stunned 4 rounds, is bleeding 7 hits per round and is at -40.
81-85	5I	10K	15M	21O	27Q	Q (75-78)	Deep stab wound causes foe to recoil, trip and fall. He takes +16 hits, is stunned 4 rounds, is bleeding 8 hits per round and is at -40.
86-90	5J	10L	16N	22P	28R	R (79-83)	Good shot! Keep this up and you might be a real warrior one fine day. Foe takes +17 hits, is stunned 5 rounds, is bleeding 8 hits per round and is at -45.
91-95	5K	11M	17O	23Q	30S	S (84-88)	You knock foe's defenses aside like they were nothing. Foe takes +18 hits, is stunned 5 rounds, is bleeding 9 hits per round and is at -45.
96-100	6L	12N	18P	24R	31T	T (89-92)	Strike swift. Strike true. Foe takes +19 hits, is stunned 6 round, is bleeding 10 hits per round and is at -50.
101-105	6M	12O	19Q	25S	33U	U (93-97)	You strike decisively, plunging your weapon deep into your foe. He takes +20 hits, is stunned 6 rounds, is bleeding 10 hits per round and is at -55.
106-110	6N	13P	20R	27T	34V	V (98-102)	You don't know your own strength. Your attack severs an artery and breaks a bone. Foe is stunned for the 10 rounds that it takes him to die.
111-115	7O	13Q	20S	28U	35V	W (103-106)	Your strike pierces a major artery. Foe dies in 6 inactive rounds as he bleeds out. Very messy.
116-120	7P	14R	21T	29V	37W	X (107-111)	Next opponent please. Foe drops to the ground unconscious from shock and bleeds to death in 2 rounds.
121-125	7Q	14S	22U	30V	38W	Y (112-115)	Foe is not happy about being dead. And you are not happy about your weapon being stuck in your foe. It will require a Medium Strength-based maneuver roll to free it.
126-130	7R	15T	23V	31W	40X	Z (116-120)	Congratulations! You have just invented Shish-kabob! Foe is impaled upon your weapon and quite dead. It will take a Light Strength-based maneuver roll to free your weapon.
131-135	8S	16U	24V	32W	41X		
136-140	8T	16V	25W	33X	42Y		
141-145	8U	17V	25W	35X	44Y		
146-150	8V	17W	26X	36Y	45Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



SLASH ATTACK TABLE

Results	T	S	M	L	H	Results	Slash Criticals
1-5	1	1	2	3	5A	A (1-5)	That is barely a scratch. Foe laughs at your attempt. +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Pathetic. +2 hits.
11-15	1	2	4	5A	8C	C (10-14)	You might do better if you sharpened your weapon from time to time. +4 hits.
16-20	1	3	5	7B	9D	D (15-18)	A little more practice and you might apply for a job as a barber. Foe takes +5 hits and is at -5.
21-25	2	3	5A	8C	11E	E (19-23)	Your mighty attack rends foe's clothing, but little else. Foe takes +6 hits, is stunned 1 round and is at -5.
26-30	2	4	6B	9D	12F	F (24-28)	Are you trying to nick him to death? Foe takes +7 hits, is stunned 1 round and is at -10.
31-35	2	5A	7C	10E	14G	G (29-32)	Well, you certainly have his attention now. Foe takes +8 hits, is stunned 2 rounds and is at -15.
36-40	2	5B	8D	12F	15H	H (33-37)	Nicely placed strike. Foe takes +10 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -20.
41-45	3A	6C	9E	13G	17I	I (38-42)	Now, that has got to hurt. Foe takes +11 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -20.
46-50	3B	6D	10F	14H	18J	J (43-46)	Nice slice! Good thing you are not playing golf. Foe takes +12 hits, is stunned 2 rounds, is bleeding 2 hits per round and is at -25.
51-55	3C	7E	11G	15I	20K	K (47-51)	Practicing for the holidays? You carve foe up pretty good. He takes +13 hits, is stunned 3 rounds, is bleeding 2 hits per round and is at -30.
56-60	4D	8F	12H	16J	21L	L (52-55)	Your attack leaves deep lacerations. He takes +14 hits, is stunned 3 rounds, is bleeding 3 hits per round and is at -30.
61-65	4E	8G	13I	18K	23M	M (56-60)	That wasn't pretty, but it was effective. Foe takes +15 hits, is stunned 4 rounds, is bleeding 3 hits per round and is at -35.
66-70	4F	9H	14J	19L	24N	N (61-65)	You catch a break and beat through foe's defenses. He takes +17 hits, is stunned 4 rounds, is bleeding 4 hits per round and is at -40.
71-75	5G	9I	15K	20M	26O	O (66-69)	A solid, workmanlike strike. Foe takes +18 hits, is stunned 5 rounds, is bleeding 4 hits per round and is at -45.
76-80	5H	10J	16L	21N	27P	P (70-74)	You have been practicing, haven't you? Foe takes +19 hits, is stunned 5 rounds, is bleeding 5 hits per round and is at -45.
81-85	5I	11K	16M	23O	29Q	Q (75-78)	Foe is stunned by your awesome skill. He takes +20 hits, is stunned 5 rounds, is bleeding 5 hits per round and is at -50.
86-90	5J	11L	17N	24P	31R	R (79-83)	Foe has no idea what just hit him. He takes +21 hits, is stunned 6 rounds, is bleeding 6 hits per round and is at -55.
91-95	6K	12M	18O	25Q	32S	S (84-88)	Gashing slash leaves quite a hole in foe. He takes +23 hits, is stunned 6 rounds, is bleeding 6 hits per round and is at -60.
96-100	6L	13N	19P	26R	34T	T (89-92)	Amazing strike sends foe reeling to the ground. He takes +24 hits, is stunned 7 rounds, is bleeding 7 hits per round and is at -60.
101-105	6M	13O	20Q	27S	35U	U (93-97)	Wowser! Your attack literally send foe flying 5' to land in a disorganized heap. He takes +25 hits, is stunned 7 rounds, is bleeding 7 hits per round and is at -65.
106-110	7N	14P	21R	29T	37V	V (98-102)	Amazing! Foe falls to the ground unconscious, to die after 7 helpless rounds as his blood spurts like a fountain.
111-115	7O	14Q	22S	30U	38V	W (103-106)	Gory strike leaves chunks of foe lying on the ground. He dies after 5 helpless rounds.
116-120	7P	15R	23T	31V	40W	X (107-111)	A wicked slash knocks foe down where he dies after 3 inactive rounds from the massive damage you caused. Well done, foe is nearly split in two.
121-125	8Q	16S	24U	32V	41W	Y (112-115)	All hail the mighty Ginsu! Foe stares at you with a look of utter surprise for 1 inactive round, and then collapses into multiple pieces.
126-130	8R	16T	25V	34W	43X	Z (116-120)	With a flash of your blade, foe goes all to pieces, literally. He is quite dead and quite messy.
131-135	8S	17U	26V	35W	44X		
136-140	9T	17V	27W	36X	46Y		
141-145	9U	18V	27W	37X	47Y		
146-150	9V	19W	28X	38Y	49Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15*; -1 stun					
19-20	Forearm/Hand/Elbow	-10*; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



GRAPPLING ATTACK TABLE

Results	T	S	M	L	H	Results	Grapple Criticals
1-5	1	1	1	2	3A	A (1-5)	You lose your grip on foe. +1 hit.
6-10	1	1	2	3	4B	B (6-9)	You need some more training. Foe takes +2 hits and is at -5 for 1 round.
11-15	1	2	3	4A	6C	C (10-14)	Faulty grip. Foe takes +3 hits and is at -10 for 1 round.
16-20	1	2	3	5B	7D	D (15-18)	Foe slips from your grasp. Foe takes +4 hits and is at -15 for 2 rounds.
21-25	1	2	4A	6C	8E	E (19-23)	Foe staggers into your grasp. He takes +5 hits and is at -15 for 2 rounds.
26-30	2	3	5B	7D	9F	F (24-28)	Your efforts trip your foe sends him stumbling. Foe takes +6 hits, is stunned 1 round and is at -20 for 3 rounds.
31-35	2	3A	5C	8E	10G	G (29-32)	You have him now! Foe must make a Routine maneuver to break free. He takes +7 hits, is stunned 1 round and is at -25 for 3 rounds.
36-40	2	4B	6D	9F	11H	H (33-37)	Are you trying dance with foe or grapple him? He breaks your weak grasp. Foe takes +8 hits, is stunned 2 rounds and is at -30 for 4 rounds.
41-45	2A	4C	7E	9G	12I	I (38-42)	Foe eludes your weak grasp. He takes +9 hits, is stunned 2 rounds and is at -35 for 4 rounds.
46-50	3B	5D	7F	10H	13J	J (43-46)	You get foe so tangled up that he drops whatever he is holding. He must make a Light maneuver in order to break free. Foe takes +10 hits, is stunned 3 rounds and is at -40 while held.
51-55	3C	5E	8G	11I	15K	K (47-51)	Your attack flings foe 5'. Foe takes +10 hits, is stunned 3 rounds and is at -45 for 5 rounds.
56-60	3D	6F	9H	12J	16L	L (52-55)	You surprise foe with an unfamiliar maneuver. You have him grappled and must make an Easy maneuver to break free. Foe takes +11 hits, is stunned 4 rounds and is at -50 while held.
61-65	3E	6G	9I	13K	17M	M (56-60)	With a flick and a twist, you have your foe in a good hold. It will require a Medium maneuver in order for him to break free. Foe takes +12 hits, is stunned 4 rounds and is at -50 while held.
66-70	4F	7H	10J	14L	18N	N (61-65)	You have him on the ropes now. Foe is caught and struggling. It will require a Medium maneuver to break free. Foe takes +13 hits, is stunned 5 rounds and is at -55 while held.
71-75	4G	7I	11K	15M	19O	O (66-69)	Your attack catches foe off guard. He is stunned 3 rounds, and requires a Medium maneuver to break free. Foe takes +14 hits, is stunned 5 rounds and is at -60 while held.
76-80	4H	7J	11L	16N	20P	P (70-74)	Your assault is strong and lucky. Foe is ensnared and must make a Hard maneuver to break free. Foe takes +15 hits, is stunned 6 rounds and is at -65 while held.
81-85	4I	8K	12M	17O	21Q	Q (75-78)	Your brutal attack leaves foe gasping. He is caught must make a Hard maneuver to break free. Foe takes +16 hits, is stunned 6 rounds and is at -70 while held.
86-90	5J	8L	13N	17P	22R	R (79-83)	Hey! Looks like you are getting the hang of this. Foe is entangled and must make a Hard maneuver to break free. Foe takes +17 hits, is stunned 7 rounds and is at -70 while entangled.
91-95	5K	9M	13O	18Q	24S	S (84-88)	After a brief tussle, you have foe at a major disadvantage. He must make a Very Hard maneuver to break free. Foe takes +18 hits, is stunned 7 rounds and is at -75 while grappled.
96-100	5L	9N	14P	19R	25T	T (89-92)	Good grip! Foe is cussing up a storm now. He must make a Very Hard maneuver to free himself. Foe takes +19 hits, is stunned 8 rounds and is at -80 while held.
101-105	5M	10O	15Q	20S	26U	U (93-97)	A short scuffle and you seize foe handily. He must make a Sheer Folly maneuver to extricate himself from your grip. Foe takes +20 hits, is stunned 8 rounds and is at -85 while held.
106-110	6N	10P	15R	21T	27V	V (98-102)	Sleeper hold! Foe must make a Sheer Folly man. to break free. Foe is at -85 while held and will be out in 3 rounds. Foe takes +20 hits and is stunned for a total of 8 rounds, some of which may be spent sleeping from the hold.
111-115	6O	11Q	16S	22U	28V	W (103-106)	Foe is most definitely not happy as your grapple break a bone, sending it slicing through major arteries and organs. Foe is passes out from the sudden pain and dies in 10 rounds.
116-120	6P	11R	17T	23V	29W	X (107-111)	You don't know your own strength. Your hold shatters many bones, hurting internal organs. Foe is down and in 6 inactive rounds from the damage.
121-125	6Q	11S	17U	24V	30W	Y (112-115)	Your hold breaks a number of bones, which slice and puncture internal organs. Foe dies after 3 rounds of excruciating inactivity.
126-130	7R	12T	18V	25W	31X	Z (116-120)	Crack! Foe suddenly slumps limp in your arms as you break his neck. He is quite dead.
131-135	7S	12U	19V	26W	32X		
136-140	7T	13V	19W	26X	34Y		
141-145	7U	13V	20W	27X	35Y		
146-150	8V	14W	21X	28Y	36Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



STRIKES ATTACK TABLE

Results	T	S	M	L	H	Results	Martial Arts Strikes Criticals
1-5	1	1	2	3	4A	A (1-5)	A pale piece of a pig's ear can hit harder than that. Foe takes +1 hit.
6-10	1	1	2	4	5B	B (6-9)	Keep your elbow straight. Foe takes +2 hits.
11-15	1	2	3	5A	7C	C (10-14)	Without proper breathing your attacks have no power behind them. Foe takes +4 hits.
16-20	1	2	4	6B	8D	D (15-18)	You have his attention now. Foe is at -5 and takes Foe takes +5 hits.
21-25	1	3	5A	7C	9E	E (19-23)	Glancing, but well placed strike. Foe is stunned 1 round and takes Foe takes +6 hits.
26-30	2	3	6B	8D	11F	F (24-28)	You need to remember to follow through. Foe takes +7 hits and is at -5.
31-35	2	4A	6C	9E	12G	G (29-32)	Foe tries to laugh at your attempts to hurt him, but it sounds strained. He takes +8 hits, is stunned 1 round and is at -5.
36-40	2	4B	7D	10F	13H	H (33-37)	Foe falls back from your blow, trying to recover. Foe takes +10 hits, is stunned 1 round, and is at -10.
41-45	2A	5C	8E	11G	15I	I (38-42)	Foe is finally taking you seriously. He takes +11 hits, is stunned 1 round, and is at -10.
46-50	3B	6D	9F	12H	16J	J (43-46)	You catch foe off guard with a round house kick that knocks him to the ground. He takes +12 hits, is stunned 2 rounds, and is at -15.
51-55	3C	6E	10G	13I	17K	K (47-51)	You deliver a snap kick that really impresses foe. He takes +13 hits, is stunned 2 rounds, and is at -15.
56-60	3D	7F	10H	14J	19L	L (52-55)	Foe staggers back from your assault. He takes +14 hits, is stunned 2 rounds, and is at -20.
61-65	3E	7G	11I	15K	20M	M (56-60)	Your form is nearly perfect. Foe takes +15 hits, is stunned 3 rounds, and is at -20.
66-70	4F	8H	12J	16L	21N	N (61-65)	Well placed shot disorients foe. He takes +17 hits, is stunned 3 rounds, and is at -25.
71-75	4G	8I	13K	17M	22O	O (66-69)	Who is this dog meat that dares challenge you? He takes +18 hits, is stunned 4 rounds and is at -25.
76-80	4H	9J	13L	19N	24P	P (70-74)	Combination strike puts a nasty cramp in foe's life. Foe takes +19 hits, is stunned 4 rounds, and is at -30.
81-85	4I	9K	14M	20O	25Q	Q (75-78)	He never saw your hands move. Foe takes +20 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -30.
86-90	5J	10L	15N	21P	26R	R (79-83)	Excellent form and correct follow through leaves foe gasping. He takes +21 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -35.
91-95	5K	10M	16O	22Q	28S	S (84-88)	Your slip inside foe's defenses to deliver a brutal strike. Foe takes +23 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -35.
96-100	5L	11N	17P	23R	29T	T (89-92)	Your attack sends foe flipping head over heels to land on his face. He takes +24 hits, is stunned 6 rounds, is bleeding 2 hits per round, and is at -40.
101-105	6M	11O	17Q	24S	30U	U (93-97)	Kick sends foe spinning to the ground. He takes +25 hits, is stunned 6 rounds, is bleeding 2 hits per round, and is at -40.
106-110	6N	12P	18R	25T	32V	V (98-102)	Double palm strike hits foe hard, causing internal damage. Foe is knocked unconscious and will die in 10 rounds from internal damage.
111-115	6O	12Q	19S	26U	33V	W (103-106)	Your strike sends foe spinning, breaking his neck as he lands. He is paralyzed for the 9 rounds that it takes for him to die.
116-120	6P	13R	20T	27V	34W	X (107-111)	You savagely strike foe, disrupting his internal harmony. He collapses and dies after 6 rounds of painful inactivity.
121-125	7Q	13S	21U	28V	36W	Y (112-115)	Foe drops to ground, blood spitting from his mouth for the 3 inactive rounds it takes for him to die. You gain a +10 to your next action.
126-130	7R	14T	21V	29W	37X	Z (116-120)	Precise combination of blows leaves foe all bent out of shape. He never even felt the touch of death claiming him.
131-135	7S	15U	22V	30W	38X		
136-140	7T	15V	23W	31X	40Y		
141-145	8U	16V	24W	32X	41Y		
146-150	8V	16W	25X	33Y	42Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15*; -1 stun					
19-20	Forearm/Hand/Elbow	-10*; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



SWEEPS/UNBALANCING ATTACK TABLE

Results	T	S	M	L	H	Results	Martial Arts Sweeps/Unbalancing Criticals
1-5	1	1	1	2	3A	A	Try not to trip yourself. Foe takes +1 hit.
6-10	1	1	2	3	4B	(1-5)	
11-15	1	2	3	4A	6C	B	Weak grip allows foe to escape. He takes +2 hits.
16-20	1	2	3	5B	7D	(6-9)	
21-25	1	2	4A	6C	8E	C	Smooth move. Foe is at -10 for 1 round as he tries to control his laughter at your grace. He takes +3 hits.
26-30	2	3	5B	7D	9F	(10-14)	
31-35	2	3A	5C	8E	10G	D	Your attack knocks foe to one knee, but he recovers quickly. He takes +3 hits and is at a -5.
36-40	2	4B	6D	9F	11H	(15-18)	
41-45	2A	4C	7E	9G	12I	E	Very good, Grasshopper. One day, you, too, will be a master. Foe takes +4 hits and is at a -5.
46-50	3B	5D	7F	10H	13J	(19-23)	
51-55	3C	5E	8G	11I	15K	F	Sweep bruises foe. He takes +5 hits and is at a -10.
56-60	3D	6F	9H	12J	16L	(24-28)	
61-65	3E	6G	9I	13K	17M	G	You sweep foe's feet out from under him, but he makes a remarkable recovery. Foe takes +6 hits and is at a -15.
66-70	4F	7H	10J	14L	18N	(29-32)	
71-75	4G	7I	11K	15M	19O	H	A quick spin and jerk sends foe staggering away. He takes +7 hits, is stunned 1 round and is at a -15.
76-80	4H	7J	11L	16N	20P	(33-37)	
81-85	4I	8K	12M	17O	21Q	I	You almost disarmed him with that one. Foe takes +8 hits, is stunned 2 rounds and is at a -20.
86-90	5J	8L	13N	17P	22R	(38-42)	
91-95	5K	9M	13O	18Q	24S	J	Sudden sweep knocks foe to the ground. It will take him 1 round to get back up. He takes +9 hits, is stunned 2 rounds and is at a -25.
96-100	5L	9N	14P	19R	25T	(43-46)	
101-105	5M	10O	15Q	20S	26U	K	It almost looks like you are dancing with foe, except that he is an unwilling partner. Foe takes +9 hits, is stunned 3 rounds and is at a -25.
106-110	6N	10P	15R	21T	27V	(47-51)	
111-115	6O	11Q	16S	22U	28V	L	Graceful toss leaves foe on the ground. It will take him 2 rounds to get back up. Foe takes +10 hits, is stunned 3 rounds and is at a -30.
116-120	6P	11R	17T	23V	29W	(52-55)	
121-125	6Q	11S	17U	24V	30W	M	Foe never even saw it coming. He is down and must take 2 rounds to get back up. Foe takes +11 hits, is stunned 4 rounds and is at a -35.
126-130	7R	12T	18V	25W	31X	(56-60)	
131-135	7S	12U	19V	26W	32X	N	Foe screams as you send him over your shoulder and into the ground. He will need 2 rounds to get back on his feet. Foe takes +12 hits, is stunned 4 rounds and is at a -35.
136-140	7T	13V	19W	26X	34Y	(61-65)	
141-145	7U	13V	20W	27X	35Y	O	Your throw has knocked a bit more than the wind out of foe. He is down for 3 rounds, takes +13 hits, is stunned 5 rounds and is at a -40.
146-150	8V	14W	21X	28Y	36Z	(66-69)	
						P	Your teacher would be very proud of you. Foe's teacher is spinning in his grave. Foe is down for 3 rounds, takes +14 hits, is stunned 5 rounds and is at a -45.
						(70-74)	
						Q	You send foe flying, to land 10' away. IfThe foe that you threw takes +15 hits, is stunned 6 rounds and is at a -45.
						(75-78)	
						R	Foe weapon goes skittering away as he lands hard. It takes him 4 rounds to get on his feet. Foe takes +15 hits, is stunned 6 rounds and is at a -50.
						(79-83)	
						S	Have you been practicing? Foe is down for 5 rounds, struggling to get back on his feet. He takes +16 hits, is stunned 7 rounds and is at a -55.
						(84-88)	
						T	Excellent throw sends foe crashing to the ground. He is unconscious for 5 rounds and takes +17 hits. Upon awakening, he is stunned 7 rounds and is at -55.
						(89-92)	
						U	Devastating sweep knocks foe unconscious for 1d10+5 rounds and he takes +18 hits.. Upon waking, foe is stunned 8 rounds and is at -60.
						(93-97)	
						V	Snazzy throw send foe rolling 15'. He is unconscious for 1d10 minutes, takes +25 hits and is at a -75 when, or if, he ever wakes up.
						(98-102)	
						W	Perfect toss send foe flying, to land on his face upon impact. Mangled foe dies in 10 unconscious rounds from the damage. You gain a +15 for the next round.
						(103-106)	
						X	Fabulous throw sends foe flying 10', rolling another 15' after that. Too bad he broke his neck in the process. Foe is paralyzed for the six rounds it takes for his poor life to expire. You gain +20 for the next round.
						(107-111)	
						Y	You perform a spinning leg sweep that flips foe to the ground, breaking his neck as he lands. Foe passes out from the pain and does not revive for the 3 rounds it takes him to die. Gain a +25 the next round.
						(112-115)	
						Z	You smash foe against multiple objects. There is no telling which deal the fatal blow. You gain a +30 to your actions for the next 2 rounds.
						(116-120)	
Hit Location:							
Result	Location					Opt. Crit Adj.	
2	Foot/Calf					-10*; -1 stun	
3	Knee					-15*; -1 stun	
4-5	Thigh					-5; 2 h/rd	
6	Groin					3 h/rd; -20	
7-9	Abdomen/Lower Back					-10; 1 stun	
10-13	Chest/Upper Back					normal	
14	Neck					3 h/rd; 1 stun	
15	Face/Skull					3 stun	
16-18	Shoulder/Upper Arm					-15**; -1 stun	
19-20	Forearm/Hand/Elbow					-10**; -1 stun	
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



LARGE ATTACK TABLE

Results	T	S	M	L	H	Results	Large Criticals
1-5	1	1	2	3	4A	A (1-5)	Foe is tougher than you thought. If you used a non-magical weapon, it is broken. But at least he felt the attack. +12 hits.
6-10	1	1	3	4	6B	B (6-9)	Foe doesn't even notice your attack. He takes +5 hits.
11-15	1	2	3	5A	7C	C (10-14)	Nice shot! Foe almost noticed your attack. He takes +7 hits.
16-20	1	3	4	6B	8D	D (15-18)	Good blow, but this could take a while. He takes +10 hits.
21-25	1	3	5A	7C	10E	E (19-23)	You need to be doing better than this if you want to take foe down. He takes +12 hits.
26-30	2	4	6B	8D	11F	F (24-28)	Foe has definitely noticed you, and he does not seem to be pleased. He takes +14 hits and is stunned 1 round.
31-35	2	4A	7C	10E	13G	G (29-32)	Foe looks very angry. You won't like him when he is angry. Foe takes +17 hits and is stunned 1 round.
36-40	2	5B	8D	11F	14H	H (33-37)	Foe is not a happy camper with your incessant attacks. He takes +19 hits and is stunned 2 rounds and is at -5.
41-45	3A	5C	8E	12G	16I	I (38-42)	Foe lets out with a tremendous bellow of indignation as you strike. He takes +21 hits and is stunned 2 rounds and is at -5.
46-50	3B	6D	9F	13H	17J	J (43-46)	Foe is starting to take you seriously now. Too bad for you. He takes +24 hits and is stunned 3 rounds, is bleeding 1 hit per round and is at -10.
51-55	3C	7E	10G	14I	18K	K (47-51)	Foe is a just a might bit peeved at your attempts to hurt him. He takes +26 hits and is stunned 3 rounds, is bleeding 1 hit per round and is at -10.
56-60	3D	7F	11H	15J	20L	L (52-55)	You have foe's full attention now. He is not pleased. Foe takes +29 hits and is stunned 4 rounds, is bleeding 1 hit per round and is at -15.
61-65	4E	8G	12I	16K	21M	M (56-60)	Foe shrugs off your attack as if it did not really matter, but he still doesn't look happy. Foe takes +31 hits and is stunned 4 rounds, is bleeding 1 hit per round and is at -15.
66-70	4F	8H	13J	18L	23N	N (61-65)	Your powerful strike has angered foe. He takes +33 hits and is stunned 5 rounds, is bleeding 2 hits per round and is at -20.
71-75	4G	9I	14K	19M	24O	O (66-69)	You have visibly hurt foe this time. He takes +36 hits and is stunned 5 rounds, is bleeding 2 hits per round and is at -20.
76-80	5H	9J	14L	20N	25P	P (70-74)	A skillful strike hurts foe's pride as well as his body. Foe takes +38 hits and is stunned 6 rounds, is bleeding 2 hits per round and is at -25.
81-85	5I	10K	15M	21O	27Q	Q (75-78)	You are hot today! Foe is just hot under the collar. He takes +40 hits and is stunned 6 rounds, is bleeding 3 hits per round and is at -25.
86-90	5J	10L	16N	22P	28R	R (79-83)	Lucky shot! Foe takes +43 hits and is stunned 7 rounds, is bleeding 3 hits per round and is at -30.
91-95	5K	11M	17O	23Q	30S	S (84-88)	Ugh! Foe just made a nasty mess! He takes +45 hits and is stunned 7 rounds, is bleeding 3 hits per round and is at -30.
96-100	6L	12N	18P	24R	31T	T (89-92)	Kee-rack! What a beautiful sound your attack made. Foe takes +48 hits and is stunned 8 rounds, is bleeding 4 hits per round and is at -35.
101-105	6M	12O	19Q	25S	33U	U (93-97)	Now that is what I would call a mighty strike! Foe takes +50 hits and is stunned 8 rounds, is bleeding 4 hits per round and is at -35.
106-110	6N	13P	20R	27T	34V	V (98-102)	Your savage blow destroys a major artery. Foe is down and dies in 12 inactive rounds of agony. Is it time to rejoice yet?
111-115	7O	13Q	20S	28U	35V	W (103-106)	The bigger they are the harder they fall. Just make sure he doesn't fall on you as he crumples to the ground, out cold for the 10 rounds that it takes him to pass on to his next life. Gain a +5 to your actions next round.
116-120	7P	14R	21T	29V	37W	X (107-111)	Precision Strike sends foe careening into the afterlife. He is quite dead. Gain a +15 to your actions next round.
121-125	7Q	14S	22U	30V	38W	Y (112-115)	Excellent strike surprises foe to no end. He is surprised that you hit him and surprised that he is going to die in just 3 painful, inactive rounds. Gain a +25 to your actions next round.
126-130	7R	15T	23V	31W	40X	Z (116-120)	What a shot! Foe flips over so hard that he crushes his skull upon landing. Not even time for a whimper. Gain a +35 to your actions next round.
131-135	8S	16U	24V	32W	41X		
136-140	8T	16V	25W	33X	42Y		
141-145	8U	17V	25W	35X	44Y		
146-150	8V	17W	26X	36Y	45Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



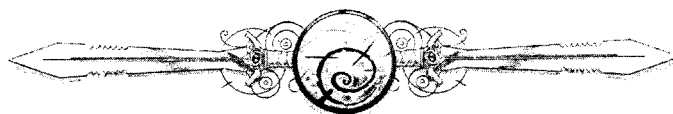
HUGE ATTACK TABLE

Results	T	S	M	L	H	Results	Huge Criticals
1-5	1	1	1	2	4A	A (1-5) You do a bit of damage; however there is a lot of foe to damage. Your weapon, if non-magical, breaks during this attack, but at least you give foe +10 hits. B (6-9) It is hard to tell, but you may have scratched foe's hide. He takes +6 hits. C (10-14) Foe thinks you are an insect and tries to swat you. He takes +9 hits. D (15-18) This is not going to be easy. Foe's hide is deflecting all but the strongest blows. He takes +11 hits. E (19-23) Perhaps you should have packed a lunch? This is going to take a while. Foe takes +14 hits F (24-28) Foe yawns at your attempts to hurt him. He takes +17 hits. G (29-32) Foe may have actually noticed you that time. Then again, maybe not. Foe takes +20 hits. H (33-37) Foe reaches down to scratch an itch. Oops, that is not an itch. It is where you attacked him. Foe takes +23 hits. I (38-42) Nothing seems to faze foe, not even the fact that you are attempting to hurt him. He takes +26 hits and is at -5. J (43-46) Your form was perfect, just not very effective. Foe takes +29 hits, is stunned 1 round, is at -10 for 2 rounds and then at -5 afterwards. K (47-51) Fantastic strike! Too bad that foe barely felt it. He takes +31 hits, is stunned 1 round, is at -10 for 3 rounds and then at -5 afterwards. L (52-55) Foe has grasped the concept that you are actually trying to hurt him. He is not pleased at the thought. Foe takes +34 hits, is stunned 2 rounds and is at -10. M (56-60) Your attack staggers foe for the briefest of moments. You have his attention now. Foe takes +37 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -10. N (61-65) Getting foe's attention may not have been the wisest course of action available. He seems upset with you. Foe takes +40 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -15 afterwards. O (66-69) Amazing strike catches foe off guard. He takes +43 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -15. P (70-74) Perhaps you are just not trying hard enough. Foe takes +46 hits, is stunned 4 rounds, and is bleeding 1 hit per round and at -20. Q (75-78) Next time, try aiming for a vital spot. Foe takes +49 hits, is stunned 4 rounds, is bleeding 2 hits per round and is at -20. R (79-83) Resounding blow breaks bones with a nice thwacking sound. Foe takes +51 hits, is stunned 5 rounds, is bleeding 2 hits per round and is at -25. S (84-88) You appear to have found a chink in his armor. Foe takes +54 hits, is stunned 5 rounds, is bleeding 2 hits per round and is at -25. T (89-92) You make a spectacular attack. Foe takes +57 hits, is stunned 6 rounds, is bleeding 3 hits per round and is at -30. U (93-97) One! Two! Three Strikes and he's out. Outraged at your devastating attack, that is. Foe takes +60 hits, is stunned 6 rounds, is bleeding 3 hits per round and is at -30. V (98-102) Amazing strike knocks foe out cold. Internal damage from the blow kills him in 15 rounds. May he rest in peace, or in pieces, as the case may be. W (103-106) Lucky shot finds a vital spot. Foe crumples to the ground and dies in 12 inactive rounds. Gain +10 to your actions next round. X (107-111) Surprise! Surprise! Surprise! You have found an unexpected vital spot! Foe dies without ceremony after 8 painfully inactive rounds. Gain +20 to your actions next round. Y (112-115) Alert the Bards and Harpers! You have slain foe quite handily. You are a true hero now! Foe goes to meet his maker after only 4 rounds of unconscious preparation. Gain +30 to your actions next round. Z (116-120) You send foe off to visit his ancestors, permanently. He is most profoundly dead. Gain +40 to your actions next round.	
6-10	1	1	2	3	5B		
11-15	1	2	3	4A	6C		
16-20	1	2	4	5B	7D		
21-25	1	3	4A	6C	9E		
26-30	2	3	5B	7D	10F		
31-35	2	4A	6C	8E	11G		
36-40	2	4B	7D	9F	12H		
41-45	2A	5C	7E	10G	13I		
46-50	3B	5D	8F	11H	15J		
51-55	3C	6E	9G	12I	16K		
56-60	3D	6F	10H	13J	17L		
61-65	4E	7G	10I	14K	18M		
66-70	4F	7H	11J	15L	20N		
71-75	4G	8I	12K	16M	21O		
76-80	4H	8J	13L	17N	22P		
81-85	5I	9K	13M	18O	23Q		
86-90	5J	9L	14N	19P	25R		
91-95	5K	10M	15O	20Q	26S		
96-100	5L	10N	15P	21R	27T		
101-105	6M	11O	16Q	22S	28U		
106-110	6N	11P	17R	23T	29V		
111-115	6O	12Q	18S	24U	31V		
116-120	6P	12R	18T	25V	32W		
121-125	7Q	13S	19U	26V	33W		
126-130	7R	13T	20V	27W	34X		
131-135	7S	13U	21V	28W	36X		
136-140	8T	14V	21W	29X	37Y		
141-145	8U	14V	22W	30X	38Y		
146-150	8V	15W	23X	31Y	39Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



HEAT ATTACK TABLE

Results	T	S	M	L	H	Results	Heat Criticals
1-5	1	1	2	3	5A	A (1-5)	Hot air warms foe nicely. Foe takes +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Did I see a wisp of smoke? Maybe not. Foe takes +2 hits.
11-15	1	2	4	6A	8C	C (10-14)	Strong gust of heat gets foe's attention. Foe takes +3 hits.
16-20	1	3	5	7B	9D	D (15-18)	Foe basks in the warmth from the attack. Foe takes +5 hits and is at -5.
21-25	2	3	6A	8C	11E	E (19-23)	Are you trying to hurt foe or just give him a hot foot? Foe takes +6 hits and is at -5.
26-30	2	4	7B	9D	13F	F (24-28)	That was almost strong enough to light a torch. Foe takes +7 hits, is stunned 1 round and is at -10.
31-35	2	5A	8C	11E	14G	G (29-32)	You need to do better than this if you want to take foe down. He is only lightly singed, takes +8 hits, is stunned 1 round and is at -15.
36-40	3	5B	9D	12F	16H	H (33-37)	Foe is looking a bit hot under the collar due to your attack. He takes +9 hits, is stunned 2 rounds and is at -15.
41-45	3A	6C	9E	13G	17I	I (38-42)	Smoke from smoldering clothing gets in foe's eyes, partially blinding him for 1 round (-20 for 1 round). Foe takes +10 hits, is stunned 2 rounds and is at -20.
46-50	3B	7D	10F	15H	19J	J (43-46)	Foe is rocked by heat of the blast. He takes +11 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -25.
51-55	3C	7E	11G	16I	21K	K (47-51)	Sizzling strike leaves foe gasping. He takes +13 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -25.
56-60	4D	8F	12H	17J	22L	L (52-55)	Searing strike leaves foe smoldering. Foe takes +14 hits, is stunned 4 rounds, is bleeding 2 hits per round and is at -30.
61-65	4E	9G	13I	18K	24M	M (56-60)	Aiming to be a chef? Seems like you are getting the hang of par-broiling your foe. He takes +15 hits, is stunned 4 rounds, is bleeding 2 hits per round and is at -35.
66-70	4F	9H	14J	20L	25N	N (61-65)	Fiery blast send foe tumbling to the ground. It takes him 2 rounds to get back up. Foe also takes +16 hits, is stunned 5 rounds, is bleeding 3 hits per round and is at -35.
71-75	5G	10I	15K	21M	27O	O (66-69)	Blazing attack really lights a fire under foe. He takes +17 hits, is stunned 5 rounds, is bleeding 3 hits per round and is at -40.
76-80	5H	10J	16L	22N	28P	P (70-74)	Major burns! Foe is taking a strong dislike to you. He receives +18 hits, is stunned 6 rounds, is bleeding 4 hits per round and is at -45.
81-85	5I	11K	17M	23O	30Q	Q (75-78)	Blistering strike hammers into foe. He takes +19 hits, is stunned 6 rounds, is bleeding 4 hits per round and is at -45.
86-90	6J	12L	18N	25P	32R	R (79-83)	Foe is staggered by the horrendous blast of your attack. He takes +21 hits, is stunned 7 rounds, is bleeding 5 hits per round and is at -50.
91-95	6K	12M	19O	26Q	33S	S (84-88)	Flaring assault on foe leaves him speechless, and a little on the extra crispy side. He takes +22 hits, is stunned 7 rounds, is bleeding 5 hits per round and is at -55.
96-100	6L	13N	20P	27R	35T	T (89-92)	You have fried his nervous system. Foe takes +23 hits, is stunned 8 rounds, is bleeding 6 hits per round and is at -55.
101-105	7M	14O	21Q	28S	36U	U (93-97)	Blazing blast nearly broils foe. He takes +24 hits, is stunned 8 rounds, is bleeding 6 hits per round and is at -60.
106-110	7N	14P	22R	30T	38V	V (98-102)	Vital organs are cooked. Foe drops to the ground unconscious. He dies in 10 rounds as his body shuts down from the shock.
111-115	7O	15Q	23S	31U	40V	W (103-106)	Scalding blast cooks foe where he stands. He falls to the ground and dies after 8 mewling, whimpering rounds of inactivity.
116-120	8P	15R	24T	32V	41W	X (107-111)	Major burns completely cover foe. He dies after 4 inactive rounds due to shock and nerve damage.
121-125	8Q	16S	25U	34V	43W	Y (112-115)	Incredible! Foe is nothing more than a charred husk, yet he keeps on moving! It takes him 2 rounds before the feeble attempts finally stop and foe dies horribly.
126-130	8R	17T	26V	35W	44X	Z (116-120)	Too late to get the marshmallows as the only thing left of foe is a pile of ashes and a few bits of charred bone and metal.
131-135	9S	17U	27V	36W	46X		
136-140	9T	18V	28W	37X	47Y		
141-145	9U	19V	28W	39X	49Y		
146-150	9V	19W	29X	40Y	51Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



COLD ATTACK TABLE

Results	T	S	M	L	H	Results	Cold Criticals
1-5	1	1	2	3	5A	A (1-5)	Do you feel a draft in here? Foe takes +1 hit.
6-10	1	2	3	4	6B	B (6-9)	I think that you gave him goose bumps. Foe takes +2 hits.
11-15	1	2	4	6A	8C	C (10-14)	Foe is covered in a light sprinkling of frost. +3 hits.
16-20	1	3	5	7B	9D	D (15-18)	Cold strike hampers foe slightly. He is at -5 for 2 rounds.
21-25	2	3	6A	8C	11E	E (19-23)	Light blast chills foe. He takes +5 hits and is stunned 1 round.
26-30	2	4	7B	9D	13F	F (24-28)	Artic assault gets foe's attention. He takes +5 hits, is stunned 1 round and is at -5 for 3 rounds.
31-35	2	5A	8C	11E	14G	G (29-32)	Foe seems mildly annoyed with your attacks. He takes +7 hits, is stunned one round and is at -5.
36-40	3	5B	8D	12F	16H	H (33-37)	Chilling strike gets foe to focus his attention upon you. Foe takes +10 hits, is stunned one round and is bleeding 1 hit per round.
41-45	3A	6C	9E	13G	17I	I (38-42)	You give foe the cold shoulder. He takes +12 hits, is stunned 2 rounds and is bleeding 1 hit per round.
46-50	3B	7D	10F	14H	19J	J (43-46)	The artic blast rips a startled exclamation from foe. He takes +12 hits, is stunned 2 rounds and is at -15.
51-55	3C	7E	11G	16I	20K	K (47-51)	Foe is chilled like an ice-cold margarita. He takes +14 hits, is stunned 3 rounds and is at -15.
56-60	4D	8F	12H	17J	22L	L (52-55)	Foe now has icicles hanging from various parts of his body. He takes +14 hits, is stunned 3 rounds, and is bleeding 2 hits per round.
61-65	4E	8G	13I	18K	23M	M (56-60)	Cold cuts like a knife. Foe takes +16 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
66-70	4F	9H	14J	19L	25N	N (61-65)	"Now is the winter of your foe's discontent..." Foe takes +17 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -25.
71-75	5G	10I	15K	21M	27O	O (66-69)	Foe is chilled to the marrow. He takes +19 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30.
76-80	5H	10J	16L	22N	28P	P (70-74)	Icy cold rips through foe's body. He takes +20 hits, is stunned 4 rounds, is bleeding 6 hits per round and is at -35.
81-85	5I	11K	17M	23O	30Q	Q (75-78)	Foe experiences a personal winter day. He takes +21 hits, is stunned 5 rounds, is bleeding 6 hits per round and is at -35.
86-90	6J	12L	18N	24P	31R	R (79-83)	Freezing shot disables foe. He takes +20 hits, is stunned for 4 rounds, and is at -30.
91-95	6K	12M	19O	26Q	33S	S (84-88)	Blast partially freezes foe. He takes +23 hits, is stunned 5 rounds and is bleeding 5 hits per round.
96-100	6L	13N	20P	27R	34T	T (89-92)	Hypothermia is the least of foe's worries right now. He takes +25 hits, is stunned 7 rounds, and is bleeding 6 hits per round.
101-105	7M	13O	21Q	28S	36U	U (93-97)	Blast sends foe flying 10'. He is unconscious for 1d10 minutes, is bleeding 10 hits per round and is at -50.
106-110	7N	14P	22R	29T	38V	V (98-102)	Nasty strike drives foe into an advanced case of hypothermia. He dies in 10 inactive rounds from the shock, shivering uncontrollably.
111-115	7O	15Q	23S	31U	39V	W (103-106)	Icy blast crystallizes foe's blood. He dies in 5 inactive rounds as the crystals tear up his arteries and veins.
116-120	8P	15R	23T	32V	41W	X (107-111)	Chill blast freezes foe completely over the course of 2 rounds. He quickly suffocates and dies from an inability to breathe.
121-125	8Q	16S	24U	33V	42W	Y (112-115)	Required bodily fluids are frozen. Foe is quite dead, and you have just invented cryogenics.
126-130	8R	17T	25V	34W	44X	Z (116-120)	Foe is frozen solid, falls to the ground and shatters into thousands of tiny bits. Anybody have a broom handy?
131-135	8S	17U	26V	36W	45X		
136-140	9T	18V	27W	37X	47Y		
141-145	9U	18V	28W	38X	48Y		
146-150	9V	19W	29X	39Y	50Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



ELECTRICAL ATTACK TABLE

Results	T	S	M	L	H	Results	Electrical Criticals
1-5	1	1	2	3	5A	A (1-5) Sparks fly. Foe takes a paltry 2 hits. Better luck next time. B (6-9) Pretty colors. Foe takes 3 hits. C (10-14) You're starting to get the hang of this magic thing. Foe takes 5 hits. D (15-18) Zap. Foe takes 5 hits and is stunned 1 round. E (19-23) Shock makes foe jump. He takes 8 hits and is stunned 1 round. F (24-28) Well that got his attention. Foe takes 10 hits, is stunned 1 round, and is at -5. G (29-32) How many volts was that? Foe takes 12 hits, is stunned 2 rounds, and is at -5. H (33-37) Foe is all lit up. He takes 13 hits, is stunned 2 rounds, and is at -10. I (38-42) There is fear in your foe's eyes. He takes 15 hits, is stunned 2 rounds, and is at -10. J (43-46) Magic should come with a warning label. Foe takes 17 hits, is stunned 3 rounds, and is at -15. K (47-51) Powerful jolt. Foe takes 18 hits, is stunned 3 rounds, and is at -15. L (52-55) A massive surge of electrical power. Foe takes 20 hits, is stunned 4 rounds, and is at -20. M (56-60) That was a powerful argument. Foe takes 22 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -25. N (61-65) Electrical blast envelopes foe. He takes 23 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -25. O (66-69) Foe vibrates in place. He takes 25 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -25. P (70-74) Searing, electrical strike. Foe takes 25 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -25. Q (75-78) "Set phasers on stun...." Close enough. Foe takes 28 hits, is stunned 6 rounds, is bleeding 2 hit per round, and is at -30. R (79-83) Electricity is not a toy. Foe takes 30 hits, is stunned 7 rounds, is bleeding 2 hit per round, and is at -35. S (84-88) Power surge freezes foe in place. He takes 32 hits, is stunned 7 rounds, is bleeding 2 hit per round, and is at -35. T (89-92) Life flashes before foe's eyes. He takes 33 hits is stunned 8 rounds, is bleeding 3 hit per round, and is at -40. U (93-97) Near death experience. Foe takes 35 hits, is stunned 8 rounds is bleeding 8 hit per round, and is at -40. V (98-102) Death in 5 rounds, and counting. Foe is inactive. W (103-106) Foe has just enough time to reflect on his sins. Death in 3 rounds. Foe is inactive. X (107-111) The end is near. Death in 2 rounds. Foe is inactive. Y (112-115) The end is here. Instant death. Z (116-120) Instant death. 'Nuf said. Nice work.	
6-10	1	2	3	5	7B		
11-15	1	2	4	6A	8C		
16-20	1	3	5	7B	10D		
21-25	2	4	6A	9C	12E		
26-30	2	4	7B	10D	13F		
31-35	2	5A	8C	11E	15G		
36-40	3	6B	9D	13F	17H		
41-45	3A	6C	10E	14G	18I		
46-50	3B	7D	11F	15H	20J		
51-55	4C	8E	12G	17I	22K		
56-60	4D	8F	13H	18J	23L		
61-65	4E	9G	14I	19K	25M		
66-70	5F	10H	15J	21L	27N		
71-75	5G	10I	16K	22M	28O		
76-80	5H	11J	17L	23N	30P		
81-85	6I	12K	18M	25O	32Q		
86-90	6J	12L	19N	26P	33R		
91-95	6K	13M	20O	27Q	35S		
96-100	7L	14N	21P	29R	36T		
101-105	7M	14O	22Q	30S	38U		
106-110	7N	15P	23R	31T	40V		
111-115	8O	16Q	24S	33U	41V		
116-120	8P	16R	25T	34V	43W		
121-125	8Q	17S	26U	35V	45W		
126-130	9R	18T	27V	36W	46X		
131-135	9S	18U	28V	38W	48X		
136-140	9T	19V	29W	39X	50Y		
141-145	10U	20V	30W	40X	51Y		
146-150	10V	20W	31X	42Y	53Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



IMPACT ATTACK TABLE

Results	T	S	M	L	H	Results	Impact Criticals
1-5	1	1	2	3	5A	A	A love tap. Foe takes 1 hit.
6-10	1	2	3	4	6B	(1-5)	
11-15	1	2	4	6A	8C	B	Foe is shaken, but not stirred. He takes 3 hits.
16-20	1	3	5	7B	9D	(6-9)	
21-25	2	3	6A	8C	11E	C	Blow connects. Foe takes 4 hits.
26-30	2	4	7B	9D	13F	(10-14)	
31-35	2	5A	8C	11E	14G	D	OOF! Foe takes 5 hits.
36-40	3	5B	8D	12F	16H	(15-18)	
41-45	3A	6C	9E	13G	17I	E	That'll leave a bruise. Foe takes 7 hits.
46-50	3B	7D	10F	14H	19J	(19-23)	
51-55	3C	7E	11G	16I	20K	F	Foe has the wind knocked out of him. He takes 8 hits and is stunned 1 round.
56-60	4D	8F	12H	17J	22L	(24-28)	
61-65	4E	8G	13I	18K	23M	G	Impact hammers foe. He takes 9 hits, is stunned 1 round, and is at -5.
66-70	4F	9H	14J	19L	25N	(29-32)	
71-75	5G	10I	15K	21M	27O	H	Foe loses his footing. He takes 11 hits, is stunned 2 rounds, and is at -5.
76-80	5H	10J	16L	22N	28P	(33-37)	
81-85	5I	11K	17M	23O	30Q	I	Foe is battered and bruised. He takes 12 hits, is stunned 2 rounds, and is at -10.
86-90	6J	12L	18N	24P	31R	(38-42)	
91-95	6K	12M	19O	26Q	33S	J	Blast send foe reeling. He takes 13 hits, is stunned 3 rounds, and is at -15.
96-100	6L	13N	20P	27R	34T	(43-46)	
101-105	7M	13O	21Q	28S	36U	K	Foe bears the brunt. He takes 15 hits, is stunned 3 rounds, and is at -20.
106-110	7N	14P	22R	29T	38V	(47-51)	
111-115	7O	15Q	23S	31U	39V	L	Vicious blast. Foe takes 16 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -20.
116-120	8P	15R	23T	32V	41W	(52-55)	
121-125	8Q	16S	24U	33V	42W	M	Wow. You make your friends and allies so proud. Foe takes 17 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -25.
126-130	8R	17T	25V	34W	44X	(56-60)	
131-135	8S	17U	26V	36W	45X	N	You could give lessons. Foe takes 19 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -30.
136-140	9T	18V	27W	37X	47Y	(61-65)	
141-145	9U	18V	28W	38X	49Y	O	Foe cringes on impact and staggers. He takes 20 hits, is stunned 5 rounds, is bleeding 2 hits per round, and is at -35.
146-150	9V	19W	29X	39Y	50Z	(66-69)	
Hit Location:						P	The pain is exquisite. Foe takes 21 hits, is stunned 6 rounds, is bleeding 3 hits per round, and is at -35.
Result	Location					Opt. Crit Adj.	(70-74)
2	Foot/Calf					-10*; -1 stun	Q
3	Knee					-15*; -1 stun	(75-78)
4-5	Thigh					-5; 2 h/rd	R
6	Groin					3 h/rd; -20	(79-83)
7-9	Abdomen/Lower Back					-10; 1 stun	S
10-13	Chest/Upper Back					normal	(84-88)
14	Neck					3 h/rd; 1 stun	T
15	Face/Skull					3 stun	(89-92)
16-18	Shoulder/Upper Arm					-15**; -1 stun	U
19-20	Forearm/Hand/Elbow					-10**; -1 stun	(93-97)
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.						V	Your new nickname is Thor. Foe dies after 10 rounds of inactivity.
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.						(98-102)	
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).						W	Death comes as the end, after 5 rounds of inactivity.
* = to maneuvers requiring movement only.						(103-106)	
** = to maneuvers involving the arms/hands only.						X	"Going once, going twice..." Foe dies after 3 rounds of inactivity.
						(107-111)	
						Y	Time flies, and foe is dying. Death in 2 rounds.
						(112-115)	
						Z	He's dead Jim.
						(116-120)	



ACID ATTACK TABLE

Results	T	S	M	L	H	Results	Acid Criticals
1-5	1	1	2	3	5A	A (1-5)	That looks like water. Foe takes +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Foe laughs at your efforts. He takes +2 hits.
11-15	1	2	4	6A	8C	C (10-14)	It doesn't burn, it tickles. Foe takes +3 Hits
16-20	1	3	5	7B	10D	D (15-18)	Foe is beginning to show a little bit of discomfort. He takes +4 hits and is at -5.
21-25	2	4	6A	8C	11E	E (19-23)	Looks like foe has a rash. Have any ointment? He takes +6 hits and is at -5.
26-30	2	4	7B	10D	13F	F (24-28)	Foe is covered in nasty red splotches. He takes +7 hits, is bleeding 1 hit per round and is at -10.
31-35	2	5A	8C	11E	14G	G (29-32)	Your attack leaves the air filled with an acrid scent and wisps of smoke. Foe takes +8 hits, is bleeding 1 hit per round and is at -10.
36-40	3	5B	9D	12F	16H	H (33-37)	Foe's nerves are jangled from the acidic attack. He takes +9 hits, is bleeding 2 hits per round and is at -15.
41-45	3A	6C	10E	13G	18I	I (38-42)	Hit by a wave of pain, foe takes +10 hits, is stunned 1 round, is bleeding 2 hits per round, and is at -15.
46-50	3B	7D	11F	15H	19J	J (43-46)	Ouch! That hurts! Foe is not happy. He takes +11 hits, is stunned 1 round, is bleeding 3 hits per round, and is at -20.
51-55	4C	7E	12G	16I	21K	K (47-51)	Splash! Foe takes +12 hits, is stunned 2 rounds, is bleeding 3 hits per round, and is at -20.
56-60	4D	8F	12H	17J	22L	L (52-55)	Oh! It burns! It burns! Foe takes +13 hits, is stunned 3 rounds, is bleeding 4 hits per round, and is at -25.
61-65	4E	9G	13I	19K	24M	M (56-60)	Foe is not happy by this liquid scorching. He takes +14 hits, is stunned 3 rounds, is bleeding 5 hits per round, and is at -30.
66-70	4F	9H	14J	20L	26N	N (61-65)	Foe is disfigured by the burning of the acid. He takes +15 hits, is stunned 4 rounds, is bleeding 5 hits per round, and is at -30.
71-75	5G	10I	15K	21M	27O	O (66-69)	Foe's body looks leprous from the wounds caused by this attack. He takes +17 hits, is stunned 5 rounds, is bleeding 6 hits per round, and is at -35.
76-80	5H	11J	16L	22N	29P	P (70-74)	You can still hear his flesh and clothing sizzling. Foe takes +18 hits, is stunned 6 rounds, is bleeding 6 hits per round, and is at -35.
81-85	5I	11K	17M	24O	30Q	Q (75-78)	Searing splash takes its toll on foe's health, not to mention his dignity. He takes +19 hits, is stunned 6 rounds, is bleeding 7 hits per round, and is at -40.
86-90	6J	12L	18N	25P	32R	R (79-83)	Foe's skin looks like it is melting right off his body. He takes +20 hits, is stunned 7 rounds, is bleeding 7 hits per round, and is at -40.
91-95	6K	12M	19O	26Q	34S	S (84-88)	Your attack knocks a large chunk of flesh from foe. He takes +21 hits, is stunned 8 rounds, is bleeding 8 hits per round, and is at -45.
96-100	6L	13N	20P	28R	35T	T (89-92)	Nice shot! He is most certainly going to remember you, if he survives, that is. Foe takes +22 hits, is stunned 8 rounds, is bleeding 8 hits per round, and is at -45.
101-105	7M	14O	21Q	29S	37U	U (93-97)	Fizz! Plop! Fizz! Plop! That is the sound foe makes. He takes +23 hits, is stunned 9 rounds, is bleeding 9 hits per round, and is at -50.
106-110	7N	14P	22R	30T	38V	V (98-102)	Foe drops to the ground, incapacitated and screaming as gobs of flesh fall from his body. He is dead after 9 sickening rounds.
111-115	7O	15Q	23S	31U	40V	W (103-106)	Foe inadvertently inhales a large dose of acid. He dies after 6 rounds of inactivity as he coughs up tremendous gouts of blood.
116-120	8P	16R	24T	33V	42W	X (107-111)	Foe screams in helpless agony as he quickly melts and dies in 3 rounds.
121-125	8Q	16S	25U	34V	43W	Y (112-115)	Ugh! What a mess! Foe is helpless for the 1 round it takes him to die as his flesh melt.
126-130	8R	17T	26V	35W	45X	Z (116-120)	Got a sponge? That is the only way to collect what is left of foe. He is dead and puddled.
131-135	9S	18U	27V	36W	46X		
136-140	9T	18V	28W	38X	48Y		
141-145	9U	19V	29W	39X	50Y		
146-150	10V	20W	30X	40Y	51Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



HOLY ATTACK TABLE

Results	T	S	M	L	H	Results	Holy Criticals
1-5	1	1	2	4	6A	A (1-5)	Was that a spark? Foe takes +1 hit.
6-10	1	2	3	5	8B	B (6-9)	Perhaps a bit more prayer would work. Foe takes +2 hits.
11-15	1	3	5	7A	10C	C (10-14)	You are not having a crisis of faith, are you? Foe takes +4 hits.
16-20	2	3	6	9B	12D	D (15-18)	Yes, there were definitely sparks flying that time. Foe takes +5 hits.
21-25	2	4	7A	10C	14E	E (19-23)	Foe scoffs at your attack. He takes +6 hits and is at -5.
26-30	2	5	8B	12D	15F	F (24-28)	You revel in the glory of your deity as you strike foe. He takes +7 hits, is bleeding 1 hit per round and is at -5.
31-35	3	6A	9C	13E	17G	G (29-32)	Foe refuses to repent his wicked ways. He takes +8 hits, is stunned 1 round, is bleeding 1 hit per round and is at -10.
36-40	3	7B	10D	15F	19H	H (33-37)	Foe is afraid of the righteous wrath of your attack. He takes +10 hits, is stunned 1 round, is bleeding 2 hits per round and is at -10.
41-45	3A	7C	12E	16G	21I	I (38-42)	Your furious attack undermines foe's confidence. He takes +11 hits, is stunned 1 round, is bleeding 2 hits per round and is at -15.
46-50	4B	8D	13F	18H	23J	J (43-46)	Calling upon the wrath of your deity, your stagger foe with your attack. He takes +12 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
51-55	4C	9E	14G	19I	25K	K (47-51)	You smite your foe and leaves him gasping for breathe. He takes +13 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
56-60	5D	10F	15H	21J	27L	L (52-55)	Solid strike! Foe takes +14 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
61-65	5E	10G	16I	22K	29M	M (56-60)	You deftly bypass foe's guard to strike. He takes +15 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
66-70	5F	11H	17J	24L	31N	N (61-65)	Your attack lands true upon foe. He takes +17 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30.
71-75	6G	12I	19K	26M	33O	O (66-69)	Your deity must be guiding your aim. Foe takes +18 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30.
76-80	6H	13J	20L	27N	35P	P (70-74)	Foe takes +19 hits, is stunned 5 rounds, is bleeding 6 hits per round and is at -35. He is not very happy at this turn of events.
81-85	7I	14K	21M	29O	37Q	Q (75-78)	Foe is beginning to see the light, possibly the one at the end of the tunnel. He takes +20 hits, is stunned 5 rounds, is bleeding 6 hits per round and is at -40.
86-90	7J	14L	22N	30P	39R	R (79-83)	With a mighty swing, you defend your faith. Foe takes +21 hits, is stunned 6 rounds, is bleeding 7 hits per round and is at -40.
91-95	7K	15M	23O	32Q	41S	S (84-88)	Foe takes +23 hits, is stunned 6 rounds, is bleeding 7 hits per round and is at -45. Your divinely inspired wrath has really rocked his world.
96-100	8L	16N	24P	33R	43T	T (89-92)	Your deity has answered your prayers and guided your attack. Foe takes +24 hits, is stunned 7 rounds, is bleeding 8 hits per round and is at -45.
101-105	8M	17O	26Q	35S	45U	U (93-97)	Your eyes blaze with holy power as you make your attack. Foe takes +25 hits, is stunned 7 rounds, is bleeding 8 hits per round and is at -50.
106-110	9N	17P	27R	36T	46V	V (98-102)	Foe is enveloped in ripples of divine power. Foe is paralyzed for the 9 rounds that this assault takes to kill him.
111-115	9O	18Q	28S	38U	48V	W (103-106)	Writhing tendrils of divine power drain your foe's life and energy. He does only whimper until death claims him in 7 rounds.
116-120	9P	19R	29T	40V	50W	X (107-111)	Foe bursts into a pillar of righteous flames from the touch of the divine power. He does nothing but scream for the 5 rounds while divine energy consumes him.
121-125	10Q	20S	30U	41V	52W	Y (112-115)	With faith as your weapon, nothing can stand against you, including foe, who writhes in helpless agony for 3 rounds before he dies with one last scream.
126-130	10R	21T	31V	43W	54X	Z (116-120)	Foe feels the power of your deity upon him. His face lights up in rapture, just before his body turns to ash and crumbles to the ground.
131-135	10S	21U	33V	44W	56X		
136-140	11T	22V	34W	46X	58Y		
141-145	11U	23V	35W	47X	60Y		
146-150	12V	24W	36X	49Y	62Z		
Hit Location:							
Result	Location		Opt. Crit Adj.				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



MAGIC ATTACK TABLE

Results	T	S	M	L	H	Results	Magic Criticals
1-5	1	1	2	4	5A	A (1-5)	Look at the pretty sparkles. Foe takes +1 hit.
6-10	1	2	3	5	7B	B (6-9)	Foe laughs at your attempts to hurt him. He takes +3 hits.
11-15	1	3	4	6A	9C	C (10-14)	The wash of magical energy barely touches foe. He takes +4 hits.
16-20	1	3	5	8B	11D	D (15-18)	A multi-colored smoke rises off of foe. He takes +5 hits and is at -5.
21-25	2	4	6A	9C	13E	E (19-23)	Foe is struck by the scintillating lights of the attack. He takes +6 hits, and is at -5.
26-30	2	5	8B	11D	14F	F (24-28)	Foe does not seem to like being attacked with raw magical energy. He takes +8 hits, is bleeding 1 hit per round and is at -10.
31-35	3	5A	9C	12E	16G	G (29-32)	Your blast of energy strikes foe squarely. He takes +9 hits, is stunned 1 round, is bleeding 1 hit per round and is at -10.
36-40	3	6B	10D	14F	18H	H (33-37)	Foe is wrapped in a thin cocoon of color for a second. He takes +10 hits, is stunned 1 round, is bleeding 2 hits per round and is at -15.
41-45	3A	7C	11E	15G	20I	I (38-42)	Kaleidoscopic burst of energy pummels foe. He takes +12 hits, is stunned 1 round, is bleeding 2 hits per round and is at -15.
46-50	4B	8D	12F	17H	22J	J (43-46)	Your rainbow attack smacks hard into foe. He takes +13 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
51-55	4C	8E	13G	18I	23K	K (47-51)	Foe is hammered by the colorful burst of magical energy. He takes +14 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
56-60	4D	9F	14H	19J	25L	L (52-55)	Foe screams in pain as he is pierced by a shaft of sparkling color. Foe takes +15 hits, is stunned 2 rounds, is bleeding 4 hits per round and is at -25.
61-65	5E	10G	15I	21K	27M	M (56-60)	A way to make new friends, this is not. Foe takes +17 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
66-70	5F	10H	16J	22L	29N	N (61-65)	Is he supposed to be a bright orange? Foe takes +18 hits, is stunned 3 rounds, is bleeding 5 hits per round and is at -30.
71-75	5G	11I	17K	24M	31O	O (66-69)	Foe takes +19 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30. He apparently is not very pleased with your attacking him.
76-80	6H	12J	18L	25N	32P	P (70-74)	Nice side effect makes foe change color every couple of seconds. Too bad it only lasts while he is stunned. Foe takes +21 hits, is stunned 4 rounds, is bleeding 6 hits per round and is at -35.
81-85	6I	13K	19M	27O	34Q	Q (75-78)	A dangerous assault pounds foe. He takes +22 hits, is stunned 4 rounds, is bleeding 6 hits per round and is at -35.
86-90	6J	13L	21N	28P	36R	R (79-83)	Your vicious attack punches through foe's defenses. He takes +23 hits, is stunned 5 rounds, is bleeding 7 hits per round and is at -40.
91-95	7K	14M	22O	30Q	38S	S (84-88)	Foe is staggered by your magical assault. Foe takes +25 hits, is stunned 5 rounds, is bleeding 7 hits per round and is at -40.
96-100	7L	15N	23P	31R	40T	T (89-92)	Your splashy, yet effective attack really hurts him. Foe takes +26 hits, is stunned 6 rounds, is bleeding 8 hits per round and is at -45.
101-105	8M	16O	24Q	32S	41U	U (93-97)	Foe is mangled by the assault. He takes +27 hits, is stunned 6 rounds, is bleeding 8 hits per round and is at -45.
106-110	8N	16P	25R	34T	43V	V (98-102)	With nothing more than a flash of color and a whimper, foe collapses to the ground and dies in 10 rounds as the magic plays havoc with his insides.
111-115	8O	17Q	26S	35U	45V	W (103-106)	Foe collapses to the ground, writhing in pain as the tendrils of magical energy drain foe of all vitality and life over the course of 6 rounds.
116-120	9P	18R	27T	37V	47W	X (107-111)	Foe screams helplessly as the magical energy coruscates back and forth for the 4 rounds that it takes him to die.
121-125	9Q	18S	28U	38V	49W	Y (112-115)	Foe is consumed, over the course of 2 inactive rounds, by a small pillar of magical energy.
126-130	9R	19T	29V	40W	50X	Z (116-120)	Foe explodes in a shower of iridescent sparks. How pretty! Instant Death!
131-135	10S	20U	30V	41W	52X		
136-140	10T	21V	31W	43X	54Y		
141-145	10U	21V	32W	44X	56Y		
146-150	11V	22W	34X	45Y	58Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location.							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



SLAYING ATTACK TABLE

Results	T	S	M	L	H	Results	Slaying Criticals
1-5	1	1	3	5	7A	A (1-5)	Not even enough to call a scratch. Foe takes +4 hits.
6-10	1	2	4	6	9B	B (6-9)	You nicked him that time. Foe takes +7 hits and is at -5.
11-15	1	3	5	8A	11C	C (10-14)	I think that foe realizes that you are a threat. He takes +11 hits, is stunned 1 round and is at -10.
16-20	2	4	7	10B	14D	D (15-18)	He really, really does not like you right now. Foe takes +14 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -10.
21-25	2	5	8A	12C	16E	E (19-23)	Nice strike! Foe takes +18 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -15.
26-30	3	6	10B	14D	18F	F (24-28)	See? Practice does help! Foe takes +21 hits, is stunned 3 rounds, is bleeding 2 hits per round and is at -20.
31-35	3	7A	11C	16E	21G	G (29-32)	Solid strike has foe unsettled. He takes +25 hits, is stunned 4 rounds, is bleeding 3 hits per round and is at -25.
36-40	4	8B	12D	17F	23H	H (33-37)	He is really in a good bit of pain now. Foe takes +29 hits, is stunned 5 rounds, is bleeding 3 hits per round and is at -25.
41-45	4A	9C	14E	19G	25I	I (38-42)	In-between his cries of pain, foe is shouting curses at you. He takes +32 hits, is stunned 6 rounds, is bleeding 4 hits per round and is at -30.
46-50	5B	10D	15F	21H	27J	J (43-46)	Foe is beginning to get worried about his ultimate fate. He takes +36 hits, is stunned 6 rounds, is bleeding 5 hits per round and is at -30.
51-55	5C	11E	16G	23I	30K	K (47-51)	Your weapon gives off a nasty hiss as it connects with a bit of foe's bare skin. Foe takes +39 hits, is stunned 7 rounds, is bleeding 5 hits per round and is at -40.
56-60	5D	11F	18H	25J	32L	L (52-55)	You see real fear in foe's eyes now. He takes +43 hits, is stunned 8 rounds, is bleeding 6 hits per round and is at -40.
61-65	6E	12G	19I	27K	34M	M (56-60)	Solid hit sends foe reeling. Foe takes +46 hits, is stunned 9 rounds, is bleeding 7 hits per round and is at -45.
66-70	6F	13H	21J	28L	37N	N (61-65)	If it's not bacon, then what is making that sizzling noise? Foe takes +50 hits, is stunned 9 rounds, is bleeding 7 hits per round and is at -50.
71-75	7G	14I	22K	30M	39O	O (66-69)	Smooth strike and perfect follow through. Foe takes +54 hits, is stunned 10 rounds, is bleeding 8 hits per round and is at -55. Teacher would be so proud!
76-80	7H	15J	23L	32N	41P	P (70-74)	Punishing assault has foe crying for his mommy. Foe takes +57 hits, is stunned 11 rounds, is bleeding 9 hits per round and is at -55.
81-85	8I	16K	25M	34O	44Q	Q (75-78)	Your weapon seems to almost have a will of its own as you attack. Foe takes +61 hits, is stunned 12 rounds, is bleeding 9 hits per round and is at -60.
86-90	8J	17L	26N	36P	46R	R (79-83)	Foe is hurt and badly. He takes +64 hits, is stunned 13 rounds, is bleeding 10 hits per round and is at -65.
91-95	9K	18M	27O	38Q	48S	S (84-88)	Good Shot! Now finish him off. Foe takes +68 hits, is stunned 13 rounds, is bleeding 11 hits per round and is at -70.
96-100	9L	19N	29P	39R	50T	T (89-92)	You bypass foe's defenses and get an extremely good hit on him. Foe takes +71 hits, is stunned 14 rounds, is bleeding 11 hits per round and is at -70.
101-105	10M	20O	30Q	41S	53U	U (93-97)	Excellent strike! Foe takes +75 hits, is stunned 15 rounds, is bleeding 12 hits per round and is at -75.
106-110	10N	21P	32R	43T	55V	V (98-102)	Foe collapses to the ground and convulses for 3 rounds before he is dead.
111-115	11O	22Q	33S	45U	57V	W (103-106)	Foe screams in pain as his body is wreathed in an otherworldly light for the 2 rounds that it takes for him to die.
116-120	11P	22R	34T	47V	60W	X (107-111)	Ashes! Ashes! We all fall down! Well, at least foe does. He is quite dead.
121-125	11Q	23S	36U	49V	62W	Y (112-115)	Foe is caressed by the hand of death. He drops to the ground, stone dead.
126-130	12R	24T	37V	50W	64X	Z (116-120)	Foe gives a sudden gasp as he goes to meet his maker. Instant Death!
131-135	12S	25U	38V	52W	66X		
136-140	13T	26V	40W	54X	69Y		
141-145	13U	27V	41W	56X	71Y		
146-150	14V	28W	43X	58Y	73Z		
Hit Location:							
Result	Location	Opt. Crit Adj.					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4-5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7-9	Abdomen/Lower Back	-10; 1 stun					
10-13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16-18	Shoulder/Upper Arm	-15**; -1 stun					
19-20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



SPECIAL COMBAT CONDITIONS

Combat is a chaotic environment. Weather, visibility, terrain, and random events all have an effect on the outcome of any battle. It is impossible to anticipate every possible variable condition that can occur during a combat, but the following section explains how to handle the most common situations.

TERRAIN CONDITION TABLE		
Terrain Condition	OB Mod	DB Mod
Heavy brush or thicket	-10	NA
Light brush or forest	-5	NA
Ice or ground	-5	NA
Knee-deep snow, water, or soft sand	-10	1/2 Quickness Bonus
Waist-deep snow or water*	-20	Negates Quickness Bonus
Shoulder-deep snow or water*	-50	Negates Quickness Bonus
Higher Ground	+10	

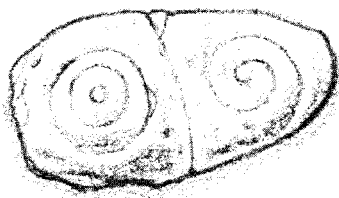
* While crossing water or snow this deep, a character will not be able to perform Martial Arts Sweeps, kicks, or any maneuvers that require low attacks or use of the legs.

INVISIBILITY

Invisible targets cannot be attacked unless they have been detected. The attacker must have a general sense of the invisible target's location prior to making an attack. Possible means of detection include, but are not limited to: body heat (if not hidden), walking across sand or water, standing in the rain, making loud noises, body odor, perfume, or talking.

To detect an invisible target, the character makes a Perception roll using the Bonus column of the Maneuver Table. The result is tripled and is subtracted from the character's attack roll (treat results of 100 or greater as a -10 OB modifier). The GM should assign a difficulty modifier to the perception roll based on the means of detection. The following table gives modifiers for some of the possible situations that may occur.

Invisible Target's Activity	Modifier
Walking across water	-40
Walking across a dirty floor	-40
Standing in the rain/snowing	-20
Walking in the rain/snowing	-40
Standing in water or snow	-20
Talking or casting spells	-40
Yelling or giving loud commands	-20
Whispering	-100
Strong body odor or scent	-50



Example: Mahalla is being attacked by an invisible assassin. She just saw him turn invisible by using a magic ring so she knows he is in the area somewhere. Mahalla is cornered in a kitchen and decides to use her environment to her advantage. She grabs a large sack of flour and throws it against the ceiling, sending a shower the white powder all over the room. As the flour falls, she sees the outline of a form standing motionless in the corner. She readies a dagger and lets it fly!

The GM decides that the assassin standing in a cloud of flour is similar to someone standing in the rain or snow and assigns a difficulty modifier of -20. Mahalla makes a Perception Maneuver Roll (skill bonus is 47) and rolls a 50 for a net result of 77 (50+47-20=77). Looking this result up on the Bonus column of the Maneuver

Table gives a -15. Mahalla will have a -45 OB modifier for her dagger throw.

LIMITED VISIBILITY

Combats do not always take place with adequate visibility. Darkness, fog, rain, and other not-so-natural elements can make it difficult to attack opponents and defend yourself. It would be nice if all combats occurred with perfect lighting conditions, but that's not going to happen. Combat modifiers are cumulative, so if you are fighting in moderate rain with light fog, the effects for each are combined. The following conditions descriptions give vision ranges based upon normal vision. Refer to the table at the bottom of the page for other types of vision.

Full to half moon: A -5 OB to all attacks. Visibility is reduced to 50 yards and any shots fired at a greater distance are considered blind fire.

Less than half full moon: A -10 OB to all attacks. Visibility is reduced to 25 yards and any shots fired at a greater distance are considered blind fire.

Starlight, new moon, or heavy clouds blocking moonlight: A -20 OB to all attacks. Visibility is reduced to 10'. All missile attacks are considered blind fire.

Light fog: Visibility up to 50'. A -5 OB to missile weapons.

Moderate fog: Visibility up to 25'. A -10 OB to missile weapons.

Heavy fog: Visibility to 10'. All missile attacks considered blind fire.

Limited Visibility

Lighting Condition	Normal Vision	Night Vision	Dark Vision*
Full to half moon	50 yards (150 feet)	500 feet	200 feet
Less than half full moon	25 yards (75 feet)	250 feet	100 feet
Starlight, new moon, or heavy clouds blocking the moonlight.	10 yards (30 feet)	100 feet	50 feet

* = The benefits of Dark Vision have already been accounted for in the distances listed in this table.



Light rain: A -5 modifier to all Maneuver Rolls and Attack Rolls.

Moderate rain: A -10 modifier to all Maneuver Rolls and Attack Rolls. All fumble ranges are increased by 2 points (i.e. fumble range of 01-04 is now 01-06). Visibility is restricted to 50 yards or less. All missile fire beyond that is considered blind fire.

Heavy rain: A -20 modifier to all Maneuver Rolls and Attack Rolls. Fumble ranges are increased by 3 points (i.e. fumble range of 01-04 is now 01-07). Visibility is restricted to 25 yards or less. All missile fire beyond that is considered blind fire.

Light snow or flurries: A -5 modifier to all Maneuver Rolls and Attack Rolls.

Moderate snow: A -10 modifier to all Maneuver Rolls and Attack Rolls. All fumble ranges are increased by 2 points. Visibility is restricted to 25 yards or less. All missile fire beyond that is considered blind fire.

Heavy snow: A -20 modifier to all Maneuver Rolls and Attack Rolls. Fumble ranges are increased by 3 points. Visibility is restricted to 10 yards or less. All missile fire beyond that is considered blind fire.

Example: *Christopher and Mahalla are in a field being followed by several ogres. It is nighttime (half moon) and there is moderate rain and moderate fog. These three factors are combined for the following effects: Moderate fog restricts the visibility to 25' (you can't combine visibility distances, so you use the more severe effect). Missile fire has a -25 OB modifier (-10 for rain, -10 for fog, -5 for moonlight) and any missile fire beyond 25' is considered blind fire. Melee attacks are at -15 (-10 for rain, -5 for moonlight) and the fumble range is increased by 2 points.*

FIGHTING "BLIND"

As visibility decreases, the situation often comes up that attacks are considered "blind fire." When a character cannot see his target, he receives a -100 to all attacks. This modifier can be offset with the use of the skill Blindfighting. By using the Blindfighting skill, this modifier is reduced by his bonus with this style automatically without a Maneuver Roll (i.e. a total skill bonus of 80 means that the -100 modifier is reduced to -20 (-100 + 80)). This skill can only reduce the -100 penalty for being blind to zero. The Gamemaster may determine that conditions are not optimum for use of this skill and require that a difficulty modifier be applied against the skill. (i.e. a lot of confusing noises in the area may make Blindfighting a Very Hard task, so the GM assigns the Very Hard modifier (-40) to the use of this skill. This means that this skill bonus has the -40 applied to it prior to the skill bonus being applied to the -100 for being blind.)

OCCUPATIONAL HAZARDS

The life of an adventurer is filled with hazards, especially in the wilderness locales or forgotten ruins that speak to an adventurer's desire to explore. This section details a number of hazards that might be encountered, along with rules for handling such an event.

FALLING DAMAGE

The character fumbles a climbing roll and slips from the wall he is climbing.

The character sets off a trap and plummets into the deep pit beneath.

The character is walking along the top of a cliff when the edge suddenly gives way.

The examples above are circumstances where a character could fall and receive injury. When a character falls, they receive the results of an attack on the Crush Attack table. The actual distance fallen determines the Offensive Bonus of the attack, granting a +1 OB for every foot of distance fallen. The distance fallen also determines the size of the attack, as indicated on the table below.

Height of Fall	Critical Size
1' – 20'	Tiny
21' – 50'	Small
51' – 100'	Medium
101' -200'	Large
201'+	Huge

Falling characters do not receive any non-magical Defensive Bonuses (DB) from armor or shields. They also do not receive their Quickness bonus. Instead, the character receives their Agility bonus plus any magical Defensive Bonuses against the fall. Characters with Acrobatics/ Tumbling may attempt a maneuver, using the Bonus column, adding the result to their Defensive Bonus against the fall.



TRAPS

Traps are artificial hazards created to capture or kill a target, and come in two distinct types where resolution is concerned: OB (Offensive Bonus) and RR traps.

OB traps, when sprung, "attack" the unfortunate target. Examples include such things as projectile hazards (that fire an arrow, spear, or bolts), as well as traps that use swinging blades to surprise and wound their targets. Traps which shoot jets of acid at their victims and snares also fall into this category.

RR traps are those that, when sprung, require the target to make a Resistance Roll or a Maneuver Roll in order to avoid the damaging effects. Most poison and pit traps belong in this category, with magical traps often falling in as well.

In the sample traps below, each is given a difficulty rating for successfully detecting and disarming it. The difficulty ratings included are for when a character is actively searching for traps. Characters not actively searching have the difficulty increased by one level (e.g. a Hard detection maneuver becomes Very Hard, etc.). Once a trap is detected, it may then be disarmed normally (taking into account the difficulty rating listed), using the Locks & Traps skill. The GM should vary the difficulty of locating and disarming these sample traps according to the situation and mechanical skill of the original builders.



SAMPLE MECHANICAL TRAPS

Arrow Trap: A trap that fires a projectile (such as an arrow or crossbow bolt) at a target, this attack has an OB of +75. Locating the trap is a Hard maneuver for any character actively searching. It is Very Hard to disarm it if the trap is triggered by the opening of a door, or a trip wire outdoors. If the trap is triggered by a hidden mechanism that the character cannot easily get to, then it should be considered to be Extremely Hard to disarm.

Spear Trap: This type of trap launches a spear (with an OB of +100) at the target that triggers it. This trap is often triggered in a similar fashion to the Arrow Trap above.

Pit Trap: A simple hole, normally covered with foliage or other camouflage to prevent easy discovery, these traps use normal falling rules to resolve, with the OB of the “attack” being equal to the distance fallen. Upon being triggered, characters standing above the pit may make a Hard Acrobatics/Tumbling roll in order to avoid plummeting. Characters without the skill may make a stat-based Maneuver Roll (with the difficulty increasing one severity level to Very Hard), adding in both their Agility and Quickness bonuses. Detecting this particular type of trap, while actively searching, is a Medium maneuver, and an Extremely Hard maneuver when not. Disarming a trap of this nature is often an Extremely Hard maneuver and usually involves filling in the pit. As such, it is often much easier to just avoid the trap entirely.

Spiked Pit: A simple pit, like the example above, this particular trap differs in that its floor is peppered with sharpened spikes. Refer to the description of the Pit Trap for details on handling or avoiding the fall. Characters unfortunate enough to fall in not only take normal falling damage, but also take 1d10 Small Puncture attacks as they are impaled upon the spikes. The OB for the spike attacks is equal to twice the distance fallen. For instance, a 20' deep pit would have a +20 falling attack and 1d10 +40 Small Puncture attacks. Discovering and disarming this type of trap is the same as for the Pit Trap, above.

Poison Needle Trap: Often hidden around locks and on chests and other valuables, this type of trap is sprung when careless characters attempt to open or unlock such items hastily or incorrectly. Once triggered, the trap shoots a poisoned needle into the character. Characters may make a Resistance Roll to shake off the effects of the poison, with the difficulty determined by the poison used. Detecting a poisoned needle trap is a Very Hard maneuver, while disarming it is a Hard maneuver.

Dart Storm Trap: This type of trap ejects a barrage of several hundred darts within a 5' radius of the trigger. Characters unfortunate enough to be within this area take 2d10 Tiny Puncture attacks from the darts. Often these darts are also coated in poison, so characters will have to resist against poison as well. Dart Storm Traps have a Medium difficulty to detect, but are Extremely Hard to disarm in most cases.

Scything Blade Trap: This deadly trap has a murderously sharp blade that swings down out of the ceiling or out of the wall to slice the unfortunate soul that triggers the trap. The swinging blade has an OB of +120, and does a Large Slash attack. This trap is a Very Hard maneuver to detect and is Hard to disarm.

Falling Block Trap: A huge stone block drops from the ceiling in this trap, attacking all (in a 5' radius) beneath it when triggered. The heavy block has an OB of +100 and does a Huge Crush attack, and can often be reset using a chain and winch attached to the top of the block to raise it back into position. It is Extremely Hard to detect and disarm this style of trap.

Poison Gas Trap: A jet of poison gas (or a cloud of powdered External Poison) is released from an aperture when this trap is triggered. The poison is usually enough to fill a 5' radius, affecting all caught within, with Resistance Roll difficulties determined by the type of poison used. This type of trap is Extremely Hard to detect and Very Hard to disarm.

Acid Jet Trap: This style of trap shoots a jet of an acidic substance at whoever sets it off. When set off, the target of this trap receives a Small Acid attack that has a +100 OB. This type of trap is Very Hard to detect and Extremely Hard to disarm.

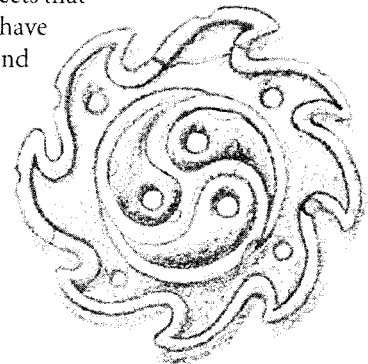
MAGICAL TRAPS

Magical traps require an Absurd maneuver to detect unless the character has the ability to sense magic, either by means of a spell or special ability. Such traps are known as Waiting Magic because they lie dormant until a trigger sets them off. A character with the ability to detect Active Magic may, with a Very Hard maneuver, detect Waiting Magic.

Triggers for magical traps often have parameters requiring someone to stand in a particular spot or touch a certain item. Once the trigger condition is met, the spell is activated and targets the offending character. Magic traps that imitate physical attacks have an OB based on the size of the attack.

Attack Size	OB
Tiny	+40
Small	+60
Medium	+80
Large	+100
Huge	+120

Magical traps that generate magical attacks such as Shock, Jolts, or other effects that require Resistance Rolls have a base modifier of +50 and require that the GM make a roll on the RR column to determine what value the target is required to beat to avoid any effects.





WATERY HAZARDS

While rivers and lakes have always been important avenues of travel, they can be both a nuisance and a hazard for characters that must somehow cross them.

Characters may freely wade through water that is not above their head at a speed of one quarter their Base Movement Rate without being required to make a Maneuver. Should the water level actually be higher than the head of the character, the Swimming skill is required. Swimming across a slow stream or river is a Light maneuver while swimming across rapids is a Sheer Folly maneuver, as this can easily force the character far downstream. Just keeping one's head above water in churning rapids is considered a Very Hard maneuver.

If the character is wearing armor, the difficulty for swimming increases one level for each armor base worn (soft leather is +1 difficulty level, while studded leather is +2 difficulty levels, etc.).

DROWNING

A character is able to hold his breath for a number of rounds equal to two times the sum of his Constitution stat and Constitution bonus. Once this time has expired, the character must begin making Stamina Resistance Rolls every round. This Resistance Roll requires the character to obtain a total equal to or greater than 100, however, once a roll is failed, the character immediately falls unconscious for 1d10 rounds. The round following unconsciousness begins the drowning process with death coming in 1d10 rounds. A character can drown in substances other than water: quick sand, fine dust, sand, or even silos full of grain are fine examples.



QUICK SAND

The bane of many travelers, quick sand can be found in locations where sand and water mix daily - jungles, deserts, coasts and sandy stream beds, and generally ranges from a few inches deep to more than several feet in some instances. Quick sand behaves like water; anyone stepping into quick sand immediately begins to sink as if slipping under water. Characters caught in shallow quick sand can leave by retracing their steps, being only an inconvenience; characters do not have to make a Maneuver Roll to exit the area.

Characters immersed in deeper quick sand can float, and may gently and carefully "dog paddle" to firmer terrain. Swimming through quick sand is a Medium maneuver (either "All or Nothing" or Percentage, depending on the situation). Even if an immersed character sinks to the bottom, they may not drown if they are standing upright - the quick sand may simply not be deep enough. Characters that panic and begin thrashing around are likely to drown. Panicked characters will sink at the rate of 2" per round, and once below the surface will drown using the rules found above. With nearby shrubbery, characters may attempt to pull themselves out. This act requires a Medium Strength roll.

Characters trapped in quick sand may also be aided by nearby companions with rope or equipment sufficiently long enough to reach. This act of rescue is a Medium Strength based maneuver; however, characters helping to pull out the sinking character may add twice their Strength bonus to the roll.

HEAT

The hot desert sun baking the earth far below can be as deadly to a character as the most ferocious monster. When exposed to temperatures higher than 90 degrees Fahrenheit (32 degrees Celsius) a character is required to make a Stamina Resistance Roll against RR (80) once every hour or receive a -5 modifier to all actions. If the temperature is above 110 degrees Fahrenheit (43 degrees Celsius), the Stamina RR must be made once every ten minutes. The modifiers accrued through RR failures will remain until the character can cool off by locating shade, immersing himself in water, or until night falls. If the character is wearing heavy clothing or armor, the Resistance Roll increases by a value of 10 for each armor base worn (Soft Leather requiring a RR (90); Studded Leather requiring a RR (100), etc.). The negative modifiers from failed RRs will decrease at a rate of -1 for every minute spent cooling off.

If the temperature is above 130 degrees Fahrenheit (54 degrees Celsius), a character receives a Heat Critical every 10 minutes. Roll 2d10+20 and use the number ranges beneath the Letter Code of the Heat Critical Table to determine this critical. If the character is encased in metal armor, the critical receives an additional modifier of +50.

Note: Proper attire, such as loose robes and head coverings, offers a bonus of +20 to the Resistance Roll.



COLD

With effects as deadly as hot weather, a character can easily freeze to death, falling victim to the effects of hypothermia and frostbite if not protected properly.

If the temperature is below 40 degrees Fahrenheit (4 degrees Celsius), a character is required to make a Stamina Resistance Roll against RR (80) once every hour or receive a -5 modifier. If the temperature drops to below 0 degrees Fahrenheit (-18 degrees Celsius), a Stamina Resistance Roll of RR (100) must be made once every ten minutes or characters receive a -5 modifier to all actions. The modifiers are cumulative and can only be negated by locating cover and warmth. The negative modifier is reduced at a rate of -1 for every minute the character enjoys the effects of warmth.

Should a character reach -100, a Stamina Resistance Roll against RR (100) is required. Failure results in the character falling asleep, with them freezing to death over the next 1d10 + Constitution bonus hours.

OTHER DANGERS

The perils detailed above constitute the major hazards that characters are likely to encounter, but there remain a few more worth mentioning.

Landslides/Avalanches: Whether of rocks or snow, landslides are always deadly. Characters caught on the outskirts may attempt an Extremely Hard Acrobatics/Tumbling maneuver to try and escape the effects. Characters caught in the middle will take a +150 Huge Crush attack every round until it passes. The adventurer may attempt an Absurd Acrobatics/Tumbling maneuver to leap out of danger's path. Characters with Acrobatics/Tumbling may also reduce the damage from an avalanche or landslide in the same manner as they use the skill to reduce damage from a fall.

Storms: With heavy winds that prevent missile fire, storms also bring thick sheets of rain that reduce the distance a character can see clearly, sometimes down to only a few feet. In rain or electrical storms, there is a chance of being struck by lightning, or drowning (also with sand storms), or even freezing to death in a blizzard. Strong winds from a tornado may even lift a character from the ground. Characters are best advised to wait it out and take cover immediately if possible.

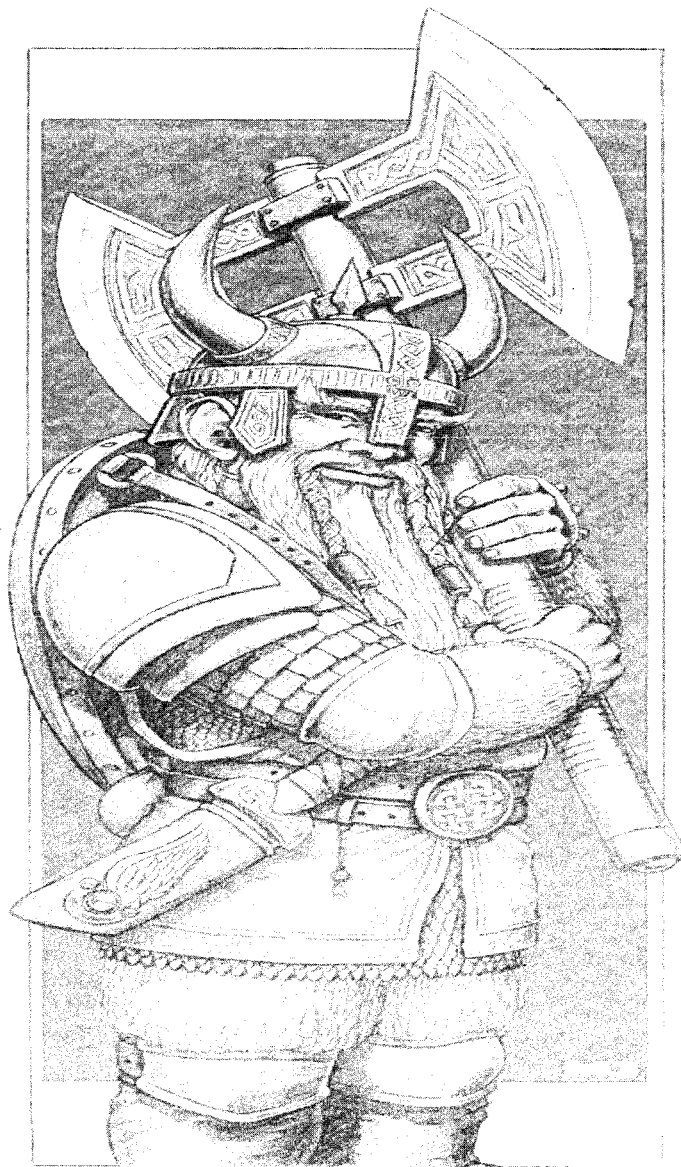
Cave-ins: Underground exploration is a staple in the life of an adventurer. Unfortunately, sometimes the ceiling of a cave is unstable and will suddenly collapse given the right circumstances; destructive magic cast within an unstable area are often the right circumstances! Characters unfortunate enough to be caught in a cave-in are treated as if they are caught in a landslide, though the area is usually much smaller and the OB for the Crush attacks for a cave-in are only +100.

Lava: Hot, liquid rock, exposure to lava (being hit by it or touching it) causes both a Heat and an Acid attack, with the size of the attack being based on how much hits the character. A few drops would mean a Tiny attack, while

enough lava to fill a bucket would be the equivalent of a Medium attack. Characters that happen to fall into or be immersed in lava receive Huge attacks of both types each round with a bonus of +100 to each attack.

Smoke: Smoke can obscure vision and cause breathing problems for characters. An area filled with smoke causes all Perception rolls to increase from 1 to 5 difficulty levels, depending on the volume of smoke. For every round that a character must breathe the polluted air, they receive a -5 modifier to all actions if the area is lightly filled with smoke. Thick smoke will cause a -10 to all actions for every round spent breathing it. This modifier is reduced at a rate of -1 per minute once the character is no longer exposed to the smoke. Characters may use the rules for holding their breath, as described under Drowning above to avoid breathing the noxious air.

Acid: There are several varieties of acids that a character can encounter. All acids use the Acid Attack table, but vary depending on the strength of the acid. Very weak acids might only be Tiny Acid attack, while extremely strong acids may require a Huge attack on the Acid Attack table.





INJURY, HEALING, & DEATH

It is inevitable that during the course of the game, especially, using the **Hack & Slash** system, that characters are going to get hurt. When they do, you will need to know the different methods available for healing the wounds that they receive. This section gives you the details and the information that you will need to accomplish this task.

TYPES OF WOUNDS

The damage that a character receives from criticals is cumulative, meaning that it all adds together to give an overall view of how wounded a character is. The character's overall status will fall into 1 of 4 classifications as determined by the amount of damage that he has taken.

Once you have determined how wounded the character is, you can then determine what it will take to heal the character or in the case of natural healing, how long it will take the character to heal.

The four classifications are as follows:

Lightly Wounded – This is any injury or combination of injuries where the character has taken less than 50% of his total number of hits in damage, has a Maneuver Penalty of -25 or less, or is bleeding at a rate of no more than 3 hits per round. If any of these three conditions exceed the limits given, then the character cannot be considered Lightly Wounded.

Moderately Wounded – This is any injury or combination of injuries where the character has received damage that exceeds the Lightly Wounded classification in one or more aspects, but not exceeded the upper limits of being Moderately Wounded. A character is within the upper limits of being Moderately Wounded so long as he has not taken more than 75% of his hits, does not have a total Maneuver Penalty that exceeds -50, or is not bleeding more than 5 hits per round.

Severely Wounded – This is any injury or combination of injuries where the character has received damage that exceeds the Moderately Wounded classification in one or more aspects, but not exceeded the upper limits of being Severely Wounded. A character is within the upper limits of being Severely Wounded so long as he has not taken more than 100% of his hits, does not have a total Maneuver Penalty that exceeds -75, or is not bleeding more than 7 hits per round.

Mortally Wounded – Should a character's injuries exceed the upper limits of Severely Wounded in one or more aspects, he is considered to be Mortally Wounded. In certain cases, characters can have criticals that say "death in x rounds" converted into Mortal Wounds. In such cases, the character is considered to have zero hits, and to have a Maneuver Penalty of -100.

WOUND DESCRIPTIONS

The critical tables given in this product are normally vague about the exact damage done to characters receiving criticals. This is done so to make it easier for GMs to be better able to detail the critical descriptions to the situation, as opposed limiting themselves solely to the flavor text as written.

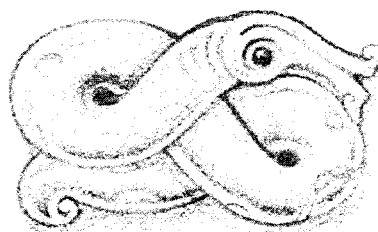
Using the guidelines above, which details how much damage of a given type determines how badly wounded they are, you can use the following notes as a guideline for aiding in creating new flavor text for the criticals. This section also helps in determining what type of healing will be required by giving you the common types of damage to a character based upon the severity of their wounds.

Lightly Wounded – This represents slight scratches and deep bruising to the character's body, both internal and external. It also represents strained or pulled muscles, and greenstick fractures such as cracked ribs. For elemental attacks, this represents only the mildest of burns or the onset of frostbite which often results in loss of feeling. Electrical criticals often also give slight burns and numbness due to extremely mild nerve damage.

Moderately Wounded – This type of damage is often caused by broken bones, and heavy bruising of internal organs, if not outright damage to them, as well as torn ligaments, damaged muscles and deep gashes to the foe's body, including the cutting of veins. This type of damage also includes minor burns and minor frostbite, and more serious nerve and organ damage. This type of wounding could also include temporary loss of the use of a limb or sense organ from damage.

Severely Wounded – This type of wounding includes damage to major organs, the destruction of minor organs, shattered bones, severed arteries, major burns and major frostbite. Major nerve or other damage can also result, giving long term disability in the use of limbs or sense organs.

Mortally Wounded – Those who are mortally wounded are often times better off dead than not. Often times, being mortally wounded has much the same effect as being severely wounded, except that it can also result in the loss of limbs and sense organs that result in permanent penalties even after the character is fully healed. Characters who receive criticals that say "death in x rounds" and receive a healing spell that is scaled up to stop "death in x rounds" are considered to be mortally wounded. They will not die, but without more magic, it will take a very long time for them to recover from their injuries.





When describing a wound that a character has received, the GM should use the actual damage given by the critical to match that individual critical up with one of the four classifications of damage. Only in cases where it makes sense, and the character has already received a wound in a given location, should the GM “upgrade” the given damage from a wound to a more serious description.

NATURAL HEALING

All characters will heal naturally over time. How long it takes them to heal will depend up how badly wounded they are overall. The Types of Wounds and Wound Descriptions above tell you how seriously a character is damaged. Using the table below, you can determine how long it will take them to heal.

To use the table, roll d100 and add in the character’s Constitution bonus. If the character has the Healing skill, or is being tended by somebody who has the Healing skill, then also add in the result from the Bonus column of the maneuver table from the attempt made to use the Healing skill. Yes, a bad skill roll can make healing take longer. Also, the table represents the amount of time required so long as the character remains on bed rest. If the character is active, but not performing any strenuous actions, then double the amount of time it will take. If the character is performing strenuous actions, the multiply the healing time by 5.

The GM may require that the full amount of healing time has passed before hits are recovered and penalties are removed. However, it is recommended that the GM divided the damage to be healed by the number of days it will take to heal to determine what percentage is restored to the character for each day of bed rest. When doing this, the GM should always round off to the nearest whole number, and any left over is recovered on that last day.



Example: *Rawrg has been hurt. He has a -35 maneuver penalty and has take 57 hits of damage in total. This is less than half of Rawrg’s 130 hits, but the maneuver penalty is greater than the -25, so Rawrg is Moderately Wounded. Rawrg has a Constitution bonus of +5. His friend Geoff has the healing skill, and got a total maneuver roll of 117 which will provide a +10 to the roll to determine how long it will take Rawrg to heal. Rawrg’s player rolls a 39. This plus the 5 for Rawrg’s Constitution Bonus and the +10 from Geoff’s Healing skill give a total of 54 (39 + 5 + 10). This means that as long as Rawrg is on bed rest, he will be healed in 18 days. So, for each day of bed rest, Rawrg will recover 3 hits (57/18=3.1666 rounded to 3), and recover 6 hits on the last day (3 x 18 = 54 + 3 = 57). As for the maneuver penalty, Rawrg that will be reduced by 2 points per day, with only 1 point being recovered on the last day (35/18 = 1.9444 rounded to 2).*

HEALING/RECOVERY TABLE

Roll	Severity of Damage			
	Light	Moderate	Severe	Mortal
01-50	5 days	25 days	45 days	65 days
51-85	4 days	18 days	34 days	50 days
86-95	3 days	12 days	24 days	36 days
96-98	2 days	7 days	15 days	21 days
99-100	1 day	3 days	7 days	10 days

MAGICAL HEALING

There are two spells for healing damage to characters, Minor Healing and Major Healing. This section contains guidelines for using them in healing characters. Deciding which spell is going to be appropriate will be determined the descriptions that the GM gives with the critical damage.

If magical healing is used on a character, the healing process occurs over the course of a single round once the casting of the spell, or the drinking of the potion.



MINOR HEALING

This spell should only be used for healing generic damage from small cuts and bruises, pulled or strained/sprained muscles and other non-specific damage. Accordingly, this means that it should only be used to heal injuries within the Lightly Wounded classification, and perhaps some lesser non-specific damage within the Moderately Wounded classification.

If a character has specific damage, this spell cannot reduce or eliminate any penalties or other damage associated with that given critical, such as hits.

One of the scaling options for this spell is to stop *death in x rounds* on certain criticals. This scaling option only stabilizes the character far enough so that he is no longer dying. At this point, the character would be considered to be Mortally Wounded and would have to be further healed accordingly.

MAJOR HEALING

This spell can heal a larger amount generic, non-specific damage to a character. It also has scaling options available which will allow it to heal much more specific damage as well. If one of the scaling options is used to heal a bit of specific damage, it will also heal any associated penalties or hits as well.

One of the scaling options for this spell is to stop *death in x rounds* on certain criticals. This scaling option only stabilizes the character far enough so that he is no longer dying. At this point, the character would be considered to be Mortally Wounded and would have to be further healed accordingly.

LIFEKEEPING

Sometimes it is going to be difficult to get to a dying character in time to stop them from dying. However, this spell gives the character doing the healing a better chance to save the injured character. This spell cannot be cast on a living character, only on one that has “died”. If cast before the target’s soul leaves its body it restores the body to a minimum of life, putting it into an artificial coma until the end of the spell or until the character is healed. Should the character not be healed before the end of the spell, then he will die again, and Lifegiving will be required to restore him.

LIFEGIVING

This spell may only be used once the character’s soul has left his body. And then only if the body has been repaired enough to sustain life. This means that the specific damage that caused the death of the character must be healed prior to the casting of this spell, or that the scaling option that heals “life threatening” damage must be used. This scaling option heals only just enough damage to allow the character to live. He must be fully healed of any other damage through rest, herbs or spells as normal.

HERBS

There is a wide selection of magical herbs listed in HARP that can be used to heal others. These herbs require preparation to use, and each herb has a Time entry which tells how long it will take for the herb to accomplish its affect.



DEATH

Death is a natural part of an adventurer’s life, hopefully the death of his foes. Unfortunately, death can strike the adventurer himself as well. There are several primary causes for the death of an adventurer. These include overwhelming specific wounds (criticals), massive shock (Concussion Hit damage), the draining of his vitality (Constitution – stat deterioration), poisons, diseases, and certain spell effects. Only rarely does this ever involve a natural cause as mundane as old age.

Critical damage is one of the most common methods of character death. Criticals can provide massive amounts of damage in a single blow, including the loss of limbs, impairment of movement, and occasionally instant death.

A character is unconscious when his Concussion Hits reach zero or below. So long as his Hits do not fall below a negative number equal to the character’s Constitution stat (not the stat bonus, but the stat itself), the character will heal naturally. The character will wake up once his Concussion Hits have risen above zero. If the character’s Hits fall below a negative number equal to his Constitution stat, he is then near death and dying.

The character then has only a short time left to live (a number of rounds equal to his Constitution stat plus 5). At the end of the last round, the character’s soul will leave his body and he will die. Certain spells, such as Lifekeeping, can stop this process and actually give you time to bring the character’s Hits back up above zero, allowing him to live. Healing may also allow you to save the character’s life by stabilizing him until he can be healed, or can heal on his own. Once stabilized, the character remains unconscious and in a coma until the damage (Hits or critical damage) that put him below zero Concussion Hits is repaired, and is once again above zero.



SYSTEM ADJUSTMENTS

This section details adjustments that need to be made to **HARP** in order to use the **Hack & Slash** rules. The following **HARP** skills have been modified to work properly with the **Hack & Slash** rules.

AMBUSH

Upon successful using this skill, the character can use his number of skill ranks to modify the critical delivered. If the character wants to increase the critical, he adds his number of skill ranks to the high end of the number range given under the letter of the critical delivered. If he wants to reduce the damage done by his critical, then he subtracts his number of skill ranks from the low end of the range given under the letter on the critical table. Thus a character with 10 ranks in this skill who delivers an "F" critical (24-28) may adjust the critical to be either a "C" (10-14) or an "I" (38-42) upon successful use.

MARTIAL ARTS STYLES & MANEUVERS

There are several styles listed, including the Tiger Claw Style, and the Weapon Kata Style that allow the martial artist to use weapons in conjunction with his martial arts. For the **Hack & Slash** rules, these styles will use the Attack Matrix for the associated martial arts attack, Strikes or Sweeps; however any criticals done will be based on the critical type determined by the weapon being used. Thus when using the Tiger Claw Style, the martial artist will use the Strikes Attack Matrix, but the Slash Critical table. This also applies to any appropriate Martial Arts Styles presented in **Martial Law**.

SNIPING

Upon successful using this skill, the character can use his number of skill ranks to modify the critical delivered. If the character wants to increase the critical, then he adds his number of skill ranks to the high end of the number range given under the letter of the critical delivered. If he wants to reduce the damage done by his critical, then he subtracts his number of skill ranks from the low end of the range given under the letter on the critical table. Thus a character with 10 ranks in this skill who delivers an "F" critical (24-28) may adjust the critical to be either a "C" (10-14) or an "I" (38-42) upon successful use.

TALENTS

The following talents have been modified to work with the **Hack & Slash** rules.

BANE

When a character with this talent makes an attack against a foe of the chosen type scores a critical (i.e. a number and letter on the Attack Matrix), he adds +20 to the high end of the number range listed under the letter on the Critical Table. Thus if he gets a 10F on the Medium column of the Slash Attack Matrix, he looks at the range under the "F" which is (24-28), and adds 20 to the 28, making the number a 48, and thus delivers a "K" critical (47-50) to his foe.

FATE POINTS

Fate Points allows a character to reduce a critical received by 25 or 50 points, depending upon how many Fate Points the character uses. With the **Hack & Slash** rules, these numbers are subtracted from the low end of the number range listed under the letter code for each critical. Thus an "M" critical (56-60) could be reduced to either a "G" critical (29-32) or a "B" critical (6-9).

FUMBLES

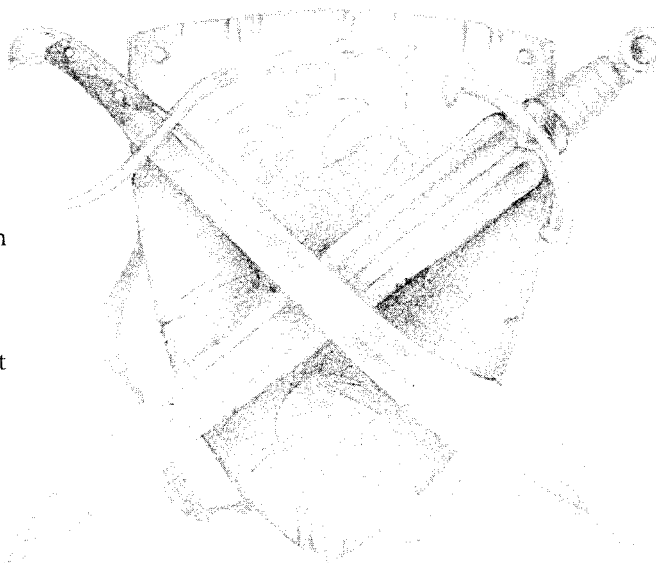
Several of the Fumble results indicate that the character should roll on a Critical Table. When this is indicated, roll as the fumble table indicates, then look up the result on the Critical Table portion of the Combat Table, using the number ranges under the Letter Code to determine which result is received.

For example, one of the Combat Fumbles, listed on page 71 of **HARP**, indicates that you should roll 2d10 on the appropriate Critical Table. In this case, if your result was a 17, you would look at the number ranges under each letter on the Result column of the Critical Table, and be able to see that a 17 falls within the range for an "D" critical, thus the character takes a "D" critical.

For spell fumbles, use the Magic Critical Table rather than the Electricity critical table.

COMBAT ACTIONS

Combat Actions allow characters to customize their attacks. A number of Combat Actions change the size of the critical to be delivered in exchange a slight OB modification. For Blade Slap, Fencing Slash, and Stave Jab, the change in critical size is accomplished by simply using appropriate column on the proper Attack table.





POWER STRIKE

By adjusting their OB with a melee weapon by -20, the character's attack for that round is one size larger than normal. This Combat Action may only be used with melee weapons. It cannot be used with natural attacks such as claws or martial arts. This Combat Action cannot be used while parrying. A character using this Combat Action receives an additional -10 modifier for every consecutive round beyond the first that this action is used. This additional modifier remains and is reduced by 10 for every round that Power Strike is not used.

Example: *Rawrg, using his War Hammer, normally does a Medium Crush. Rawrg decides to use Power Strike against a very tough foe. The first round, Rawrg is at -20 and does a Large Crush. The second round, Rawrg is at -30 and does a Large Crush. The fourth round, Rawrg is at -40 and still doing a Large Crush attack. The fifth round, Rawrg decides not to use Power Strike, he is getting tired. This leaves him at -20 for his Medium Crush attack, the original -20 for the Power Strike dropping away. The sixth round, Rawrg is only at -10 for his Medium Crush attack. On round 7, Rawrg is back to normal, the modifiers from the Power Strike having worn off.*

SPELLS

A number of spells within HARP will need minor adjustments to work properly with this system. They are listed below.

DIVINE HAMMER (CLERIC SPHERE)

Only the Concussion Hits from the Attack Matrix are doubled, not the Concussion Hits from the criticals. For Thunder Strike, use Holy Criticals rather than Electrical Criticals.

FIRE WALL (MAGE SPHERE)

Anybody attempting to pass through a Fire Wall takes the damage indicated from a roll on the Tiny column of the Attack Matrix for Heat Criticals. The character going through the flames does not receive any non-magical DB.

SHOCK (MAGE SPHERE)

Change the roll from (1d100 - 20) to just a 1d100 roll on the proper column of the Attack Matrix of the Electrical Attack table.

STUN CLOUD (MAGE SPHERE)

Upon the target failing the Resistance Roll, the caster rolls a 1d100 on the proper column of the Attack Matrix each round.

VACUUM (MAGE SPHERE)

Upon the target failing the Resistance Roll, the caster rolls a 1d100 on the proper column of the Attack Matrix each round.

GUARDIAN BLADES

The critical is rolled on the Tiny column of the Slash Attack Matrix.

HAMMER STRIKE

This spell only affects the Concussion Hit damage given on the Attack Matrix. It does not affect Concussion Hits delivered from the criticals.

WEAPON'S FURY

The scaling option, Of Slaying, allows the weapon to use the Slaying Attack table rather than the normal table for the weapon.

TREASURE

SALTAR'S BOMB

Use the numbers under the Letter Codes on the proper Critical Tables to determine the damage done by this item. On the Heat Critical Table, use 2d10+20 and on the Slash Critical Table use 1d10+20.

ALCHEMIST'S FIRE

Use the numbers under the Letter Codes on the Heat Critical Tables to determine the damage done by this item.

SPEAR OF DRAGONSLAYING

This Spear is +10 normally, but when used against Dragons, it has a +50 bonus and attacks using the Slaying Attack tables.





LIFE POINT SYSTEM

This method of damage resolution uses a combination of fixed and progressive damage based upon the size of the attacking weapon and how well the character makes the attack. This system will allow for faster combat resolution without any additional rolls, and also allows for the possibility that a lucky attack can take out higher level character with a single shot.

This system has the potential to be much more deadly than the normal damage system used in HARP, especially when characters are at lower levels of experience.

DEFINITIONS

Life Points – This is the amount of damage that a character may take before going unconscious. It is equal to the number of ranks that the character has in his Endurance skill plus his Racial Life Point Bonus.

Racial Life Point Bonus – Each character receives a one time bonus to his Life Points equal to his racial Endurance bonus divided by 5.

Critical Threshold – This is a number that is equal to the character's total bonus for his Endurance skill.

Stun Threshold – This is a number that is equal to the character's total Constitution bonus.

Death Threshold – This is a number equal to the character's total Constitution bonus. If a character goes below zero Life Points by a number greater than this, he dies.

SYSTEM BASICS

When using this system, a weapon does an amount of damage based upon its Attack Size according to the following table.

Attack Size	Base Damage
Tiny	2
Small	4
Medium	6
Large	8
Huge	10

An attack also does one additional Life Point of damage for every 20 points of the final attack roll, rounded down. For example, a longsword does a base of 6 Life Points of damage. If the attacker, after figuring in modifiers, and subtracting his foe's DB has a total result of 47, he then does an additional 2 Life Points, for a total of 8 Life Points of damage.

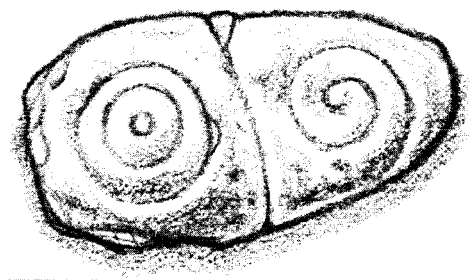
Should an attacker's total result be greater than the target's Critical Threshold (CT), he has performed a critical strike. If the attacker has achieved a critical strike, damage is determined as normal, and then doubled to get the total amount of damage for the attack.

Should the amount of Life Point damage received by a character be greater than the character's Stun Threshold (ST), he receives 1 round of stun. For every 2 Life Points of damage above the character's ST, he receives an additional round of stun. The character may make a Stamina Resistance Roll as per the normal rules to avoid being stunned. Should a character receive a number of Stuns greater than his Stun Threshold, and fail the Resistance Roll against the stun, he is unconscious for a number of minutes equal to the number of stuns he received.

Once a character reaches zero Life Points, he is unconscious. If he goes below his Death Threshold, then the character is dead. A character who is below zero Life Points, yet still above the Death Threshold is considered to be in a coma, and heals at one tenth of the normal healing rate as described in Natural Healing below.

NATURAL HEALING

Characters will naturally heal 1 Life Point for each full day of rest. A full day of rest requires that the character spend the day performing only minimal activities such as lying in bed. If attended by a character with the Healing skill, a successful Very Hard Healing maneuver will increase this rate of recovery to 2 Life Points per day. A Sheer Folly Healing maneuver will increase the healing rate to 3 Life Points per day.



RULE CHANGES

The use of this system requires that a few rule changes and adjustments be made in order to accommodate this alternate damage system. These are listed below.

SKILLS

Ambush – When using this skill, if successful, the character gets to add one half of his number of ranks in Ambush (rounded up) to any damage inflicted. If the character also scores a critical strike, this additional damage is added in prior to the doubling for the strike.

Sniping – When using this skill, if successful, the character gets to add one half of his number of ranks in Sniping (rounded up) to any damage inflicted. If the character also scores a critical strike, this additional damage is added in prior to the doubling for the strike.



Martial Arts Attacks – Attacks using Martial Arts Strikes does only one half of the base damage listed for an attack of the same size. Sweep attacks also do half the base damage listed, but Sweeps also have a chance of knocking the foe to the ground (prone). See Unbalancing Attacks below for more details.

Unbalancing Attacks – When ever a character makes an attack that has a chance of unbalancing their foe, the foe makes an Agility RR (50 + 10 per Life Point of Damage).

TALENTS

Accelerated Healing – This works exactly as normal. Life Points would be recovered at a rate of 2 per day of rest.

Regeneration (Minor) – This will allow the character to recover Life Points at a rate of 2 per day.

Regeneration (Major) – This will allow the character to recover Life Points at a rate of 3 per day.

Regeneration (Greater): This will allow the characters to recover Life Points at a rate of 4 per day.

Succor (Minor) – This can be used to heal 1-5 (1d10 divided by 2, rounded up) Life Points per use.

Succor (Major) – This can be used to heal 1d10 Life Points per use.

Succor (Greater) – This can be used to heal 2d10 Life Points per use.

SPELLS

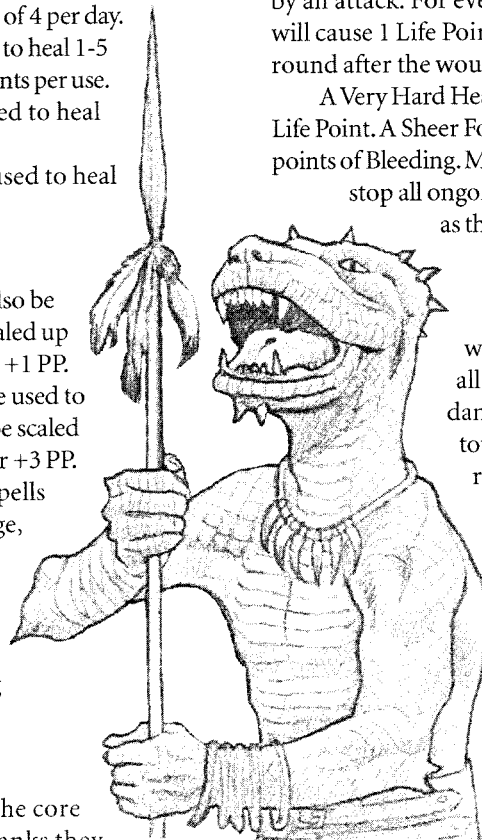
Minor Healing – This spell may also be used to heal 1 Life Point per use, and scaled up at a rate of one additional Life Point for +1 PP.

Major Healing – This spell may be used to heal up 5 Life Points per use, and may be scaled up to heal an additional 5 Life Points for +3 PP.

General Notes on Spells – For spells that do one or more d10 of hit damage, treat every 5 points of hit damage as one Life Point of damage. Some spells can also cause Bleeding damage. For these spells, treat Bleeding of 2 points per round as equal to Bleeding one half of one Life Point per round.

MONSTERS

Most of the monsters listed in the core HARP rules do not list how many ranks they have in the Endurance skill; however, it is easy to determine how many ranks they have, and thus how many Life Points they have. All monsters have the maximum number of ranks allowed in the Endurance skill, thus just compare the monster's level with Table 6.1 on page 30 of HARP to determine the creatures Life Points from Endurance. Then use the Endurance Bonus listed on Table 13.5 to determine the Racial Life Point Bonus for the monster.



OPTIONAL RULES

The following options can be included with this system. However, it should be noted that they can require extra bookkeeping on the part of the players and the GM.

BLEEDING

Weapons and magical attacks will often cause massive ongoing damage to the character. This ongoing damage is represented as Bleeding, a continuing loss of Life Points over multiple rounds. Bleeding is considered to be very dangerous and quite deadly.

Wounds that cause Bleeding will have the Bleeding damage actually begin on the round after the wound is received, and then continue each and every round until it is stopped, or until the character is dead.

The amount of Bleeding caused by a Wound will depend upon the amount of damage in Life Points is given by an attack. For every 10 Life Points of damage, a wound will cause 1 Life Point of Bleeding each round, starting the round after the wound is received.

A Very Hard Healing maneuver can reduce Bleeding by 1 Life Point. A Sheer Folly Healing maneuver can stop up to 2 points of Bleeding. Multiple Healing maneuvers can actually stop all ongoing damage for wounds that are Bleeding as the effects of the maneuvers are cumulative.

MANEUVER PENALTIES

If using this optional rule, a character who receives damage receives a penalty to all maneuvers based upon how much damage he has taken. For every 10% of his total amount of Life Points, the character receives a modifier of -10 to all future actions until healed. Maneuver Penalties from wounds are cumulative. When a character reaches -100 from these penalties, he is considered to be unconscious.

If a character has 18 ranks in Endurance, he would then receive a -10 modifier for every 2 Life Points of Damage received. ($18 \div 10 = 1.8$ for 1 modifier of -10 for every 2 Life Points of damage.

If using this optional rule for maneuver penalties, the maneuver penalties will reduce as the character is healed.

MOOK RULE

This rule can actually make things easier for the GM, and it is recommended that it be used. When using this rule, monsters and NPCs who reach zero Life Points or less are automatically dead.



New Magic Items

ASHANTI SHORT SPEAR

Description: This is a short spear of approximately 3' in length, with a third of that being taken up by the blade. This weapon is otherwise unremarkable to casual inspection.

Abilities: This spear may be used either one-handed, dealing a Medium Slash or Puncture critical at the wielder's choice, or two-handed to deal a Large critical of either type, again at the wielder's choice. The Ajanti Short Spear grants a +20 OB and if it deals a critical against a creature from another plane, such as a demon, the creature must make a Magic-based RR(120) or be sent back to its home plane.



BEAST BELT

Description: This is a wide leather belt with a plain brass buckle. Embossed in silver on the belt are images of several animals and magical beasts.

When invoked, the magic of the belt enhances some trait of the wearer by granting the characteristic with that of the animal or creature invoked. This magic also gives the wearer some physical characteristic of the beast invoked as well. So if the wearer invokes the Dragon ability, he gains not only the great strength of the Dragon, but also scales and a saurian appearance as well, just as invoking the bull would grant the increased ability to resist stuns, it would also give the wearer horns and a bull's snout. Should the wearer invoke several animals at once, the effects are cumulative, and the wearer would have the physical aspects of each of the invoked creatures as well.

There are rumors of belts with different animal symbols on them, but this has not been proven yet.

Abilities: Each animal and beast on the belt grants the wearer a different power or ability. Each symbol may be used once per day and has a duration of 10 minutes. The benefits of each animal symbol stack with any natural abilities

Bear – This grants a +20 to the wearer's Endurance skill bonus.

Boar – This grants a +20 to all attempts to resist Stuns.

Bull – This grants a +20 bonus to all Charging Combat Actions.

Dragon – This grants a +20 to the wearer's Strength bonus.

Ghost – This makes the wearer incorporeal for the duration. He cannot physically attack anything that is not also incorporeal, and he also ignores all physical attacks, and objects, such as walls.

Giant Scorpion – This grants the wearer the ability to deliver a poison with his touch. This is most effective when used in conjunction with a Martial Arts attack. Treat this poison the same as Gullarin (**HARP**, page 142) for strength and effect.

Hippogriff – This grants the wearer the ability to fly for the duration by giving him wings. His base rate of movement for flying is double his Base Movement Rate.

Lion – This grants the wearer a very commanding presence, giving him a +20 to his Presence bonus.

Owl – This grants a +20 bonus to the wearer's Reasoning Bonus.

Phoenix – This grants the wearer the ability to instantly heal any wound that would cause his death that is inflicted during the duration.

Troll – This grants the wearer the talent, Regeneration (Greater) for the duration.

Wolf – This grants the wearer the talent, Enhanced Scent for the duration.

DISKS OF ASKARI

Description: This is a pair of round metallic disks, 6 inches in diameter, with handholds on the back side of the disks. Each disk has a slightly golden hue and is inscribed with symbols of an unknown origin.

Individually, each disk functions as a +15 Buckler (granting a total of +30 to DB for a person with Shield Training). However, when used together, in conjunction with the Buckler Bash Combat Style, the Disks of Askari are even more powerful.

Abilities: A person who is properly trained in using these devices, using the Buckler Bash Combat Style, gains the benefits of the style as well as an additional +30 to DB as well as a +30 to OB. The Disks of Askari also make attacks as a Medium Crush.

GUARDIAN CUBES

Description: Contains in a small box made of white oak are six small cubes made of a translucent crystal. Engraved upon the inside of the lid of the box is the command word for the cubes.

Guardian Cubes are valuable to many travelers, as they ensure that the camp is alerted in the event of intrusion.

Abilities: To use the cubes, they must be placed around the perimeter of the area to which they guard. This area may not be larger than 50' in diameter.

When activated with the command word, the cubes emit subtle vibrations which ward off animals that approach the wards from outside the perimeter. Animals within the perimeter are unaffected.

If anything other living creature passes through the perimeter created by the Guardian Cubes, all those within the perimeter will be instantly awakened by a loud screeching noise that emits from the cube's container.

To deactivate the cubes, it is a matter of them being moved or picked up by somebody that was within the perimeter when it was activated.



HYPNOTIC COIN

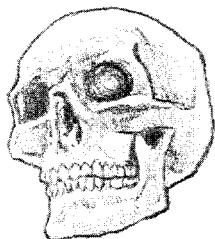
Description: This is a shiny gold coin, enchanted to attract and hold the attention of those who view it by ensnaring their minds in thoughts of gold and greed. It has an almost irresistible lure for those who view the coin.

Abilities: When viewed, a person must make a Will-based RR(80) or be mesmerized by the coin. While mesmerized, the victim is completely unaware of the passage of time so long as the coin is in view. The victim will do nothing but stare at the coin while

Once the coin has been removed from sight, the victim will awake in 1-10 rounds with no memory of anything from the point where they first saw the coin.

A wily character may use their skill at Duping to increase the severity of the RR. This is accomplished through the Bonus column of the Maneuver Table, with the result being added to the base RR of 80.

Any character who has no interest in gaining wealth gains a +20 to their RR against the coin.



MORNOK'S SKULL

Description: This appears to be a normal, well preserved human skull. The only real telltales of there being something special about it is the fact that the jawbone and teeth are still attached, though by no visible means, and that there appears to be a gleam in the eye sockets.

Abilities: Mornok's Skull is a powerful necromantic device. When used as a casting focus (*HARP*, page 109), the skull grants a +20 bonus to the casting of spells relating to the command, creation, and control of undead. If the wielder of this skull casts the spell Undead Mastery (*College of Magics*, page 89), the spell has the Scaling Option Residual Effect and the range of the spell, in regards to only how far a Mastered Undead may go and still be within the area of effect of the spell is increased to 1000'. Both of these options are automatically included at no cost or penalty to the caster. These options do not change the range of the spell in regards to how close an undead must be when the spell is cast.

Note: If *College of Magics* is not available, then replace the enhancement of the Undead Mastery spell with an effect that makes the Control Undead spell last for one day per rank rather than Concentration.

PORTABLE HOLE

Description: This is a black cloth made of a tough sturdy fabric. Most Portable Holes have a 5' diameter, and are shaped as a circle, though there are rumors of Portable Holes that are oval or square in shape and of different sizes.

The cloth may be handled and folded quite easily, often folding into a very compact bundle. However, when unfolded and spread upon a surface, the cloth will cling tightly to that surface.

Abilities: A Portable Hole may be placed on any surface that is less than 10' thick. It will adhere to any surface, be it a wall, the floor, or a ceiling.

It then creates an opening, the same size as the cloth, though that surface to the other side. The cloth may be pulled off the surface from either side of the opening created. However, it cannot be removed from a surface so long as something is within the passage created by the Portable Hole.

If the surface on which the Portable Hole is spread is thicker than 10', it will not create a passage, nor even adhere if the surface is too thick. If the surface is also denser than normal stone, this prevents the creation of the passage as well. In areas where Portable Holes are common, it is not unusual for the wealthy to coat their walls with lead or other substances to prevent unwanted entries.

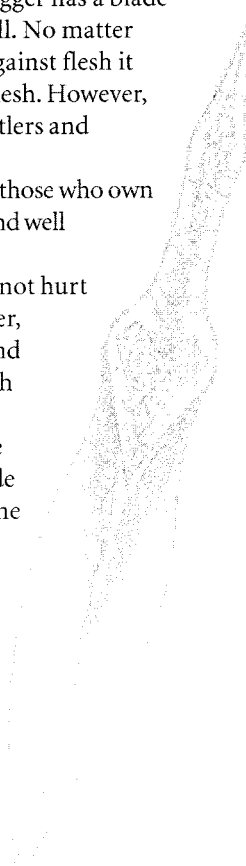
TREE KNIFE

Description: This small dagger has a blade that appears to be extremely dull. No matter how hard the blade is pressed against flesh it will not penetrate, cut, or hurt flesh. However, this blade is highly prized by settlers and woodsmen across the realms.

They are extremely rare and those who own one tend to keep it both hidden and well guarded.

Abilities: A Tree Knife will not hurt any living creature in any manner, however, it cuts through trees and wood as a hot knife cuts through butter.

The Tree Knife may only be used on larger works, as the blade is not small enough for doing fine detail work. This makes quite useful for felling and stripping trees to create a palisade fence around a new settlement or border fort. Often speeding up the process so that what would normally take weeks may be accomplished in just a few days.





Additional Optional Rules

One of the best things about HARP is the ability to be able to easily create small house rules that allows you to customize the game to suit your own style. Some of this is inherent, such as with the Cleric and with Training Packages. This same principle works throughout the rest of the game as well. If you, as a GM, find that a rule does not fit the way that you think it should work, then by all means I encourage you to change it to better suit your expectations. If you are not sure how to change it to suit your needs, the ICE forums are a great place to ask, as there are many friendly people who will help and make suggestions to aid in adjust the game to suit your needs.

I am the last person in the world who will ever try to claim that HARP is the perfect game for everybody. However, I do think that it comes pretty close and I think that the inherent flexibility built into HARP is a major part of the reason it comes so close.

This section of HARP's Bazaar details several House Rules that I have mentioned or come up with recently. I hope that you enjoy them.

CASCADING RRS FOR FEAR

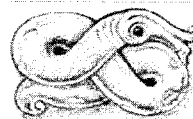
In HARP, fear is normally treated as an all or nothing effect, meaning that you are either so afraid that you are running away or it isn't affecting you. Several people have commented about this on the ICE forums. My solution to this possible issue is to have a Cascading Resistance Roll (CRR) for fear attacks. This will allow for a wider range of possible results and more opportunities for roleplaying, thus allowing characters to really test their mettle.

Use the Cascading Fear Resistance Roll Table given on this page for resolving Fear effects. The cause of the Fear Effect still makes a maneuver roll on the RR column of the Maneuver Table as before to determine the base RR, however the actual effect caused by the Fear will be determined by the result of the Resistance Roll made by the character.

Example: Jorg is exploring an old crypt and comes across an undead creature, a skeleton (Class 1 Undead – Level 3). Like most Undead, the skeleton exudes an aura of fear that Jorg must resist against. The Undead is third level, so the GM rolls and gets a 75 for a total of 90 ($75 + (\text{level } 3 \times 5) = 90$), which means that Jorg needs to make a Will-based Resistance Roll of 100 or higher or be affected by the fear. Jorg rolls a 43 and adds in his RR Bonus of 35 for a total result of 78. Looking at the generic Fear CRR above, we can see that Jorg's result is more than enough to beat RR-30 [Panicked], but not high enough to beat RR-20 [Frightened], thus Jorg is frightened and is at -20 to all actions until he gets away from the skeleton or defeats it.

CASCADING FEAR RR TABLE

RR	No Effect: You master yourself and the fear cannot touch you.
RR-10	Shaken: You are at -10 to all actions, but are determined to stand your ground.
RR-20	Frightened: You are quaking and want to flee but are determined to try to hold on. You are at -20 to all actions while frightened.
RR-30	Panicked: You are at -30 to all actions while under the Fear Effect, except those that will move you away from whatever it causing the effect. You cannot make attacks, but you also gain a +30 to DB while fleeing from the Fear.
RR-40	Terrified: You drop whatever you are holding and flee from the cause of the Fear as fast as possible. You can use spells, special abilities, or anything else to help you get as far away as fast as possible. You cannot make attacks as you flee, nor will you stop to aid others in any manner. You receive a +50 to DB while you are fleeing.
Failure	Catatonic: You are so traumatized by the Fear that you withdraw into a catatonic state until 1d10 hours after the Fear Effect is gone.



SKILLED FUMBLES

When a character fumbles, the normal procedure is to make a single roll on the Fumble Table and to apply the results. Over the past several months, I have seen a number of comments come up regarding fumbles, and how they might be too harsh, as they do not take into account how skilled a character might be. With this option, how skilled a character is will have an effect upon how harsh a fumble result might be.

Fumble Option: When a character fumbles a skill or maneuver, they subtract the number of ranks that they have in the fumbled skill or spell from the roll used to determine the effects of the fumble. This can never reduce the fumble roll below a 1.

Example: Rawrg has 12 ranks in Long Blades. When making an attack against a nasty goblin, Rawrg fumbles his attack. Rawrg makes his fumble roll and receives a 38. Using this option, Rawrg subtracts 12 from the 35, giving him an adjusted fumble roll of 23 ($35 - 12 = 23$). Thus, instead of giving himself 1d10 hits, he only loses his grip on his weapon momentarily.



INITIATIVE OPTION

The standard method of determining initiative is to roll 1d10 and add in the character's Init Mod. However, some may feel that this does not give enough randomization, and that for some characters, it would never give them a chance to get initiative over some of the faster monsters. This can be alleviated by rolling 2d10 rather than 1d10 for initiative. This reflects that there is a greater element of luck for determining who goes first.

ARMOR AS DAMAGE REDUCTION

One of the ideas that I have been toying with is the possibility of using armor as a method of damage reduction, after a hit has been determined rather than being applied to DB. However, removing the armor modifications from DB would result in many more actual hits connecting and result in more damage overall, thus this has to be compensated for as well. The following guidelines take care of this, though they do slightly increase the complexity of resolving attacks.

The first thing to do for using this option is to remove the armor modification from the DB of all characters, and replace it with a general +30 modifier for an Innate Dodge Bonus. Characters and monsters with Tough Skin, do not remove this from their DB, nor is the bonus from Shields removed, only the bonus from any armor worn.

If an attack hits hard enough to do damage, then the Armor Damage Reduction (ADR) modifier is subtracted from the final result at the same time that the adjustment for attack size is applied according to the core **HARP** rules. If you are using **Hack & Slash**, then the ADR is subtracted from the low end of the number range given under the Letter Code for the critical. Should the ADR reduce a critical below the low end of the table being used, then no critical damage is given to the character who received the attack.

To keep things as simple as possible, the ADR modifier is equal to 1/2 of the total DB modifier for armor worn. Thus a suit of Soft Leather, which has a DB mod of +20, would have an ADR of 10, and a suit of Rigid Leather, having a DB mod of +30, would have an ADR mod of 15.

Example Setup: *Rawrg is wearing a suit of Plate/Chain and carrying a normal shield (+25), and has a total Quickness bonus of +10. This gives him a DB, under the normal rules, of 80 (50 + 25 + 20 - 15). Using this option, Rawrg would have a DB of 60 (30 Innate Dodge Bonus + 25 Shield + 20 Quickness - 15 Armor Maneuver Penalty) and an Armor Damage Reduction (ADR) modifier of 25.*

Example 1 (HARP Core Rules): *Rawrg is fighting a Giant Rat (OB 80) and is foolishly not parrying. The Giant Rat rolls a 55, giving it a total attack roll of 75 (55 + 80 - 60), which hits hard enough to do damage. This total is then adjusted for the attack size and Rawrg's ADR. The attack size is small, so it receives a -10 and Rawrg ADR is 25, so the result receives another -25 for a total adjustment of -35. Using the standard rules, this attack would have resulted in a 55 on the Puncture table. Using this option, it instead results in a 40 on the Puncture table.*

Example 2 (Hack & Slash): *Using the same situation and rolls that are in the first example, what would normally have been a result of 7E on the Puncture Attack Table becomes a 9C (9I, with the critical reduced to a C) when using these optional rules.*

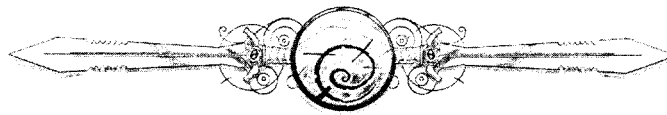
POWER STRIKE (HACK & SLASH)

Hack & Slash introduced a new alternative combat system for **HARP**. However a few people disliked how Power Strike had been altered to work with **Hack & Slash** and felt that it was not worth attempting. The following options are given to alleviate this issue.

Option 1: Rather than have the -20 apply to OB, have it apply to DB while the character is making the Power Strike. The additional -10 to OB still applies for each round beyond the first that it is used.

Option 2: Power Strike does not receive a modifier to OB at all, but it takes 2 full rounds to complete.





IRREGULAR STATS

Recently, I saw a comment on one of the various message boards that I frequent that said something to the effect that with both monsters and characters having stats between 1 and 100, that it was extremely hard to gauge the differences between one another from stats alone.

While talking with Heike a few days later, I mentioned this, and during this little chat, I came up with the following idea. In short, this option reworks how stats and stat bonuses are calculated.

BASICS

Normally, racial stat modifiers are applied to the character's stat bonuses. Using this system, the bonus will be applied to the stat itself, thus indirectly modifying the stat bonus. GMs should note that by using this system, characters will end up with slightly more Development Points than when using the core rules.

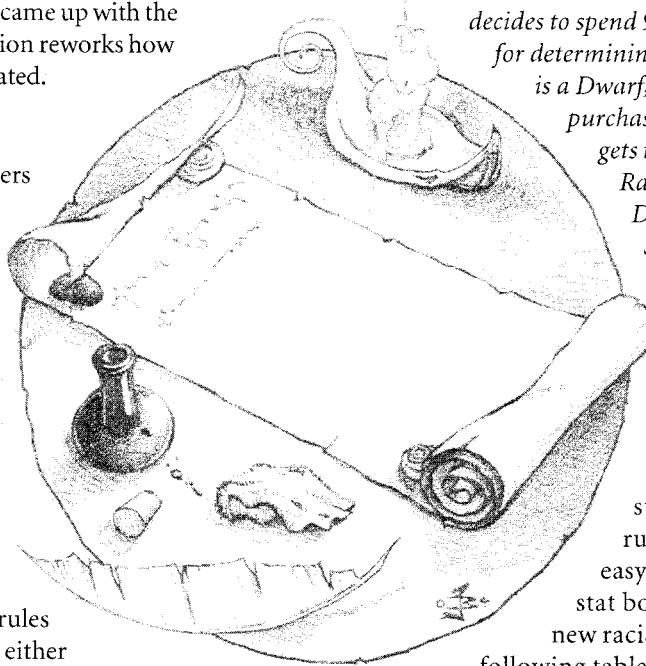
DETERMINING STATS

When creating characters, the player will use the standard rules for determining their base stats, either random rolls or one of the two point-buy methods as described in Chapter 4 of the HARP core rules. This system uses a slightly different method of pricing for purchasing, and later raising stats. The following table gives the costs.

Stat Range	Cost
1-90	1
91-95	2
96-100	3
101-110	5
111-150	10
151+	20

Once a player has finished determining his base stats, he then adds in the racial stat modifiers, to give him his final stat.

Example: John is creating Angus, his Fighter and is using the point-buy method of determining his stats. Since Angus is a Fighter, John decides to spend 90 points of the 550 he gets for determining stats in Strength. Angus is a Dwarf, so once he is finished purchasing his other stats, John gets to add the Dwarven Racial Stat Modifier to this. Dwarves get a +10 to Strength, giving Angus a total Strength of 100 which results in a +10 Stat Bonus and 10 DPs for Angus.



CONVERTING STATS

Converting the racial stat bonuses from the core rules to this system is very easy, just multiply the existing stat bonus by 5 and you have the new racial stat modifiers. The

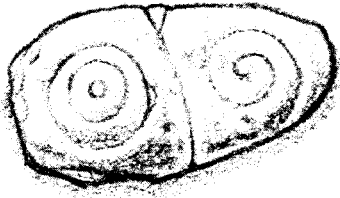
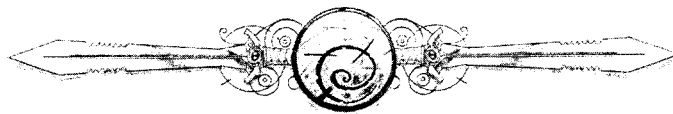
following table shows the stats for the PC races as revised by this system.

STAT BONUSES & DEVELOPMENT POINTS

When using this option, characters are not limited to having a maximum stat of 105. Instead they may go much higher. The table on the following page shows the stats, their bonuses, and the number of Development Points received for stats as high as 450.

Irregular Stats - Racial Characteristics													
Race	Racial Stat Modifiers								Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Dwarf	+10	+25	+0	+0	+20	+0	+0	+0	+50	+10	+20	+10	+0
Elf	+0	+0	+5	+15	+0	+5	+10	+20	+20	+40	+5	+5	+20
Gnome	+0	+10	+10	+10	+0	+10	+0	+15	+25	+35	+10	+5	+15
Gryx	+20	+15	+0	+0	+10	+0	+0	+0	+45	+15	+20	+5	+5
Halfling	-10	+15	+20	+20	+0	+0	+0	+0	+35	+25	+15	+15	+0
Human	+*	+*	+*	+*	+*	+*	+*	+*	+30	+30	+10	+10	+10

* = Humans do not have fixed racial bonuses. Players of a human character have 30 points to divide any way they like between the 8 racial stat bonuses. No stat may have a bonus greater than +15.



INCREASING STATS

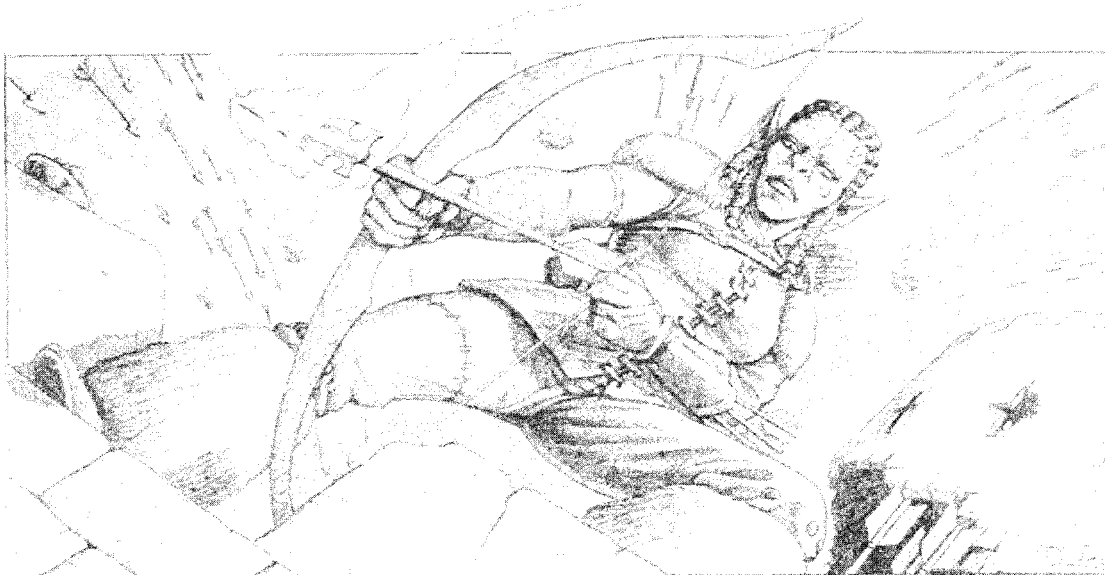
Once a character's initial stats have been determined, he may use Development Points to raise them whenever he has a number of DPs available to spend. When increasing stats, the final stat is used as the starting point, not the number initially determined when stats were generated.

Use the following table for the costs required when raising stats.

Stat Range	Cost
1-90	1
91-95	2
96-100	3
101-110	5
111-150	10
151+	20

Example: John is still working on Angus. John put 75 points of the 550 he gets for determining stats into Constitution. With Angus being a Dwarf, this means that John adds 25 to that 75 once he is finished with determining his starting stats. However, when Angus goes up a level, if John wants to increase Angus' Constitution, he will be buying the stat starting from 100, the current stat value, not at 75.

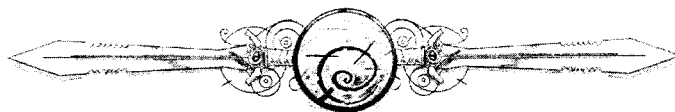
Stat	Bonus	DPs	Stat	Bonus	DPs	Stat	Bonus	DPs
01-05	-18	0	151-155	21	13	301-305	51	21
06-10	-16	0	156-160	22	13	306-310	52	21
11-15	-14	0	161-165	23	14	311-315	53	21
16-20	-12	0	166-170	24	14	316-320	54	21
21-25	-10	0	171-175	25	14	321-325	55	22
26-30	-8	0	176-180	26	14	326-330	56	22
31-35	-6	0	181-185	27	15	331-335	57	22
36-40	-4	0	186-190	28	15	336-340	58	22
41-45	-2	0	191-195	29	15	341-345	59	23
46-50	0	0	196-200	30	15	346-350	60	23
51-55	1	1	201-205	31	16	351-355	61	23
56-60	2	2	206-210	32	16	356-360	62	23
61-65	3	3	211-215	33	16	361-365	63	25
66-70	4	4	216-220	34	16	366-370	64	25
71-75	5	5	221-225	35	17	371-375	65	25
76-80	6	6	226-230	36	17	376-380	66	25
81-85	7	7	231-235	37	17	381-385	67	26
86-90	8	8	236-240	38	17	386-390	68	26
91-95	9	9	241-245	39	18	391-395	69	26
96-100	10	10	246-250	40	18	396-400	70	26
101-105	11	11	251-255	41	18	401-405	71	27
106-110	12	11	256-260	42	18	406-410	72	27
111-115	13	11	261-265	43	19	411-415	73	27
116-120	14	11	266-270	44	19	416-420	74	27
121-125	15	12	271-275	45	19	421-425	75	28
126-130	16	12	276-280	46	19	426-430	76	28
131-135	17	12	281-285	47	20	431-435	77	28
136-140	18	12	286-290	48	20	436-440	78	28
141-145	19	13	291-295	49	20	441-445	79	29
146-150	20	13	296-300	50	20	446-450	80	29





Irregular Stats - Monster Characteristics													
Race	Racial Stat Modifiers								Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Ant, Giant	+15	+20	+10	+25	+0	+0	+0	+0	25	-	25	15	15
Ape, Giant	+25	+25	+25	+50	+0	+0	+0	+0	150	-	30	5	15
Beetle, Giant	+20	+15	+5	+25	+0	+0	+0	+0	50	-	10	0	10
Cat, Large	+10	+10	+15	+30	+0	+0	+0	+0	50	-	10	10	10
Centaur*	+20	+20	+0	+0	+0	+0	+10	+10	40	20	15	10	5
Demon, Class I	+20	+0	+5	+5	+0	+0	+0	+0	50	20	10	10	10
Demon, Class II	+25	+15	+5	+30	+0	+0	+0	+0	50	20	15	5	10
Demon, Class III	+35	+15	+10	+40	+0	+0	+0	+0	50	20	20	20	20
Demon, Class IV	+45	+20	+10	+50	+10	+10	+10	+10	100	30	20	20	20
Demon, Class V	+50	+25	+15	+40	+15	+15	+15	+15	150	50	25	25	20
Demon, Class VI	+60	+25	+15	+40	+25	+25	+25	+25	150	50	30	30	30
Dragon, Adult	+200	+50	+50	+50	+25	+0	+0	+25	300	60	50	50	50
Gargoyle*	+0	+15	+0	+20	+0	+0	+0	+0	45	15	25	15	15
Giant, Greater	+100	+50	+0	+0	+10	+10	+10	+10	300	60	25	25	25
Giant, Lesser	+75	+25	+0	+0	+0	+0	+0	+5	150	-	15	15	15
Goblin*	+5	+10	+0	+0	+0	+10	+0	+0	30	30	10	10	10
Golem, Iron	+50	+25	+0	+0	+100	+0	+0	+0	150	-	25	50	25
Griffin*	+25	+15	-20	+20	+0	+5	+5	+0	40	20	10	10	10
Hippogriff	+50	+20	-20	+30	+0	+0	+0	+0	150	-	15	15	15
Hobgoblin*	+10	+15	+0	+0	+0	+5	+0	+0	35	25	10	10	10
Hydra	+150	+25	+25	+25	+0	+0	+0	+0	150	-	25	25	25
Kobold*	+0	+10	+5	+5	+0	+0	+0	+0	30	30	10	10	10
Lizardmen*	+15	+10	+0	+5	+10	+0	+10	+5	40	20	10	10	10
Ogre	+30	+10	-5	-5	+0	+0	+0	+0	150	50	25	0	5
Orc*	+15	+15	+0	+15	+0	+0	+0	+0	35	25	10	10	10
Rat, Giant	+0	+25	+50	+50	+0	+0	+0	+0	25	-	10	5	5
Sabertooth Tiger	+20	+20	+30	+30	+0	+0	+0	+0	150	-	20	15	15
Scorpion, Giant	+30	+20	-5	+15	+0	+0	+0	+0	150	-	20	10	10
Spider, Giant	+30	+20	-5	+15	+0	+0	+0	+0	50	-	15	15	15
Spider, Greater	+50	+50	+0	+20	+15	+15	+15	+15	150	-	25	30	30
Spider, Lesser	+15	+5	+10	+20	+0	+0	+0	+0	25	-	10	10	10
Troll, Greater	+60	+25	+0	+0	+0	+0	+0	+0	150	-	30	15	15
Troll, Lesser	+40	+20	+0	+0	+0	+0	+0	+0	100	-	25	10	10
Undead, Class I	+10	+25	+0	+0	+0	+0	+0	+0	50	-	0	0	0
Undead, Class II	+15	+10	+0	+0	+0	+0	+0	+0	50	-	0	0	5
Undead, Class III	+20	+15	+15	+15	+15	+15	+15	+15	50	-	5	5	10
Undead, Class IV	+25	+25	+25	+25	+25	+25	+25	+25	100	30	15	15	20
Undead, Class V	+30	+30	+30	+30	+30	+30	+30	+30	200	40	20	20	30
Wasp, Giant	-5	+15	+40	+40	+0	+0	+0	+0	50	-	5	5	10
Werewolf	+5	+10	+0	+40	+0	-10	+0	+0	50	-	30	15	20
Wolf	+0	+10	+10	+30	+0	+0	+0	+0	50	-	5	5	5
Wyvern	+150	+25	+0	+50	+0	+0	+0	+0	150	-	25	25	25

* = This race may be used for player characters upon GM approval.



MONSTERS

BOGMARI

LEVEL:	8	SPECIAL ABILITIES:	Limited Stretching, Electrical Affinity, Tough Hide (Major), Survival Instinct
HITS:	140	STATS:	St: 75 (10); Co: 75 (10); Ag 75 (5); Qu 75 (5); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (5); PP: 50
SIZE:	Medium (L)	RR:	Stamina RR: 80; Will RR: 55; Magic RR: 55
MOVEMENT:	10'	CULTURE:	—
INIT BONUS:	10	IMPORTANT SKILLS:	Perception (16) 72, Stalk & Hide (16) 72, Tracking (16) 72
DEFENSIVE BONUS:	90 (10 Stats; 40 Tough Hide (Major); 40 Survival Instinct)		
ATTACKS:	110 L-Crush; 90 L-Grapple		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	Solitary		

DESCRIPTION

The Bogmari is an unusual creature that can normally be found with the depths of a swamp. It lives in no other type of terrain, though it may leave its home swamp for short periods of time if the need is great. The most common reason that a Bogmari would leave a swamp was if there were too many other Bogmari within the swamp, it would then leave to search out a new home.

Bogmari are plant creatures, made of thousands of smaller plants all grown together and controlled by a single brain nodule located deep within its torso. This nodule sends very thin, long tendrils out through the rest of its body, and uses these to control the movement of the other plants growing around the brain nodule.

When damaged, a Bogmari can pull up other swamp plants and add them to its body, restoring it to health over a 10 minute period of time, as it send out new tendrils through the recently added portions of its body.

In appearance, the Bogmari stands about 5'-6' tall, and has a vaguely humanoid shape. Its outer body is composed of hundreds, if not thousands of smaller plants and vines all intertwined with each other. Its feet end in hard wood with two sections facing forward, and one long section facing towards the rear. Its hands have but three digits, two digits on one side with an opposing digit upon the other. Between these three digits, there is what appears to be a hole in the wickerwork-like structure of its outer shell. From these holes, the Bogmari is able to extrude various tendrils. At the top of its body, the Bogmari is crowned with several dozen stalks that hold heat receptors, allowing the Bogmari to see in the infrared.

Being that the Bogmari is a plant creature, it does not need to breathe or sleep, nor does it eat, at least not in the manner that physical creatures do. The Bogmari can survive on nutrients that it can draw from the ground within the swamp, but only just. It prefers the blood of living creatures for some reason that sages have yet to determine.

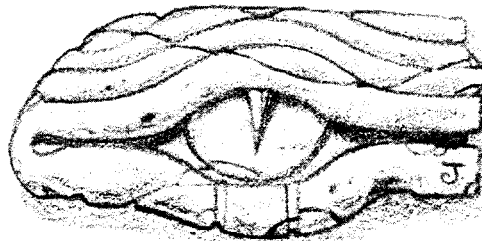
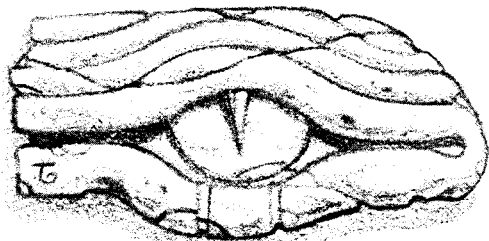
Bogmari are asexual, reproducing themselves through seed pods that they plant in the flesh of corpses that they have acquired. Once the seed pod is ripe, it sprouts, and uses the corpse as a template for building its own body from nearby plants left by its parent.

COMBAT

Bogmari are exceptionally dangerous in combat. Their normal method of attacking is to just bash targets with its limbs until they collapse. Once a target is dead, the Bogmari will extend a specific type of tendril from the opening in its palm to extract the blood from the corpse.

It has one other major type of attack. It can shoot out tendrils from its palm, up to 10' long. These tendrils will make a Grapple attack against the target. If it captures a target within its tendrils, the Bogmari will begin retracting the tendrils at a rate of 1' per round, until the target is close enough to bash. In order for a target to free himself, he will have to make a Very Hard Strength-based maneuver on the Percentage column of the Maneuver Table. Once a result of 100% or greater has been reached, the target will have freed himself. An Extremely Hard Strength-based All-or-Nothing maneuver may be used by the target to prevent the Bogmari from reeling him in.

Bogmari have a natural affinity towards electricity. Attacks that do electrical criticals will actually heal the Bogmari rather than damage it.



MYTHS AND MISCONCEPTIONS

Some sages claim that the Bogmari was originally created by a crazed Druid several hundred years ago, and that it has since reproduced and slowly spread throughout the entire continent. Others claim that they undead creatures, spirits of one who had been slain within the swamp bent on revenge, animating the plants of the swamp in order to lash out against those still living. Certain botanists have claimed that the Bogmari is a creature formed out of too much rampant magic loosed within the swamp.

It is doubtful that anybody will ever discover the truth about the Bogmari since that would require actually capturing one, a task that has never been successfully accomplished.

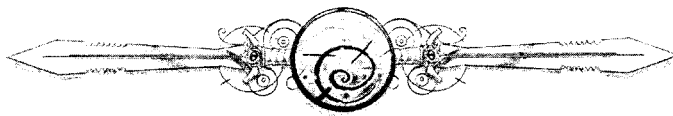
TREASURE

The Bogmari does not carry any treasure itself, however, any treasure that one of its victims may have had will undoubtedly be located in the Bogmari's lair, along with any remnants of those same victims.

ENCOUNTERS

The Bogmari will almost always be encountered within their home swamps. The most common reason for a Bogmari to be encountered outside of a swamp is that it is looking for a new home. Other than that, the Bogmari will only leave the swamp for the most extreme of reasons.





WILDLINGS

LEVEL:	1	SPECIAL ABILITIES:	Spirit Abilities, Survival Instinct
HITS:	40	STATS:	St: 75 (0); Co: 75 (8); Ag 75 (9); Qu 75 (9); SD 75 (2); Re 75 (0); In 75 (7); Pr 75 (0); PP: 0
SIZE:	Small	RR:	Stamina RR: 15; Will RR: 15; Magic RR: 15
MOVEMENT:	9'	CULTURE:	—
INIT BONUS:	16	IMPORTANT SKILLS:	Perception (6) 40
DEFENSIVE BONUS:	25 (20 Stats; 5 Instinctive Defense)		
ATTACKS:	40 Attack (see below)		
# ENCOUNTERED:	2-20		
OUTLOOK:	Playful		
LIFESTYLE:	—		

DESCRIPTION

There exists beside our own material world, another world, one made of spirit. This world of spirit often goes by different names depending upon the culture, the Astral Plane, the Spirit World, and many more besides these. Just as there is life upon the material plane, there is also life in the spirit plane. The most common of these are known as the Wildlings.

The Wildlings come in one of several varieties, and each is an individual in its own right. The vast majority of the Wildlings have an elemental aspect about them, but they are not true elementals and do they have any abilities like those of true elementals. Each type of Wildling has its own name which tells what it is associated with and that also determines its general form. They include the following:

- Slyphs** These Wildlings are associated with Air. They look like very tiny females, barely 6 inches tall, with silky wings that sometimes resembles those of a butterfly while at other times resembling those of a large insect. Slyphs love to play among the breezes and air current.
- Salmanders** These Wildlings often resemble lizards, between 4 and 8 inches long, with wisps of flame and smoke wriggling along their sides, though these flames cannot hurt anything. They love to roll among the flames and embers of fires.
- Gnorms** Gnorms look like small pot-bellied men, about 6 to 12 inches tall, their skin often being mottled with various earth tones, they also tend to have an odor of freshly turned earth, though this odor is only noticeable when you are but inches away from it. Gnorms like to play in fields and in caves.

Spryts

These Wildlings are tiny females standing about 8 inches tall. Their skin shade ranges from blue to green, and their hair often looks as if it is made of kelp or seaweed. Spryts like to play in streams and brooks, cavorting among the currents.

Trants

These Wildlings are the only ones to come in both male and female forms. They resemble tiny tree people, standing no more than 10 inches tall. Trants like playing in trees and forests.

Darkling

This is not a true type of Wildling. Darklings are those Wildlings who have been captured by people with evil intent and corrupted and twisted and forced to serve their evil ends. They often act as spies for their masters.

Wildlings are very small creatures, and normally invisible to the naked eye; they can be readily seen by those with the Second Sight. Even those not born with the Second Sight can eventually learn how to see the Wildlings if they are around them long enough (refer to the section on New Talents, page 18). For some reason, animals can always see the Wildlings without a problem.

Wildlings can move freely between the material world and the spirit world, popping in and out of existence at will. It takes 1 round for them to transfer between the worlds and they can make themselves appear to fade in or out, or just pop into and/or out of existence.

Wildlings are only about as intelligent as a small child. They have extremely short attention spans on average, and are very playful. When playing with one another, this will often consist of biting, slapping, and scratching each other and even wrestling as they roll about. They also enjoy poking into things like backpacks or pouches that are left lying about, tangling strings or threads, and other such mischief.



Wildlings are also completely silent, being unable to utter the slightest sound. This can make gathering information from them quite a trying experience, as pantomime is the only way that they have to impart information to people. Their pantomimes often end up degenerating into more wrestling matches before too long.

Wildlings cannot lift heavy weights, but may carry small objects, though only for a short distance. They also cannot take anything with them to the Astral Plane when they travel there. And they travel from place to place through the spirit world exclusively, except when with a friend.

Wildlings will often attach themselves to any person who has the ability to see them, though never more than a single Wildling will be attached to any given person, and Wildlings will only attach themselves to those who are friends. A Wildling will stay with and follow his friend around for the life of that friend, as the Wildlings do not seem to age or ever grow old, being creatures of spirit. Nor do they need to eat or drink, though they do enjoy it every once in a while, and only occasionally will they sleep in the material world. Even the most attached Wildling will spend the majority of its time in the spirit world, but it will always come at the call of its friend.

COMBAT

Wildlings are not fierce fighters, and are usually quite harmless. By themselves, they cannot actually harm anyone, though they can be annoying by pulling hair or pinching. Done at an inopportune moment, this can distract a person bad enough that they can miscast a spell, or fumble their weapon.

Attacks by a single Wildling will, if successful, increase a person's fumble range 5 points (i.e. fumble on a 1-10 rather than a 1-5). It takes a small swarm of Wildlings to cause any real damage. For every 5 Wildlings attacking, they deal a cumulative 1 point of damage for a successful attack (make only 1 attack roll for all the Wildlings attacking a single person). If the Wildlings cannot be seen, then they get an additional +50 to their attack rolls.

While the attacks of a group of Wildlings will only do a tiny amount of damage, their attacks are distracting enough that the target will be unable to do anything else while under attack. The target cannot make attacks on

their own, may not cast spells, and may not perform other actions. In most cases, the target of such attacks may not even run away because the attacks are coming from too many directions and are, in many cases, totally unseen.

Should somebody else attempt to attack the Wildlings, they will automatically perform a Dodge combat action and transition over to the spirit world, only to pop back a few seconds later to make another attack. Considering that they cannot be hurt by normal weapons, the Wildlings have little to fear from most folk.

MYTHS AND MISCONCEPTIONS

Many people do not even believe that Wildlings exist. They believe that they are nothing more than a child's fanciful tale, and that children will make up stories about the Wildlings only to get attention. Many people believe that the mischief cause by overly curious Wildlings is perpetrated by evil spirits or ghosts come back to haunt them from beyond.

Of those who do believe in their existence, only a handful knows their true nature. The rest think that they might be some form of spirit, ghost, or demon and are often quite afraid of the just the notion of the Wildlings.

TREASURE

The Wildlings have no treasure. However, it is possible that they know where something of interest or of value may be located. Getting them to show you the location, with their short attention spans and overly playful manner, will quite often be quite a task in and of itself.

ENCOUNTERS

While the different types of Wildlings each have their preferred locations, these are not the only places that they can be found. They can be found almost anywhere. Common locations where they can often be found outside of their normally preferred locations are natural gateways, such as two trees growing together to form an arch, or where two streams come together, cave openings, etc. Such locations have strong ties to the spirit world, and as such are common spots where creatures from the spirit world can cross into the material world. Man-made gateways also hold such a connection as well, though it is less powerful than natural gateways.





ELEMENTALS

Elementals are creatures that are not native to the material plane. They come from other planes that are specifically devoted to a single element. They can only appear on the material plane with the help of magic, either through summoning spells and rituals or through magical mishaps.

MAGICAL MISHAPS

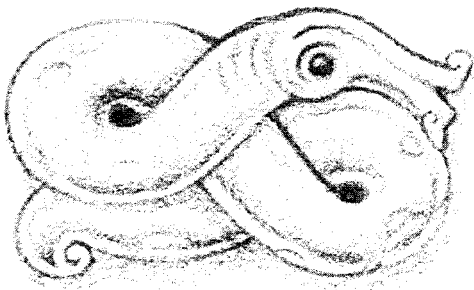
The casting of spells is a dangerous task to say the least. Should something go wrong during the casting, bad things can happen to the caster and possibly even those around him.

Occasionally, these mishaps can produce unintended effects. One such possible unintended effect is that the mishap temporarily opens a rift to another plane. When this happens, creatures from those other planes can come through to the material plane. If the rift is to one of the elemental planes, then the creature that comes through is going to be an elemental. These elementals will remain, wreaking havoc, upon the material plane until they are killed or banished back to their home plane.

SUMMONING

The summoning of elementals is the most common method of elementals being brought to the material plane. This, however, is a very dangerous process and not something to be done lightly.

Elementals may be summoned through the use of rituals or spells. In either case, the mage who performing the summoning will be required to create a containment circle (*College of Magics*, pages 64-65). Once the circle has been created, the caster may then begin the actual summoning. Should a caster attempt to summon an elemental without a containment circle, the elemental will not be constrained in any manner and will immediately begin attacking the caster who summoned him, and the elemental will instinctively know who summoned him. For more information on using rituals, refer to *College of Magics*, pages 58-63. Any rituals designed to summon elemental can use the spells located on page 19 in order to design the ritual.



Rituals used to summon elementals quite often will use pure or iconic examples of the element associated with the type of elemental that is being summoned. For Air Elementals, this may include a special type of incense, a specific combination of rare incenses, or a rare gas of some sort. For Fire Elementals, this might be a rare mineral that burns easily such as sulfur or perhaps lava from an active volcano, magically kept hot and liquid. For a water elemental, this could be distilled water or perhaps heavy water from the bottom of a swamp, where oil or some other substance bubbles up out of the ground. For Earth Elementals, this could be a rare stone or gem, or perhaps a small ingot of some especially rare metal.

ONCE SUMMONED

Once an elemental has been summoned, the mage who summoned it has two choices. Attempt to bargain with it, or attempt to control it. When summoned, an elemental is not under any sort of control of the caster. The only impediment to it acting on its own is a containment circle. As mentioned previously, without the circle, the elemental will attack the caster that summoned it.

In order to bargain with the elemental, the caster must be able to speak to it and have it understand. This will require the *Speak with Elemental* (page 19) spell. Unfortunately, it is extremely hard to bargain with an elemental. For one thing, they are likely to be extremely upset at the caster for dragging them from their homes. For all the caster knows, he has dragged them from the equivalent of a bath, a meal, or perhaps something even more important to the elemental.

Secondly, there is likely very little that the caster has that the elemental wants. Other than some powerful magical item that might amplify the elemental's powers, an item that would survive the conditions of the elemental's home, about the only other thing that an elemental might want would be rare substances that contain the essence of the elemental's element such as lava for a fire elemental or a large diamond or other elementally charged mineral for an Earth Elemental.

If the mage who summoned the elemental is not going to bargain with the elemental, he must then attempt to control it through the use of another ritual or a spell such as the *Control Elemental* (page 19) spell. However, he must also still be able to speak to the elemental in a manner that he will understand, and that will require the *Speak with Elemental* spell mentioned earlier.



ELEMENTAL CLASSIFICATIONS

Elementals are divided into 5 basic classifications based upon their relative level of power. They are as follows:

Class I – These are weakest of the elementals. They are all Fighters, of first to fifth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 1
21-40	Level 2
41-60	Level 3
61-80	Level 4
81-100	Level 5

Class II – These elementals are more powerful than Class I elementals. They are all Fighters of sixth to tenth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 6
21-40	Level 7
41-60	Level 8
61-80	Level 9
81-100	Level 10

Class III – These elementals are more powerful than Class II elementals. They are all Fighters of tenth level, and Mages of first to fifth level, giving them an overall level of eleventh to fifteenth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 11
21-40	Level 12
41-60	Level 13
61-80	Level 14
81-100	Level 15

Class IV – These elementals are more powerful than Class III elementals. They are all Fighters of tenth level, and Mages of sixth to tenth level, giving them an overall level of sixteenth to twentieth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 16
21-40	Level 17
41-60	Level 18
61-80	Level 19
81-100	Level 20

Class V – These are the most powerful elementals of all. They are all at least tenth level Fighters and tenth level Mages, and quite often have additional levels in either those two professions or yet another profession altogether. Class V elementals also have the most well defined forms of all the elementals.

SUMMONING & LOCAL LAWS

The largest problem that a Mage is going to have, in regards to summoning elementals, is not likely to be the elemental itself, but with the residents of the location that the Mage chooses for the summoning. Most, if not all, towns, villages, and cities will have specific laws against the summoning of creatures from other planes. Even those who do not have specific laws will take the act of summoning as an action that is hostile to the inhabitants.

Elementals can do naught but wreak destruction and havoc, or so the local officials will believe; especially Fire Elementals. Summoning a Fire Elemental is likely to mean an instant jail term to the one who summoned it, if he is not executed immediately. Other types of elementals will surely mean jail time, how much depending upon how much damage it causes.





AIR ELEMENTAL

LEVEL:	10	SPECIAL ABILITIES:	Flight, Non-corporeal, Elemental Abilities (see Combat section), Survival Instinct, Amorphous
HITS:	125	STATS:	St: 75 (5); Co: 75 (5); Ag 75 (9); Qu 75 (9); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 90
SIZE:	Medium (L)	RR:	Stamina RR: 70; Will RR: 65; Magic RR: 75
MOVEMENT:	10' (BFR 20')	CULTURE:	—
INIT BONUS:	14	IMPORTANT SKILLS:	Perception (20) 80
DEFENSIVE BONUS:	90 (20 Stats; 50 Survival Instinct; 20 Amorphous)		
ATTACKS:	120 L-Crush; 100 Elemental Abilities		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

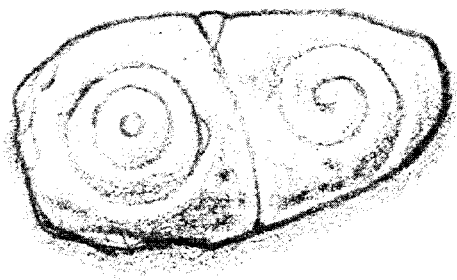
DESCRIPTION

Born deep within the confines of the Elemental Plane of Air, these are creatures of living air. They have no set shape or form, and are visible as moving living, swirling cloud, no matter what shape that cloud takes. Air Elementals will also often have debris swirling within its form, debris such as dust, dirt, leaves, and small object that it has been captured within its vortex as it passes.

The size of a given Air Elemental will be based upon its level. If in the shape of a sphere, the Air Elemental will be 4' plus 6" in diameter for every level that it has. While the Air Elemental has no set form, it most often appears in a whirlwind shape. As it grows in power, this shape will become more and more humanoid as well as being more and more substantial, as opposed to its wispy form at lower levels. These higher level forms will also have wings of some type, to better give the appearance of flight.

Elementals are, as a general rule, extremely hard to control and command. Air Elementals are one of the two types that are the hardest to control. This is because of their innate rebellion against form and structure. Refer to the section on Summoning Elementals, pages 90-91 for more information on summoning and controlling elementals.

Air Elementals are notoriously hard to kill. Having a non-corporeal form, normal weapons do not affect them, unless they are made of earth or stone. Other than this, only magical attacks or magical weapons may harm the Air Elemental.



COMBAT

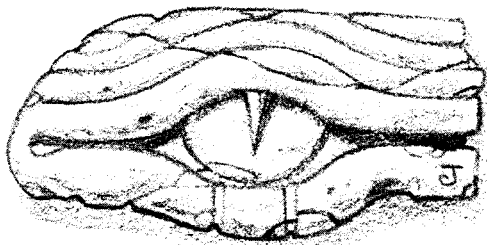
Air Elementals attack foes using the air itself as their weapon. They have several different attacks available to them, and will change from one type of attack to another in an almost random fashion.

At lower levels, Air Elementals may only use their innate abilities to attack. The Air Elemental has several natural abilities. They are as follows:

Elemental Affinity – When an Air Elemental is struck by an attack based on Air (Stun Cloud, Vacuum, Elemental Bolt: Air, etc.), the Air Elemental is healed by an amount equal to the damage that should have been dealt. This can actually give the Air Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Earth element, will do double normal damage to the Air Elemental. Non-magical attacks made with normal earth or stone can affect the Air Elemental where other mundane weapons cannot.

Elemental Manifestation – The Air Elemental can surround itself in a field of crackling electricity. This field has a radius 1' for every 1 Power Point (PP) that the Air Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Air Elemental, will take a Tiny Electrical Critical each round. The Air Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Air Elemental may only put a total number of PP into this ability equal to his level.



Hard Air – The Air Elemental does not have a corporeal form, and is unable to make normal physical attacks like other creatures, however, it has learned how to solidify portions of itself in order to make physical attacks against foes. By expending 1 PP, the Air Elemental may make bashing attacks that deal a Tiny Crush Critical. For an additional 4 PP, the Air Elemental may increase the size of this attack. This attack has no range and is a melee attack only. The Air Elemental may only spend a number of Power Points in this ability each round equal to his level.

Buffet – The Air Elemental surrounds its target with a whirlwind, and it is actually part of this whirlwind itself. The whirlwind requires that the target make a Magic RR against this ability or be stunned for 1 round, and staggered (-25 to all actions and to DB) for 1 round per rank that the Air Elemental has in this ability. This costs 5 Power Points for the Air Elemental.

As the Air Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Air Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.

MYTHS AND MISCONCEPTIONS

A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.

TREASURE

Air Elementals do not collect treasure as characters might think of it. However, it is possible that an Air Elemental has a few small items within its body.

It is also possible, if the Air Elemental has been set to guard a specific location or item, that it has accumulated treasure from those foolish enough to seek to get past it to what the Air Elemental is guarding.

ENCOUNTERS

It is unlikely that characters will encounter an Air Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.





EARTH ELEMENTAL

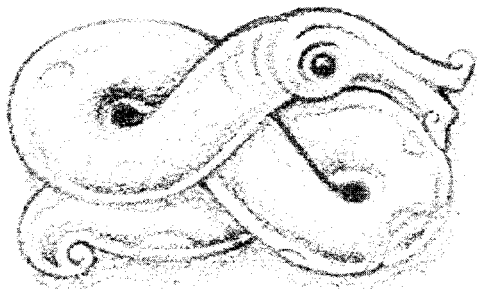
LEVEL:	10	SPECIAL ABILITIES:	Reverberating Strength, Survival Instinct, Tough Hide (Greater), Elemental Abilities (see Combat section)
HITS:	135	STATS:	St: 75 (9); Co: 75 (9); Ag 75 (5); Qu 75 (5); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 80
SIZE:	Medium (L)	RR:	Stamina RR: 90; Will RR: 60; Magic RR: 70
MOVEMENT:	10'	CULTURE:	—
INIT BONUS:	10	IMPORTANT SKILLS:	Perception (20) 80
DEFENSIVE BONUS:	120 (10 Stats; 60 Tough Hide (Greater); 50 Instinctive Defense)		
ATTACKS:	130 L-Crush; 90 Elemental Abilities		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

DESCRIPTION

The elemental plane of Earth is a vast, seemingly endless series of tunnels and caverns. Roving among these tunnels are the creatures and beings known as Earth Elementals. Earth Elementals begin life without a set form, but as they grow older and gain in power, they slowly begin refining themselves and taking on one particular form.

Young Earth Elementals appear as loose forms that are a mixture of lumpy clay, dirt and gravel. As they get older and more powerful, they slowly gain a more defined form. The most powerful Earth Elementals, no matter the basic form, look like beings and creatures made out of numerous, small interlocking stone plates. The actual size of an Earth Elemental is also proportionate to its power. If it were in the shape of a sphere, the Earth Elemental will be 5' plus 4" in diameter for every level that it has.

Elementals are, as a general rule, extremely hard to control and command. Even though Earth Elementals are not as hard to control as Fire and Air Elementals, this does not mean that they are easy to control. Refer to the section on Summoning Elementals, pages 90-91, for more information on summoning and controlling elementals.



Earth Elementals are very resistant to damage. Weapons made primarily of metal will still hurt an Earth Elemental, but only deal half of the normal amount of damage, and they only do this because such weapons are forged in fire. Weapons made of wood can and do affect an Earth Elemental normally, as does magically enchanted weapons.

COMBAT

Earth Elementals attack foes using their own bodies as their weapon. At lower levels, Earth Elementals may only use their innate abilities to attack. The Earth Elemental has several natural abilities. They are as follows:

Elemental Affinity – When an Earth Elemental is struck by an attack based on Earth, it is healed by an amount equal to the damage that should have been dealt. This can actually give the Earth Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Air element, will do double normal damage to the Earth Elemental.

Elemental Manifestation – The Earth Elemental can surround itself in a field of flying bits of dirt and rock. This field has a radius 1' for every 1 Power Point (PP) that the Earth Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Earth Elemental, will take a Tiny Impact Critical each round. The Earth Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Earth Elemental may only put a total number of PP into this ability equal to his level.



Earth Phase— The Earth Elemental has the ability to phase itself and merge with the earth and rocks of the ground. When phased with the ground, the Earth Elemental may travel at double its normal BMR. It takes him 1 round to merge and 1 round to reemerge from the ground while traveling in this manner. It costs the Earth Elemental 1 PP for every minute he uses this ability.

Earth Roots— The Earth Elemental has the ability to cause the ground around a target to reach up and grab them, holding them fast. The target of this attack may make a Magic-based RR against it to avoid being caught. If caught, the character may not move from his location, nor even change which direction he is facing, without first making a Very Hard All-or-Nothing Strength-based maneuver. He also loses any quickness bonus to his DB while trapped. Other actions, such as attacks, are unaffected. It costs the Earth Elemental 3 PP to make this attack.

As the Earth Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Earth Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.



MYTHS AND MISCONCEPTIONS

A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.

TREASURE

Earth Elementals, as summoned creatures, do not normally have any treasure. However, if one is set to guard a given location or item, it may have accumulated the treasure of others who came seeking what it was guarding. It is also possible that the Earth Elemental's body holds some item taken from others that it has fought in the past.

ENCOUNTERS

It is unlikely that characters will encounter an Earth Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.





FIRE ELEMENTAL

LEVEL:	10	SPECIAL ABILITIES:	Amorphous, Survival Instinct, Elemental Abilities (see Combat section)
HITS:	125		
SIZE:	Medium (L)		
MOVEMENT:	10'	STATS:	St: 75 (5); Co: 75 (5); Ag 75 (9); Qu 75 (9); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 90
INIT BONUS:	14	RR:	Stamina RR: 70; Will RR: 65; Magic RR: 75
DEFENSIVE BONUS:	90 (20 Stats; 50 Survival Instinct; 20 Amorphous)	CULTURE:	—
ATTACKS:	110 Fire Swipe; 110 Elemental Abilities	IMPORTANT SKILLS:	Perception (20) 80
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

DESCRIPTION

Among the outer planes there is one that is made of nothing but unending flame and fire. Volcanoes are more common than not and the sky is dark from ash and soot. It is from here that Fire Elementals are born and from here that they gain their strength and abilities. A Fire Elemental is a creature of pure flame. Fire Elementals appear as creatures of living flame. Its form is not tied to any specific shape, but it does often take a form similar to those who summoned it to the material plane.

The size of a given Fire Elemental will be based upon its level. If in the shape of a sphere, the Fire Elemental will be 3' plus 7" in diameter for every level that it has. While the Fire Elemental has no set form, it most often appears in the shape of a vaguely humanoid pillar of flames, with its eyes and mouth appearing as areas with an absence of flame, darker than the surrounding flames. As it grows in power, this shape will become more and more humanoid as well as being more and more solid. At higher levels, the Fire Elemental appears as a solid humanoid figure with flames for hair, and wisps of flame scuttling across its body.

Elementals are, as a general rule, extremely hard to control and command. Fire Elementals are one of the two types that are the hardest to control. This is because of their innate rebellion against form and structure and their natural inclination towards chaos. Refer to the section on Summoning Elementals, pages 90-91, for more information on summoning and controlling elementals.



Fire Elementals are notoriously hard to kill. Having an amorphous form, normal weapons do not affect them. However, Fire Elementals do find water to be particularly lethal. Throwing a water skin's worth of water on a Fire Elemental has the same effect as if hitting a normal creature with a small dagger; the Fire Elemental receives a Tiny Cold Critical. Larger amounts of water do proportionately larger amounts of damage; with a bucket of water equaling a Large Critical (see Elemental Weakness below). Other than this, only magical attacks or magical weapons may harm the Fire Elemental.

COMBAT

Fire Elementals attack foes using the living flames of their own bodies as their weapon. At lower levels, Fire Elementals may only use their innate abilities to attack. The Fire Elemental has several natural abilities. They are as follows:

Elemental Affinity – When a Fire Elemental is struck by an attack based on Fire, it is healed by an amount equal to the damage that should have been dealt. This can actually give the Fire Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Water element, will do double normal damage to the Fire Elemental. Non-magical attacks made with normal water can affect the Fire Elemental where other mundane weapons cannot. Rain would normally be very deadly to a Fire Elemental; however, they can use their Elemental Manifestation to shield themselves from all but the worst downpours.



Elemental Manifestation – The Fire Elemental can surround itself in a field of intense heat and flame. This field has a radius 1' for every 1 Power Point (PP) that the Fire Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Fire Elemental, will take a Tiny Heat Critical each round. The Fire Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Fire Elemental may only put a total number of PP into this ability equal to his level.

Fire Swipe – The Fire Elemental does not have a solid form, but it can still make physical attacks. It can strike foes with one of its appendages and do damage in this manner. This attack cannot be parried normally, but targets do still gain the benefits of shields and armor. The Fire Swipe normally does only a Tiny Heat Critical if successful. For an additional 4 PP, the Fire Elemental may increase the size of this attack. This attack has no range and is a melee attack only. The Fire Elemental may only spend a number of Power Points in this ability each round equal to his level.

Heat Flash – The Fire Elemental can, at a cost of 3 PP, cause its body to flare up and burn blindingly bright. All those with a 20' radius of the Fire Elemental when he does this must make a Magic RR against this attack or be blinded (-100 to all actions, may not make attacks) for 2 rounds per every skill rank that the Fire Elemental has in this ability.

As the Fire Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Fire Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.

MYTHS AND MISCONCEPTIONS

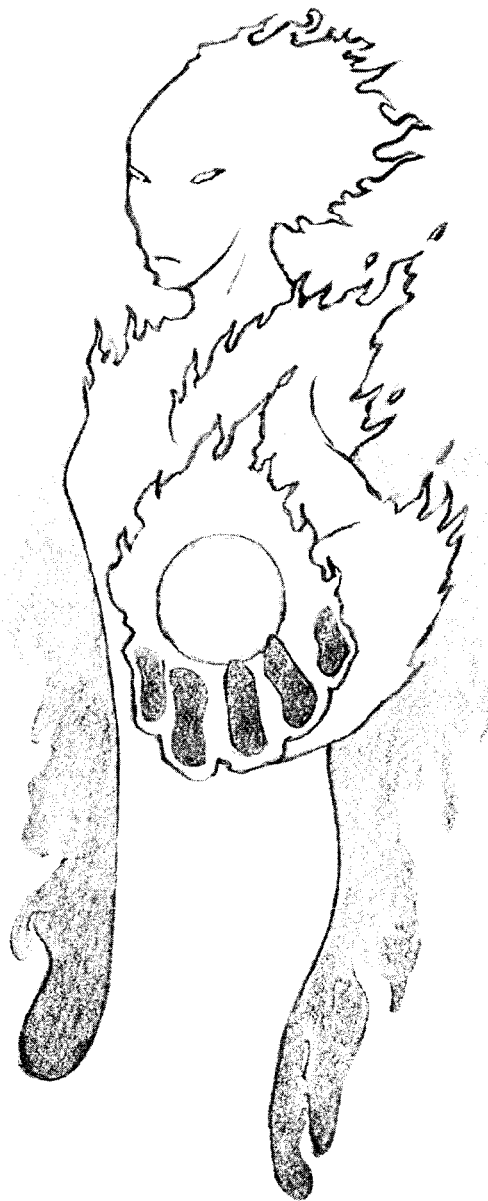
A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.

TREASURE

Fire Elementals, as summoned creatures, do not normally have any treasure. However, if one is set to guard a given location or item, it may have accumulated the treasure of others who came seeking what it was guarding.

ENCOUNTERS

It is unlikely that characters will encounter a Fire Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.





WATER ELEMENTAL

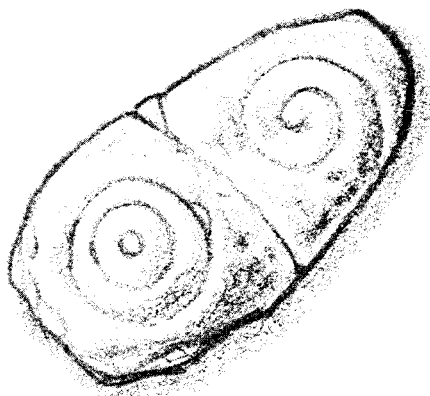
LEVEL:	10	SPECIAL ABILITIES:	Amorphous, Survival Instinct, Elemental Abilities (see Combat section)
HITS:	125	STATS:	St: 75 (7); Co: 75 (7); Ag 75 (7); Qu 75 (7); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 90
SIZE:	Medium (L)	RR:	Stamina RR: 80; Will RR: 60; Magic RR: 75
MOVEMENT:	10'	CULTURE:	—
INIT BONUS:	12	IMPORTANT SKILLS:	Perception (20) 80
DEFENSIVE BONUS:	80 (15 Stats; 50 Survival Instinct; 15 Amorphous)		
ATTACKS:	100 L-Crush; 120 Elemental Abilities		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

DESCRIPTION

The elemental plane of Water is a vast, endless ocean, sporadically dotted by tiny islands. Above the ocean, the weather contains nothing but constant rain, everything from gentle showers to raging storms. It is never dry within this realm. This is home of Water Elementals, creatures and beings composed of pure water.

Young Water Elementals appear as small geyser or spout of water. As they get older and more powerful, they slowly gain a more defined form, often humanoid in nature. The most powerful Water Elementals, no matter the basic form, look like beings and creatures made shaped sections of water. Their bodies are filled with swirling currents, visible through their translucent skin. The actual size of a Water Elemental is also proportionate to its power. If it were in the shape of a sphere, the Water Elemental will be 4' plus 5" in diameter for every level that it has.

Elementals are, as a general rule, extremely hard to control and command. Even though Water Elementals are not as hard to control as Fire and Air Elementals, this does not mean that they are easy to control by any means. Refer to the section on Summoning Elementals, pages 90-91, for more information on summoning and controlling elementals.



Water Elementals are very resistant to damage. Their amorphous form allows most weapons to just go right through them without damage, unless they are magical in nature. Fire, however, is particularly deadly. Hitting a Water Elemental with a lit torch is the equivalent of striking a normal creature with a mace. Magical fire has an even more devastating effect upon Water Elementals.

COMBAT

Water Elementals attack foes using their own bodies as their weapon. At lower levels, Water Elementals may only use their innate abilities to attack. The Water Elemental has several natural abilities. They are as follows:

Elemental Affinity – When a Water Elemental is struck by an attack based on Water, it is healed by an amount equal to the damage that should have been dealt. This can actually give the Water Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Fire element, will do double normal damage to the Water Elemental. Non-magical attacks made with normal fire can affect the Fire Elemental where other mundane weapons cannot.

Elemental Manifestation – The Water Elemental can surround itself in a field of rushing water. This field has a radius 1' for every 1 Power Point (PP) that the Water Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Water Elemental, will take a Tiny Cold Critical each round. The Water Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Water Elemental may only put a total number of PP into this ability equal to his level.



Rime – The Water Elemental is able to cover an area with frost and a thin layer of ice, making it slick and difficult to maneuver. By expending 3 PP, the Water Elemental may cover an area with a 5' radius with rime. The result of which is that any physical maneuvers are increased in difficulty by one level (i.e. a Hard Maneuver becomes a Very Hard Maneuver). For things such as combat, characters within the area receive a -20 to both OB and DB while within the area of rime. The Water Elemental may increase this area by another 5' radius by expending an additional 3 PP. He may also increase the difficulty adjustment by another 1 level (and/or an additional -20 to OB & DB) for every additional 3 PP expended. The Water Elemental may only spend a number of Power Points in this ability each round equal to his level.

Hard Water – The Water Elemental does not have a solid form, and is unable to make normal physical attacks like other creatures, however, it has learned how to solidify portions of itself in order to make physical attacks against foes. By expending 1 PP, the Water Elemental may make bashing attacks that deal a Tiny Crush Critical. For an additional 4 PP, the Water Elemental may increase the size of this attack. This attack has no range and is a melee attack only. The Water Elemental may only spend a number of Power Points in this ability each round equal to his level.

As the Water Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Water Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.

MYTHS AND MISCONCEPTIONS

A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.

TREASURE

Water Elementals, as summoned creatures, do not normally have any treasure. However, if one is set to guard a given location or item, it may have accumulated the treasure of others who came seeking what it was guarding. It is also possible that the Water Elemental's body holds some item taken from others that it has fought in the past.

ENCOUNTERS

It is unlikely that characters will encounter a Water Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.





Racial Monster Stats													
Name	Racial Stat Modifiers										Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance	Power Points	Stamina	Will	Magic
Bogmari	5	5	0	0	0	0	0	0	50	10	20	5	5
Wildlings	-5	3	4	4	-3	0	2	0	10	0	0	0	0
Elementals													
Air	0	0	4	4	0	0	0	2	30	30	10	5	15
Earth	4	4	0	0	0	0	0	2	40	20	20	0	10
Fire	0	0	4	4	0	0	0	2	30	30	10	5	15
Water	2	2	2	2	0	0	0	2	30	30	15	0	15

Monster Quick Stats													
Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treasure	Stamina	Will	Magic
Bogmari	8	L	10	10	90	140	110 L-Crush, 75 L-Grapple	1	Hostile	*	80	55	55
Wildlings	1	S	9	16	25	40	40 Attack	2-20	Playful	*	15	15	15
Elementals													
Air	10	M(L)	10	14	90	125	120 L-Crush, 100 Elemental Abilities	1	Hostile	*	70	65	75
Earth	10	M(L)	10	10	120	135	130 L-Crush, 90 Elemental Abilities	1	Hostile	*	90	60	70
Fire	10	M(L)	10	14	90	125	110 Fire Swipe, 110 Elemental Abilities	1	Hostile	*	70	65	75
Water	10	M(L)	10	12	80	125	100 L-Crush, 120 Elemental Abilities	1	Hostile	*	80	60	75

* = These Monsters do not normally have treasure of their own. See the individual Monster descriptions for details.

MONSTER NOTES

This section contains a number of notes and additional rules that are used when dealing with the monsters presented in this issue. All numbers have been rounded to the nearest multiple of 5 for ease of use, and all Monsters are built as Fighters of the appropriate level.

NOTATIONS

Several of the statistics are self-explanatory: Level, BMR = Base Move Rate, Init = Initiative Modifier, DB = Defensive Bonus (DB breakdown available in the monster's description), Hits. The rest are detailed below:

Size: S = small; M = medium; L = large (attacks resolved on the Large critical table); H = huge (attacks resolved on the Huge critical table); M(L) = medium sized but receives criticals as if Large; M(H) = medium sized but receives criticals as if Huge.

Attacks: A creature's attacks are divided into three parts. The bonus, attack size, and attack table. The bonus is what is added to the attack roll. The size is as follows and indicates maximum attack size: T=Tiny, S=Small, M=Medium, L=Large & H=Huge. The tables are self-explanatory. Thus a 75 L-Slash equals a +75 to the roll on the Slash chart with a damage size of Large. If multiple attacks are listed, then the creature gets to decide which attack to use. The code We= weapon.

Level – This is the average level of an adult version of the creature. This level should be considered as levels of the Fighter profession. Looking at it this way, the GM can then customize the creatures by giving them levels in different professions in order to make things interesting for the players.

Size – This is the relative size and toughness of the creature. Large and Huge creatures receive criticals on special charts rather than on the normal ones. Other creatures may also be immune to certain effects of damage such as bleeders or stun. The following list gives the type of entries that may be found in the Size column and what those entries mean.

S – Creature is Small in size and receives criticals normally.

M – Creature is Medium in size and receives criticals normally.

L – Creature is Large in size and all criticals to this creature are resolved on the Large Critical Table.

H – Creature is Huge in size and all criticals to this creature are resolved on the Huge Critical Table.

(L) – Creature is Medium in size, but all criticals received are resolved on the Large Critical Table.

(H) – Creature is Medium in size, but all criticals received are resolved on the Huge Critical Table.

Init Bonus – This is the bonus that is added to the creature's initiative rolls during combat.

Base Move – This is the Base Movement Rate of the creature. This represents how many feet that the creature may move in a given round at a walking pace.

Hits – This is how many Concussion Hits a creature has at the given level. If the GM alters the creature from the base level, he needs to remember to change the number of hits accordingly as well.



DB (Defensive Bonus) – This is the creature's Defensive Bonus, and is subtracted from all attacks made against the creature. It already includes such features as armor and shields that the creature may have. Intelligent creatures may increase this by parrying, or through the use of magical items.

Attacks – This section gives the creature's Offensive Bonus (OB). It often lists more than one OB if the creature has different forms of attack available to it. The first one listed is the primary attack of the creature, with any others listed being secondary attacks.

Enc – This is the number of creatures normally encountered when they are found. This does not represent how many may be in its lair, only how many normally travel together.

Outlook – This represents the creature's normal outlook and attitudes to those that it encounters. This also is used to denote the creature's basic behavior patterns as well. The following list shows the codes that may be used.

Aggr. – Aggressive. Creature is aggressive and will attack if provoked.

Aloof – This type of creature will normally ignore others unless attacked or interfered with.

Bellig. – Belligerent. This type of creature has a nasty disposition and will often attack without provocation.

Berserk – This creature will attack the closest living creature until it is destroyed.

Cruel – Not only is this creature hostile, but it enjoys causing death, pain, and suffering.

Domin. – Dominating. This creature desires power and attempts to gain it by controlling and dominating others.

Greedy – This type of creature will attack and/or steal from others if the risk is not too high to itself.

Hostile – Will normally attack other creatures on sight.

Hungry – This type of creature will normally attack anything that it considers edible when hungry,

otherwise consider it to be Aggressive.

Prot. – Protective. This creature is normally very protective of a thing, place, other creature, etc.

Treasure – The section of the stat block for treasure gives you some codes to use in determining what treasure the creature might have. The base chance of a creature having treasure is dependant upon the level of the creature. To determine the chance of the creature having treasure roll percentile dice, and roll under a number equal to 20% + 3% per level.

The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to determine the treasure to be used. The code contains three segments (Magic, Money, and Mundane, in that order) and each segment contains three possibilities, Poor (P), Normal (N), or Rich (R).

If a code is followed by a number, then the GM should roll on the indicated column the indicated number of times. If the code is followed by a number in parenthesis, then the results of all rolls are then multiplied by that number to get the total. If the code is not followed by any number, then only a single roll is needed for that chart. If there is a '—' instead of a code, then no roll is made for that type of treasure.

Using the example code above, N2R3(10)P, we can see that the treasure is comprised of 2 rolls on the Normal Magic column (N2), and 3 rolls on the Rich column of the money chart, with the total of all three rolls being multiplied by 10 (R3(10)), and finally a single roll on the Poor column of the Mundane Items chart.

Stamina RR – This is the creature's total bonus to Stamina Resistance Rolls.

Will RR – This is the creature's total bonus to Will Resistance Rolls.

Magic RR – This is the creature's total bonus to Magic Resistance Rolls





MONSTER ABILITY DESCRIPTIONS

Amorphous – Monsters with this ability can easily change their shape, and only hold a given shape through sheer force of will. Such monsters often use this ability to aid in evading being hit in combat, shifting their form so that an attack will miss completely. This innate attack avoidance ability is reflected as a bonus to DB equal to double the monster's Agility Bonus. This ability also allows monsters to travel through small openings by attenuating its body through the openings. Such openings need t be at least 6" wide by 1" tall for the monster to fit through if it is of Medium size or larger.

Elemental Planar Abilities – Monsters from the Elemental Planes have a number of inherent Abilities. These abilities are described within the descriptive text of the monster as they may be different for each monster, though they are all related.

Flight – Monsters with this ability are able to fly at a Base Movement Rate equal to twice their speed on the ground. They may also use pace multipliers on this, but doing so is extremely tiring and can only be maintained for short periods of time.

Floratic Abilities – Monsters with these abilities are plant creatures. As such they have a number of unique abilities. They are somewhat immune to stun. Whenever they receive a critical that results in stun, the monster with these abilities is only Staggered instead. Staggered means that the creature is at -25 to all actions, but they may still attack. Floratic monsters also take double damage from all fire based attacks.

Limited Stretching – Monsters with this ability can reach farther than the length of their limbs would suggest. They can easily extend their limbs in some manner which allows them to reach up to 10' away and grab objects or other targets.

Non-Corporeal – Monsters with this ability do not have a specific physical form. Normal, non-magical weapons, along with most other substances and objects will pass right through them with harming them.



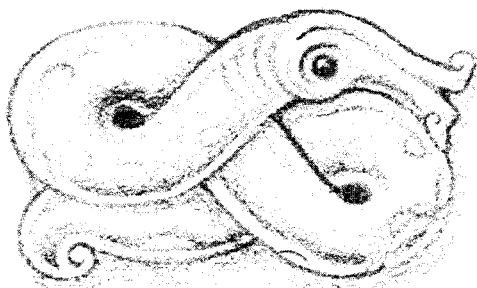
Reverberating Strength – Monsters with this ability do double Concussion Hit damage with any attacks that they make.

Spirit Abilities – Monsters from the spirit world have a small host of related abilities. First of all, they can travel to and from the spirit world at will. Secondly, such creatures are invisible to normal sight. Only those with the *Second Sight* may see them, while those who have *Spirit Sense* will be able to sense them. Spirits also cannot be harmed by non-magical weapons; they will just pass right through them.

Survival Instinct – This ability grants the creature a bonus to its DB. Using the same progression rate as normal skills, the monster gains a bonus equivalent to 1 rank for each level.

Tough Hide (Major) – Monsters with this ability gain a +40 to DB from extremely tough hides or extremely leathery or scaly skin.

Tough Hide (Greater) – Monsters with this ability gain a +60 to DB from extremely tough hides or from many hard plates or large tough scales.





INDEX

A

Acid Attack Table	63
Acid Touch	38
Active Shield Style	20
Additional Optional Rules	81
Armor as Damage Reduction	82
Cascading RRs for Fear	81
Initiative Option	82
Irregular Stats	83
Power Strike (Hack & Slash)	82
Skilled Fumbles	81
Additional Tradition	34
Aesyr	4
Aesyr Blood (Greater)	12
Aesyr Blood (Lesser)	12
Air Elemental	92
Arboreal	9
Arcane Dabbler	22
Armor as Damage Reduction	82
Ashanti Short Spear	79
Attack Tables	51-69
Acid Attack Table	63
Cold Attack Table	60
Crush Attack Table	51
Electrical Attack Table	61
Grappling Attack Table	54
Heat Attack Table	59
Holy Attack Table	64
Huge Attack Table	58
Impact Attack Table	62
Large Attack Table	57
Magic Attack Table	65
Magical Traps	69
Puncture Attack Table	52
Slash Attack Table	53
Slaying Attack Table	66
Strikes Attack Table	55
Sweeps/Unbalancing Attack Table	56
Avian	9

B

Banish Elemental	38
Beast Belt	79
Beastmaster	18
Bladeturn	35
Bless Weapon	38
Blood Talents	12
Aesyr Blood (Greater)	12
Aesyr Blood (Lesser)	12
Drogosi Blood (Greater)	12
Drogosi Blood (Lesser)	12
Kalbari Blood (Greater)	12
Kalbari Blood (Lesser)	12

Ketuari Blood (Greater)	13
Ketuari Blood (Lesser)	12
Merak Blood (Greater)	13
Merak Blood (Lesser)	13
Phrenali Blood (Greater)	13
Phrenali Blood (Lesser)	13
Volar Blood (Greater)	13
Volar Blood (Lesser)	13
Vsori Blood (Greater)	14
Vsori Blood (Lesser)	13
Bogmari	86
Buckler Bash	20
Buckler Dance	21

C

Cascading RRs for Fear	81
Casting Traditions	32
Additional Tradition	34
Divine Casting	33
Notes about Material Rarity	34
Totem Casting	32
Wand Casting	34
Celestial Armor	38
Celestial Ball	38
Celestial Bolt	39
Centaur Blood (Greater)	14
Centaur Blood (Lesser)	14
Clerical Orders	23
Earth Wardens	23
Guardians of the Night	24
The Fist of Thorok	26
The Gatekeepers	27
The Justicars	28
The Lore Wardens of Arnach	25
The Order of the Daystar	29
The Seekers of Valorn	30
The Sentinels of the Weald	31
Code of Conduct	18
Cold Attack Table	60
Combat	41
Combat Styles & Maneuvers	20
Control Elemental	39
Courage	35
Cragger	9
Crush Attack Table	51





Cultures	9
Arboreal	9
Avian	9
Cragger	9
High Valley	10
Highlands	10
Nali	10
Oceanic	10
Tribal	11
Customizing the Paladin	18

D

Damage Dice	41
Bleeding	42
Increased Lethality	42
Maneuver Penalties	42
Number of Damage Dice	41
Optional Rules	42
Size of Damage Dice	41
Stuns	42
The Basic Rules	41
Use with HARP	42
Deflections	35
Disks of Askari	79
Divine Casting	33
Divine Hammer	35
Dragon Blood (Greater)	15
Dragon Blood (Lesser)	15
Dreams	35
Drogosi	4
Drogosi Blood (Greater)	12
Drogosi Blood (Lesser)	12
Dual Shiv Style	21

E

Earth Elemental	94
Earth Wardens	23
Electrical Attack Table	61
Elementals	90
Air Elemental	92
Earth Elemental	94
Fire Elemental	96
Water Elemental	98

F

Fire Elemental	96
----------------------	----

G

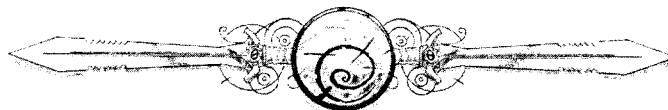
Gargoyle Blood (Greater)	15
Gargoyle Blood (Lesser)	15
Giant Blood (Greater)	15
Giant Blood (Lesser)	15
Goblin Blood (Greater)	16
Goblin Blood (Lesser)	16
Grappling Attack Table	54
Guardian Cubes	79
Guardians of the Night	24

H

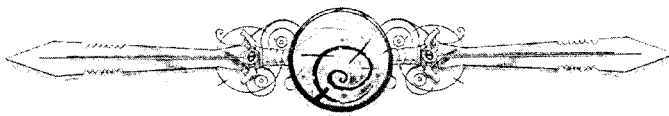
Hack & Slash	43
Cold	71
Critical Damage	48
Critical Table	47
Crush Attack Table	51
Drowning	70
Falling Damage	68
Fighting "Blind"	68
Flavor Text	47
Grappling Attacks	49
Heat	70
Injury, Healing, & Death	72
Insect Swarms	47
Invisibility	67
Limited Visibility	67
Magical Healing	73
Magical Traps	69
Natural Healing	73
Occupational Hazards	68
Optional Critical Rules	50
Hit Location	50
Optional Rule: Called Shots	50
Other Dangers	71
Power Strike (Hack & Slash)	82
Quick Sand	70
Reducing Lethality	46
Sample Mechanical Traps	69
Special Combat Conditions	67
Stunning Option	48
System Adjustments	75
The Attack Matrix	46
Traps	68
Types of Wounds	72
Using the Attack tables	45
Watery Hazards	70
Wound Descriptions	72
Heat Attack Table	59
High Valley	10
Highlands	10
Hobgoblin Blood (Greater)	16
Hobgoblin Blood (Lesser)	16
Holy Attack Table	64
Holy Weapon	36
Huge Attack Table	58
Hypnotic Coin	80

I

Impact Attack Table	62
Influence Animals	19, 22
Initiative Option	82
Inspirations	36
Internal Stability	22
Introduction	43
Irregular Stats	83



K		Troll Blood (Lesser)	17
Kalbari	5	Mornok's Skull	80
Kalbari Blood (Greater)	12	Mystic Ball	39
Kalbari Blood (Lesser)	12	Mystic Blade	39
Ketuari	5	Mystic Bolt	39
Ketuari Blood (Greater)	13	Mystic Bow	40
Ketuari Blood (Lesser)	12	N	
Kobold Blood (Greater)	16	Nali	10
Kobold Blood (Lesser)	16	New Magic Items	79
L		Ashanti Short Spear	79
Large Attack Table	57	Beast Belt	79
Life Point System	77	Disks of Askari	79
Lizardman Blood (Greater)	16	Guardian Cubes	79
Lizardman Blood (Lesser)	16	Hypnotic Coin	80
M		Mornok's Skull	80
Magic	32	Portable Hole	80
Magic Attack Table	65	Tree Knife	80
Magic Shield	36	New Spells	38
Martial Arts Combat Styles & Maneuvers	21	O	
Merak	6	Ogre Blood (Greater)	17
Merak Blood (Greater)	13	Ogre Blood (Lesser)	17
Merak Blood (Lesser)	13	Orc Blood (Greater)	17
Monsters	86	Orc Blood (Lesser)	17
Air Elemental	92	P	
Bogmari	86	Paladin	18
Earth Elemental	94	Code of Conduct	18
Elementals	90	Paladin Sphere	35
Fire Elemental	96	Bladeturn	35
Monster Ability Descriptions	102	Courage	35
Monster Notes	100	Deflections	35
Water Elemental	98	Divine Hammer	35
Wildlings	88	Dreams	35
Monstrous Hybrids	14	Holy Weapon	36
Centaur Blood (Greater)	14	Inspirations	36
Centaur Blood (Lesser)	14	Magic Shield	36
Dragon Blood (Greater)	15	Notes on Spells	35
Dragon Blood (Lesser)	15	Protection Chant	36
Gargoyle Blood (Greater)	15	Resist Damage	36
Gargoyle Blood (Lesser)	15	Turn Undead	37
Giant Blood (Greater)	15	Warrior's Might	37
Giant Blood (Lesser)	15	Phrenali	6
Goblin Blood (Greater)	16	Phrenali Blood (Greater)	13
Goblin Blood (Lesser)	16	Phrenali Blood (Lesser)	13
Hobgoblin Blood (Greater)	16	Portable Hole	80
Hobgoblin Blood (Lesser)	16	Power Strike (Hack & Slash)	82
Kobold Blood (Greater)	16	Option: Unusual/Magical Creatures	18
Kobold Blood (Lesser)	16	Professions	18
Lizardman Blood (Greater)	16	Beastmaster	18
Lizardman Blood (Lesser)	16	Influence Animals	19
Ogre Blood (Greater)	17	Paladin	18
Ogre Blood (Lesser)	17	Customizing the Paladin	18
Orc Blood (Greater)	17	Protection Chant	36
Orc Blood (Lesser)	17	Puncture Attack Table	52
Troll Blood (Greater)	17		



R

Races 4
 Aesyrr 4
 Drogosi 4
 Kalbari 5
 Ketuari 5
 Merak 6
 Phrenali 6
 Volar 7
 Vsori 7
 Resist Damage 36

S

Second Sight 22
 Shock Wave 40
 Skilled Fumbles 81
 Skills 20
 Combat Styles & Maneuvers 20
 Active Shield Style 20
 Buckler Bash 20
 Martial Arts Combat Styles & Maneuvers 21
 Buckler Dance 21
 Dual Shiv Style 21
 Slash Attack Table 53
 Slaying Attack Table 66
 Speak with Elemental 40
 Spells
 Acid Touch 38
 Banish Elemental 38
 Bladeturn 35
 Bless Weapon 38
 Celestial Armor 38
 Celestial Ball 38
 Celestial Bolt 39
 Control Elemental 39
 Courage 35
 Deflections 35
 Divine Hammer 35
 Dreams 35
 Holy Weapon 36
 Inspirations 36
 Magic Shield 36
 Mystic Ball 39
 Mystic Blade 39
 Mystic Bolt 39
 Mystic Bow 40
 Paladin Sphere 35
 Protection Chant 36
 Resist Damage 36
 Shock Wave 40
 Speak with Elemental 40
 Summon Elemental 40
 Turn Undead 37
 Warrior's Might 37
 Spirit Sense 22
 Steel Grip 22

Strikes Attack Table 55
 Summon Elemental 40
 Sweeps/Unbalancing Attack Table 56

T

Talents 22
 Additional Tradition 34
 Arcane Dabbler 22
 Influence Animals 22
 Internal Stability 22
 Second Sight 22
 Spirit Sense 22
 Steel Grip 22
 The Fist of Thorok 26
 The Gatekeepers 27
 The Justicars 28
 The Lore Wardens of Arnach 25
 The Order of the Daystar 29
 The Seekers of Valorn 30
 The Sentinels of the Weald 31
 Totem Casting 32
 Tree Knife 80
 Troll Blood (Greater) 17
 Troll Blood (Lesser) 17
 Turn Undead 37

U

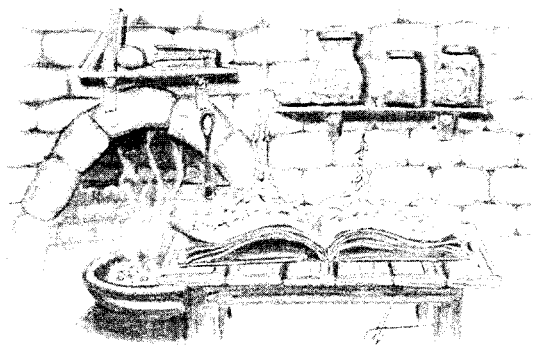
Using the Attack tables 45

V

Volar 7
 Volar Blood (Greater) 13
 Volar Blood (Lesser) 13
 Vsori 7
 Vsori Blood (Greater) 14
 Vsori Blood (Lesser) 13

W

Wand Casting 34
 Warrior's Might 37
 Water Elemental 98
 Wildlings 88





Bazaar AnnualTM

Searching for additional material to enrich your HARP gaming? The first *Bazaar Annual* is a compendium of valuable material for players and GMs alike. Its contents include new professions, monsters, races, rules and more.

Plus a special bonus: *Hack & Slash* an alternate HARP system that bridges the gap between HARP combat and *Arms Law*. *Hack & Slash* contains 16 attack tables, including 4 attack tables that didn't make it into HARP: the Acid, Holy, Magic and Slaying Attack tables. *Hack & Slash* also contains detailed criticals sure to add spice to your HARP combat.

The Annual contains all of the contents from the Harper's Bazaars 1-5 including:

- Two new professions: the Paladin and the Beastmaster
- Six new monsters, including elementals
- New rules for summoning elementals
- Eight new races
- Eight new cultures
- Nine new clerical orders
- Three alternate casting traditions
- New spells
- Optional rules

1-55806-614-4

ICE2000



9 781558 066144

Made in USA

=3006

Produced and distributed by:



Iron Crown Enterprises
112 Goodman Street
Charlottesville, VA 22902

<http://www.ironcrown.com>

<http://www.harphq.com>

