



## HARP Fan Compiled Errata & FAQ

HARP stands for High Adventure Role Playing, and is a new entry into the RPG community. It is billed as simple, modular and expandable system from the new Iron Crown Enterprises. HARP was designed to be compatible with the I.C.E RoleMaster product line, allowing for easier transition between the two gaming systems.

The HARP Errata and FAQ questions and answers were taken directly from the HARP Forums that are hosted by Iron Crown Enterprises. The material contained within this document should be considered unofficial, but the information contained within the document is based on official statements, responses and replies by I.C.E. representatives to questions and concerns presented on the HARP Forum board. Some editing has been done for clarity

**HARP Forum:** <http://www.ironcrown.com/forums/default.asp>  
**Iron Crown Enterprises Home Page:** <http://www.ironcrown.com/>



**Table of Contents**

<b>HARP ERRATA</b>	<b>7</b>
½ Round Actions	7
Armor Skill Penalty - Monsters	7
Building styles section	8
Canceling spells	8
Combat Styles	9
Darkness Spell	9
Elemental Style: Water	10
Elemental Wall Spells	10
Hand Crossbow Stats	11
Herbs, using in melee	11
Holding an action	12
Imbue Exotic Spell typo	12
NPC Stat Blocks for Clerics, Mages, Thieves	13
Parrying	13
Scimitar Size (Mounted Charge Example)	14
Shield bash size modifier	14
Single generic magical bonus increment	14
Success: 100 or 101?	14
Time for drawing weapon ?	15
Undead Constitution Drain missing description	15
Vampire DB	16
Weapon Specialization	16
 <b>HARP FAQ (FREQUENTLY ASKED QUESTIONS)</b>	 <b>17</b>
<b>Rules Questions</b>	<b>17</b>
Adolescence and Profession Ranks, can they stack to give more than 6 ranks?	17
Armor by the piece damage adjustment	17
Armor Penalty and Weapon Skill	17
Base Movement when encumbered	17
Bracelets of the Spider – Web Grapple Range	18
Bonus used for Wands	18
Creating Armor with Organic Material - ML	19
Cleric Professional Ability - Category choices	19
Cleric spell stats	20
Cleric spell choices	21
Combat Perception, what is it?	22
Declared Actions - changing prior to Initiative Roll	22
Defensive Bonus Question	22
Fate Points	23
Healing	23
Healing penalties resulting from Critical Table	24
Healing Other Damage, do you add Co or Co x 2?	24
Height & Weight of Mixed Races	24
Intuition, and Combat Awareness	25
Item Creation - Potion making	26
Item Creation	26
Mage's Vest	27



Magic Item OB's	27
Maneuver Difficulties on Skill vs. Skill	27
Movement in one Round	27
Movement through Water Wall	28
Multiple Professions	28
Of Slaying	29
Rank Limits for Characters with Multiple Professions	29
Regaining Lost Constitution	29
Reload time for Crossbow Wand	30
Resistance Rolls	30
Resistance skills and its effects?	31
Scoundrel/Rogue Professional Ability	31
Stun penalties and Resistance Rolls	32
Surprise	32
Thaumaturge spellcasting attributes	32
Training Packages	32
Training Package - taking multiple times	33
Training Packages over multiple levels	33
<b>Skills Questions</b>	<b>34</b>
Acrobatics/Tumbling	34
Attunement	35
Battle Runes	35
Chi Focus and Mental Focus	35
Chi Focus with other Chi Skills	36
Chi Focus with Resistance Rolls	37
Concentration and Multiple active spells	37
Crossbows Skill Stats	37
Jumping	37
Lore	38
Maximums for Concussion Hits and Power Points	38
Profession Specialization Bonuses	38
Skill Specialization	39
Skill Development	39
Skill vs. Skill	40
Sniping	40
Thrown as a sub-skill of the weapon	40
Trickery	41
Weapon use within a class question	41
<b>Talent Questions</b>	<b>43</b>
Adolescence-Only Talents	43
Additional Professions Talent	43
Arcane Power vs. Additional Profession	43
Arcane talent	44
Are there time requirements for buying talents when leveling up?	45
Natural Immunity Talent	45
Neutral Odor	45
Regeneration Talent	45
Shapechanger	46
Speed Loaded Talent	46
Stacking skill specialization talents?	46
Swashbuckler	46



<b>Combat Questions</b>	<b>48</b>
Adding New Martial Arts Styles	48
Advanced Combat Actions	48
Attacks of Opportunity	48
Attack size with combat skill	49
Called Shots	49
Chi Defense and Elemental Earth M-A style	50
Combat Styles & Maneuvers with Combat Actions	50
Combining weapon styles and/or martial arts styles	50
Disengage from Melee	51
Drawing Weapon and Parrying	52
Elemental Style: Air	53
Fencing Slash – Why would anyone use this?	53
Full Parry	53
Madu with Shield Training Talent	54
Missile Parry/Deflection question	54
Monk Attacks Questions	55
Monks and Weapon Kata	55
Monk attacks optional rules?	57
Monkey Style and Chi Defense	57
Mounted Combat	58
Moving Past/Through Readied Opponents	58
Multiple parry, second opponent at 10 <sup>th</sup> or 11 <sup>th</sup> rank?	59
Open Ended Roll on second die	59
Paired Weapons	59
Power Strike	60
Praying Mantis and Long Fist Styles	61
Ranged Attacks	61
Shield Weapons / Shield Bashes	61
Shielding Weapon	61
Size of Martial Arts Attack for Monk with Weapon Style:Sai	63
Sudden Dodge	63
Sudden Dodge, Dodge	63
Two Shields	64
Two Weapon Combat	65
Two Weapons Skills	66
<b>Spell Casting Questions</b>	<b>67</b>
Adding Scaling Options to Existing Spells	67
Air Form	67
Arcane Bolt vs Stone Door	67
Armor and spell effect stacking	68
Banish Fatigue	68
Battle Runes	68
Casting Spells and Movement	69
Casting Spells in Armor – Transcend Armor skill?	69
Change Object Size	69
Charm spell	70
Concentration	70
Containment Circles	71
Cool Spell	71
Counterspelling	71
Counterspelling Counterspells	71



Counterspell vs. Dispelling	72
Detect Life	72
Does the target of an Elemental Attack Spell apply their DB to the attack roll?	73
Do ranks required to cast a spell need to be purchased all at once?	73
Elemental Bolt Scaling	73
Elemental Spells	74
Elemental Weapon	74
Elemental Weapon Critical Size	75
Free Hand	75
Growth	75
Guardian Blades	76
Haste Spell	76
Holy Symbol PP Question	76
Imbue Spell in relation with the Increase Imprint	77
Instantaneous spells	77
Lifegiving	78
Long Door Item	79
Magestaff spell	80
Mantlet Spell	80
Molding	80
Parrying and casting	80
Passing Spell	81
Protection spells - Stacking	81
Pumping Power Into a Spell	81
Purify Food cantrip	82
Reload Weapon Spell	82
Resisting Spells	82
Ritual and Cantrip Clarifications	83
Spell Casting Time	83
Spell Status - Active, Dormant, Waiting	84
Spikes Spell	85
Universal Sphere Spells	85
Unluck	85
Using Weapon spells with missile weapons	85
Utility Spell (Double, Triple...)	86
<b>Racial Questions</b>	<b>88</b>
Blood Talents	88
Can greater blood talent increase human stat bonus above +3	88
<b>Monster Questions</b>	<b>89</b>
Criticals on Undead	89
Damage Adjustment by Armor for Monsters	89
Monster Attacks	89
Monster hide/armor damage adjustment	90
Monster Initiative Modifiers	90
Monster Resistance Rolls	91
Monster Skill Ranks	91
Monster Template	92
<b>Miscellaneous Questions</b>	<b>93</b>
Cost of Magical Items	93
Experience	93



Herbs	93
High Men	93
How do I measure the power of a magical item?	94
Making Commoner NPC's	94
Magical Languages?	94
Martial Law Critical Locations	94
Paladin – Where is it?	95
Psions/Psionics in HARP	95
Saltar's Bomb	95
Sci-Fi HARP	96
Software for HARP Character Generation	96
What Fonts are used in HARP	96
Which Revision of HARP do I have?	96
HARP Revised Errata & FAQ Clarifications	97
<b>HARP Philosophy</b>	<b>98</b>
Cleric Profession Overbalanced?	98
Fate points DP cost too low?	100
Magic System Overview	100
Race Design rules	101
Rationalization behind DPs for Halfbreeds?	101
Reasons for 5-2-1-1 Progression	102
Weapon breaking in HARP	102
Why are the reload times for bows so long?	102
Why are Utility Spells so hard to cast?	103
<b>Discussions to review</b>	<b>104</b>
Discussions to review	104



## HARP Errata

As folks will know some errors crept into the page-making process, and some things that we thought were fixed apparently were not. This thread is for me to list those corrections and errors and what they should actually say.

<b>Where:</b>	<b>½ Round Actions</b> Page 60, 84 HARP
<b>Problem:</b>	Some actions seem to take either not enough time (or no time) or too much time to accomplish?
<b>Answer:</b>	The Press & Melee allows for moving up to 5' and still attacking. Taking an Herb (as described at the bottom of the table on page 60) and Drawing a weapon (listed on the inline table on page 84) now can be done in place of the moving 5' when using the Press & Melee action. They no longer take the amount of time as listed in the book.

<b>Where:</b>	<b>Armor Skill Penalty - Monsters</b> Page 30, 88 HARP
<b>Problem:</b>	<p>I am just wondering how the armor skill penalty works. In the example set on page 88 they are talking about Jax: "Later in his career, Jax can afford a set of plate/chain armor, with a max maneuver penalty of -80 and a min penalty of -15, which would require 13 ranks of armor skill to wear effectively (80-15+65)".</p> <p>On page 30 in table 6.2 it says that 13 ranks = +56. What is correct??</p> <p>Another question: does the skill armor let you add your st/ag to the bonus? or is it only used flat with a +5 bonus/rank???</p> <p>How does the penalty affect the character/monster?. Because if you get -5 in minimum maneuver penalty when wearing rigid leather, how does it come that the penalty isn't present for monsters wearing armor?</p> <p>Goblins are wearing rigid leather min. man. pen. -5, the skills Ambush +30, stalk &amp; hide +30 both have Ag as stat and 4 ranks= +20 +10 stats. Does the penalty to the skill affect ob as well?</p>
<b>Answer:</b>	<p>This is one of those instances where something got changed in the second printing, and the given example about it was missed, IIRC.</p> <p>Change the number to be requires 18 ranks, and later on since he has 7 ranks, he will need 11 more ranks. The example is also not counting ANY stat bonuses that may apply.</p>
<b>Problem:</b>	<p>How does the penalty affect the character/monster? Because if you get -5 in minimum maneuver penalty when wearing rigid leather, how does it come that the penalty isn't present for monsters wearing armor?</p> <p>Goblins are wearing rigid leather min. man. pen. -5, the skills Ambush +30, stalk &amp; hide +30 both have Ag as stat and 4 ranks= +20 +10 stats. Does the penalty to the skill affect ob as well?</p>
<b>Answer:</b>	The armor penalty (and the bonus for the Armor skill) apply to all maneuvers that have Agility or Quickness as a stat and to DB. A Maneuver is defined as something that requires a dice roll to resolve (thus the Armor penalty does not apply to the armor skill itself, as no



	<p>roll is involved, but it does apply to combat skills and to DB).</p> <p>As for the monsters, all I can say is oopsie... I spent a very intense period revamping a number of things in HARP thanks to player feedback from the first printing. One of those things was to revamp the monster section to make it more consistent, and in doing that, I forgot to add in the armor mods apparently. Sorry about that, just adjust them according to the armor mods as required.</p>
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<b>Where:</b>	<b>Building styles section</b> Page 20 ML
<b>Problem:</b>	On page 20, part of the paragraph at the top of the page under the heading martial arts combat styles reads "refer to the section on building styles later in this chapter" yet for the life of me I can't find this section on building styles
<b>Answer:</b>	That sentence should not have been there. It was a dirty trick by Word that put it back and we missed it. Sorry.

<b>Where:</b>	<b>Canceling spells</b> General
<b>Problem:</b>	<p>I've looked through both HARP main book and the CoM and I can't find anything on canceling a spell early before the duration has expired. To my knowledge most other systems rule that the original caster may cancel their own spells at any time before the duration expires, some require that caster must be within the original casting range of the spell, and some state that it requires a full action while others consider it a zero action.</p> <p>Considering all of this what are the requirements within HARP for canceling a spell early. Rulings? or Opinions?</p>
<b>Answer:</b>	<p><b>Official Ruling:</b></p> <p>If a caster is the target of his own spell (or is controlling a targeted utility spell that does not have a living target -- i.e. a Light spell) that does not require concentration, he may spend one round to dismiss the spell.</p> <p>Spells cast on living targets other than self may not be dismissed. (i.e. you cast fly on the party Rogue, you cannot then dismiss it later while he is 100' up in the air). This includes attack spells as well.</p> <p>Spells with a Duration of "-" may not be dismissed.</p> <p>Concentration spells end when concentration stops.</p> <p>Spells that have a duration AND require concentration - if the caster stops concentrating, the spell stops, but is not dismissed, the caster may resume concentration within the duration (and continue the spell up to the maximum duration allowed). The caster may also spend one round to dismiss it.</p> <p>Spells which produce physical effects (i.e. fire wall, icy mist wall, etc.) may be dismissed, however any secondary effects from those spells (such as something catching on fire because of the wall) are not dismissed as they are physical effects.</p> <p>No rolls are required to dismiss a spell.</p>





	A caster may always use the Dispel Magic spell on those spells he cannot dismiss.
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<b>Where:</b>	<b>Combat Styles</b> Page 11, 13 HARP
<b>Problem:</b>	About Combat styles, The fighter and warrior mages bonuses. These bonuses don't seem to do any good for a fighter or warrior mage wanting to use a combat style. Is this because the bonuses can only be assigned to weapons. Is this an oversight, or is it to balance out the styles? If so, it doesn't make that much sense, as a Rogue gets a bonus to any skill in any of his favored categories... Or maybe you imply that a character with bonuses to a weapon used in a style gets the bonus to the style as well
<b>Answer:</b>	Theses bonuses have been slightly reworded for the Hardcover and future printings (I guess you could consider it errata). Now, they may put the bonus into a weapon group OR a combat style. All other aspects remain the same.

<b>Where:</b>	<b>Darkness Spell</b> Page 125 HARP
<b>Problem:</b>	Utterdark only makes it so that "no non-magical light may exist within the radius" ?!?!  Reading that makes me think that non-magical light can exist in the radius of a Darkness spell which means that there really isn't any darkness.... So basically a darkness spell only generates and effect when it is, well, dark!  I always took magical darkness to absorb all non-magical light (creating normal darkness - dark vision can still be used to see) and Utterdark to create a magical darkness that can only be dispelled by magical light (with a larger number of PPs invested) or counter spell, etc... Also that dark vision does not work in Utterdark.  Where am I wrong?
<b>Answer:</b>	Gah!!! Actually that is a typo. Under Utterdark, it should read "no magical light may exist within the radius". Remember, it is supposed to be the opposite of the Light spell (which has UtterLight).

<b>Where:</b>	<b>Disarm Foe Example</b> Page 36 HARP
<b>Problem:</b>	A result of 121 gives a RR of 130.  On page 36 you have the following text:  "Nynyve is trying to disarm a lizardman.  Her skill bonus with disarm foe is 50, and she rolls a 71, for a total of 121 on the Maneuver Table. This means that the lizardman must make a roll adding in his OB, and that the total must be equal to or higher than 105 or he has been disarmed."  Shouldn't it be 130 instead of 105?  In addition, this makes it 50% likely for two equal fighters to disarm each other if they have the same skill bonus. Isn't this just a BIT easy?



	It was probably balanced with the old RR table, but the new one has much higher RR's, and the skill wasn't altered after the revision. Suggestions for balancing this skill with the new RR table?
<b>Answer:</b>	Yes, it should be 130 - an example that was missed in the updating.  Actually, with the old RR table, it was too easy to resist the disarm. The purpose of the table revision WAS to make two opposing skills with approximately the same number of skill ranks (i.e. skill rank bonus) be about 50% likely to be able to resist one another. That WAS part of the redesign of that column.

<b>Where:</b>	<b>Elemental Style: Water</b> Page 20 ML
<b>Problem:</b>	"Elemental Style: Water": When making the Acrobatics roll, are you limited to the number of ranks in the water style vs. those in Acrobatics?
<b>Answer:</b>	Elemental Style: Water - No, your Acrobatics ranks are not limited to the style. But remember, the second half of the wave is an attack which uses the style's bonus for OB, thus you want to be good in it. hehe
<b>Problem:</b>	Why wouldn't I put only a single rank into this style to get the defensive (crit reduction) bonus? As the crit reduction works off of my Acrobatics rank and not the style, it is extremely cost effective to take only a single rank in this style and ignore the next round sweep bonus (you don't have to use a sweep next round).
<b>Answer:</b>	Then, change the style to have them use the Style bonus for the Acrobatics maneuver, and to require that they have an equal or greater number of ranks in Acrobatics (and MA Sweeps) as they do in the style.  Actually, now that I think about it, this is likely to become errata for the style...
<b>Problem:</b>	Wouldn't this be covered in Chapter 6 of the HARP book under Martial Arts Styles & Maneuvers. Last half of the second paragraph says " ... uses the style's bonus as his Offensive Bonus (OB) for all attacks and for any other uses of the style". Seems this would pertain to the Acrobatics maneuver roll for the critical reduction and I would think that it should require a = or > # of ranks in Acrobatics versus the style.
<b>Answer:</b>	Right! Which is basically what I said.  However, the style itself was written a bit differently, and makes it sound like you need to use the Acrobatics skill bonus itself, hence errata clarify it.

<b>Where:</b>	<b>Elemental Wall Spells</b> Various locations in Chapter 11 HARP
<b>Problem:</b>	Elemental Wall Spells are of the type Utility (Elemental). Can they be used as an attack, and how does that work?
<b>Answer:</b>	Elemental Wall spells (Air Wall, Fire Wall, Icy Mist Wall, Water Wall, & Guardian Blades) are Elemental because once active, there is no RR to avoid damage upon entering their area of effect. However, for all other purposes the wall spells should be treated as Utility spells (cannot be targeted to an unwilling person, and uses the Utility column for determining if



	casting was successful or not).
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<b>Where:</b>	<b>Hand Crossbow Stats</b> Page 41 ML
<b>Problem:</b>	What are the stats (RI, PB Bonus, reload time) for the hand crossbow (ML)?
<b>Answer:</b>	RI: 30' PB: +15 PB Range: 15'
<b>Problem:</b>	How many rounds does it take to reload the hand crossbow?
<b>Answer:</b>	For Reload time, I would say 3 rounds

<b>Where:</b>	<b>Herbs, using in melee</b> Page 60
<b>Problem:</b>	I've seen several charts with time for actions. Some with 1 round to use an herb stored in belt and some saying "you can use it at no cost of action"  What's the official rule ?  Then if you are stun for 3 rounds, and use an herb removing 3 stuns, does it take effects immediately or one round after using it.  Rd 1 : wound 3 rounds of stun (starting rd 2 cos I've made my action this rd)  Rd 1: (1st rd stun) I use my herb. Am I unstun now ???
<b>Answer:</b>	Herbs stored in an Herbal Bandoleer, that are pre-prepared and ready to be used take one round to get and take. This requires a free hand on the part of the imbiber, but may also be done while performing other actions at no penalty to those actions (i.e. this is part of the design of the bandoleer).  Herbs stored in another location will undoubtedly take longer to ingest in most cases
<b>Problem:</b>	This validates the interpretation that most of us have put forth. It also contradicts Rasyr's own statement earlier that it did not count as an action.
<b>Answer:</b>	Look again, I did not say that it did not count as an action. I said that it takes one round to get and take.  I also said that so long as the character has a free hand, that they could take the herb while performing other actions, that it was part of the design of the bandoleer. (the rest of that comment was personal ruling, so forgive me for not remembering that - note: I am not perfect)  OK, more detail on the bandoleer. This is a strap that crosses the chest area. On it are little pockets covered by flaps. Inside those pockets are little leaf packets containing the prepared herbs (well, the non-potion/lotion ones anyway). The pockets are set at an angle to allow for easy withdraw of the contents.  Try this - standing still, reach across chest with one hand, flick thumb (i.e. mimic flipping a flap up) and then draw hand across (like you are wiping hand on chest) and raise it up to



	<p>your mouth.</p> <p>With a little practice you can easily do this in under 2 seconds. I can and I consider myself to be of average speed (40-60 range). Your characters likely have a higher quickness than this (which means that they could do it faster). They would also be used to using a bandolees such as this (which also means speed increase, as it would be something along the lines of a natural action (i.e. lots of practice) for them.</p> <p>Now, there are several actions on the list that give one round, but could easily be done while performing other actions (usually movement). Drawing a weapon and taking herbs are two possibilities.</p> <p>I had originally wanted a init system broken down into half seconds, but got over-ruled on it.</p> <p>As for how much time it takes the herbs to take effect, well these ARE magical herbs..... Look at the herb tables, you will see a column marked "Time". This is how long it takes for an herb to take effect once eaten/swallowed, etc...</p> <p>Final note: HARP is designed to be flexible, thus if you, as a GM, want to interpret it differently, that is quite alright....</p> <p>The idea was to give an easy way for characters to access herbs during combat. HARP does not require a maneuver roll for it, nor will it.</p> <p>Back to time - please note that some herbs have an instantaneous effect upon biting into them (most notably Stun Relief Herbs)....</p>
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<b>Where:</b>	<b>Holding an action</b> Page ?
<b>Problem:</b>	I think it was in Martial Law, in an example with mounted combat, that the orc 'holds his action'. I think it's some kind of opportunity action, but can't find it explained anywhere in HARP. Can some HARP guru explain the exact meaning (and how it works) of 'holding an action'?
<b>Answer:</b>	<p>Just looked, and you are right, there is an example (in the Combat Actions section) that has an Orc holding his action.</p> <p>In the example, the Orc's foe is too far away for him to make a melee attack on, thus he holds his action until the foe is close enough.</p> <p>Even though this is not explained in the book, it is a common gaming concept, and any GM should be able to handle it easily enough.</p> <p>A player declares (after determining his initiative order) that he is going to hold his action until a specific point, or event occurs (i.e. the trigger). When that trigger comes, the character takes his action, before anybody else on that same init point. If that trigger does not come (for example, if the trigger is the foe coming within range), then the character loses his action for the round (as he was waiting for something that did not happen).</p> <p>Keep it simple.</p>

<b>Where:</b>	<b>Imbue Exotic Spell typo</b> Page 94, 117, 119 CoM
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<b>Problem:</b>	<p>In Imbue Exotic Spell we read: Using the base form of this spell, the talent's DP cost or the Ability Cost must be 5 points or less.</p> <p>But on pages 117 and 119 we read 10 points or less.</p> <p>I believe that the 10 is the correct one and the 5 written in spell description is wrong. Am I right? Thanks</p>
<b>Answer:</b>	<p>Originally it was 10 points, but then we changed it to 5 points, and we apparently missed those other references. So 5 is actually correct (unless you want to up the base cost of the spell).</p> <p>If you look at Nick's article on July 2004 Guild Companion (<a href="http://www.guildcompanion.com/scrolls/2004/jul/spellcosts.html">http://www.guildcompanion.com/scrolls/2004/jul/spellcosts.html</a>), the pricing for that spell is for 10 points and has a PP cost of 15 (and instance where we changed something and did not go back and change the original notes we had worked from), where in CoM the PP cost for Imbue Exotic is 12 for 5 points (thus the PP cost is consistent with only allowing 5 points).</p> <p>So, to put it simply, the 5 point limit is correct and the other two references are spots where we missed making the change.</p>

<b>Where:</b>	<b>NPC Stat Blocks for Clerics, Mages, Thieves</b> Page 85 ML
<b>Problem:</b>	Why are there no NPC stat blocks for Clerics, Mages and Thieves ?
<b>Answer:</b>	Pure spellcasters and thieves were left out of Martial Law because the book was aimed specifically at "fighter types.
<b>Problem:</b>	I asked about Mages, Clerics and Thieves because on top of page 85 I read "All the professions from the HARP Rulebook are included here, even the non-warrior types, for completeness", so I just wondered.
<b>Answer:</b>	Again, that wasn't caught with the update. Originally, there was a master NPC table similar to what you would find in RM, but we decided to change the format on how the NPCs were presented with the new stat blocks and narrow the focus to just the fighter types.

<b>Where:</b>	<b>Parrying</b> Page 93 HARP
<b>Problem:</b>	Can I parry and cast a spell at the same time?
<b>Answer:</b>	<p>Parrying is part of an attack. When a character declares that he is parrying (not Full Parry, which replaces an attack, and takes a full round), he is also declaring that he is also attacking that round. Since you cannot make a melee attack and cast a spell in the same round, you cannot parry while casting a spell.</p> <p><i>Parrying while Stunned:</i> If the character is stunned, he is able to parry with up to 50% of his OB. This is the equivalent of a Full Parry (without the additional bonus, and only up to 50% of OB), and is resolved in exactly the same manner as the Full Parry is resolved (meaning that you could possibly fumble or get extraordinarily lucky and actually hurt foe).</p>



<b>Where:</b>	<b>Scimitar Size (Mounted Charge Example)</b> Page 26 ML
<b>Problem:</b>	Mounted Charge Example: Why is the weapon size changed to huge? As far as I know, the scimitar is a medium weapon ?
<b>Answer:</b>	The scimitar was originally a large weapon and was reduced in the revised edition. That wasn't caught when I updated the book with the revised information.

<b>Where:</b>	<b>Shield bash size modifier</b> Page 93 HARP
<b>Problem:</b>	In our game last week, a player was caught without a weapon but with a shield. He chose to shield bash, but we couldn't find anywhere (in the revised book) where the attack size for each shield was. Did I just miss it?
<b>Answer:</b>	<p>[Chris Adams] I don't believe size modifiers and damage caps were ever assigned to shields. It's a good point though. :)</p> <p>Personally, I would work it this way. An untrained shield bash would receive a -20 size modifier (damage cap 80) and a trained shield bash would be a -10 size modifier (damage cap 90).</p> <p>Why? Because a shield bash will cause some damage and possibly stun an opponent, but it would be very, very difficult to seriously injure or kill a target with a shield. The damage cap and modifier would reflect this</p>
<b>Answer:</b>	I am in the process of creating an Errata and Clarifications document for HARP. In it, I am putting that Bucklers would do a Tiny Crush, Target and Normal Shields would do a Small Crush, and Full and Wall Shields would do a Medium Crush. This reflects what Chris is trying to say, I think....

<b>Where:</b>	<b>Single generic magical bonus increment</b> Page 160 HARP
<b>Problem:</b>	Is there any place in the new HARP Revised book where what exactly a 'single generic magical bonus increment' is explained? I'm pretty sure I know, but I was just wondering...
<b>Answer:</b>	<p>Look in the Chapter 10 PDF to learn what an Increment Value is. Also, in the example directly before the section you were reading, you learn that 2 bonus increments = +10 (thus a single one is a +5).</p> <p>You know, now that I think of it, it seems that we may not have explicitly said a generic magical bonus increment is a +5 bonus. In the first printing of HARP it was in the Armor by the Piece table as a note at the bottom...</p> <p>Excuse me while I go bang my head against the wall.</p>

<b>Where:</b>	<b>Success: 100 or 101?</b> Page 65, 66 HARP
<b>Problem:</b>	What is the number success occurs on? Is it 100 or is it 101?
	I would like to think all mention of 100 as the cusp of success has been a typo, but it keeps



	<p>happening.</p> <p>The prime contradiction is HarpRev page 65 under Maneuver:</p> <p>"Any final results of 100 or greater usually indicate complete success."</p> <p>This simply does not mesh with 9.1 Maneuver Table page 66.</p> <p>The table is formatted so the graduations of success occur on X1 values not X0 values.</p>
<b>Answer:</b>	It is 101, not 100 - it was a typo pointed out earlier by others. It has been corrected for the hard cover and for future printings of HARP.
<b>Problem:</b>	What about the 100 needed for a successful Knockdown is that also acknowledged as typo? It's printed as 100 in both HarpRev and ML.
<b>Answer:</b>	<p>No, that one is not a typo, not exactly. Looking at it again, I can see why you might think so...</p> <p>For Knockdown, when it says the "Percentage result" look at how the word "Percentage" is capitalized. That is supposed to mean "the result on the Percentage column".</p> <p>Thus, in making the roll, the attacking character must have a result on the Percentage column of the Maneuver Table equal to or greater than 100. If so, then move over to the RR column, and that is the number that the defender must equal or beat in order to not be knocked down.</p>

<b>Where:</b>	<b>Time for drawing weapon ?</b> Page
<b>Problem:</b>	<p>Rules say that you have -10 penalty to initiative if you haven't a ready weapon so it means you can draw and attack in the same round, no ?</p> <p>While it does list a -10 penalty in the initiative modifier section, on Page 84 (chapter 10) of the revised book there is a table of combat actions and rounds required.</p> <p>The 8th one down says, Draw Weapon (or drop/change weapon) 1</p> <p>SO what's the official rule ??</p>
<b>Answer:</b>	<p>This can be handled one of two ways.</p> <p>1) Drawing a weapon takes 1 round, period. Ignore the Initiative modifier.</p> <p>2) A character may draw their weapon (and have the init modifier), and may attack and/or parry with no more than 1/2 of their OB.</p>

<b>Where:</b>	<b>Undead Constitution Drain missing description</b> Page 154 HARP
<b>Problem:</b>	Under the description of Undead in the monsters section, it says they have Constitution Drain as an ability, but I can't find where it is described. Can someone point me to it?
<b>Answer:</b>	<p>Aaarrrrggghh!!! It should have been on the opposite page (155), under the Monster Ability Descriptions...</p> <p>ok, here is the description for Constitution Drain:</p>





	<p>Constitution Drain: Upon a successful strike by an Undead, it drains an amount of Constitution from the character struck if he fails a Resistance Roll (RR), the difficulty of which is determined by the Class of Undead. The base RR is 100, and then it is increase by 10 for each Class of the Undead (i.e. Class I = RR(110), Class II = RR(120), etc.). Upon a failed RR, the character loses an amount of Constitution equal 1d5 ( 1d10 divided by 2, rounded up) plus a number equal to the Class of the Undead. Thus a Class I Undead will drain 2-6 points of Con, while a Class V Undead would drain 6-10 points.</p>
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<b>Where:</b>	<p><b>Vampire DB</b> Page 87, 88 MaFG</p>
<b>Problem:</b>	<p>Vampires DB should be 90 not 80 (stat 75 --&gt; +5 qu, human base +1 qu, vampire template +15 qu = +21 qu *2 =42 round to 40 add survival instinct +50 and you get 90...</p>
<b>Answer:</b>	<p>For the Vampire, the typo should be considered to be in the template text, not in the stat block. Reduce the Agility and Quickness bonuses to +10 and that will correct it. Nobody caught this one before it went to print. When proofing the stat blocks, I was going by the information in the stat blocks and the table on page 127.</p>

<b>Where:</b>	<p><b>Weapon Specialization</b> Page 23 ML</p>
<b>Problem:</b>	<p>Under Scaled Combat Actions ML page 23</p> <p>Under both Expert and Legendary the Talent, Weapon specialization is mentioned. Does this refer to the Talent, Skill Specialization simply applied to a Weapon group?</p>
<b>Answer:</b>	<p>Weapon Specialization was renamed to "Multiple Weapon Proficiency" and it was missed changing it there. The Combat Actions are usable by any weapon with which the character gets the full bonus of the Weapon Group skill. For example, if the character has Short Blades, and Short Sword is his primary weapon, then he can use them with that. If he later gets the Talent, Multiple Weapon Proficiency, with the Dagger, then he can use them with that as well. That is what they are supposed to say/mean at least... (excuse me while I go find a nice hard spot of wall to bang my head against).</p>





**HARP FAQ (Frequently Asked Questions)*****Rules Questions*****Adolescence and Profession Ranks, can they stack to give more than 6 ranks?****[QUESTION:]**

"Can skill ranks from adolescence and free ranks from a profession stack and give more than 6 ranks on one skill at first level? Are the Skill Rank Limitations table on page 30 absolute, no matter the source of a skill rank? Are the possible extra skill ranks wasted or do they remain unused until the max ranks / lvl catches up? "

**[ANSWER:] Tim Dugger**

"The skill rank limits are absolute. It does not matter where the skill rank comes from."

**Armor by the piece damage adjustment****[QUESTION:]**

"If I use armor by the piece how does the damage adjustment by the armor (ML) work? If I wear full plate with just a soft leather "helmet" (bad idea, by the way...) and get hit in the head do I get the mali from soft leather armor?"

**[ANSWER:] Tim Dugger**

"Correct "

**Armor Penalty and Weapon Skill****[QUESTION:]**

"The rules said that armor supplies a maneuver penalty to all Agilty and Quickness based skill and abilities.

Is that includes the Weapon Skills (Ag/St) ?"

**[ANSWER:] Tim Dugger**

"Yes. Please note that a Maneuver is anything that requires a roll (thus Armor penalties do not affect the Armor Skill since there is no roll for that skill)."

**Base Movement when encumbered****[QUESTION:]**

"I saw that the base movement rate (BMR) is 10'(varying with height)+quickness modifier But doesn't include encumbrance penalty. Encumbrance affects the max sprint you can have but not the BMR.



Why? If you carry heavy equipment, you are slower & you can't dash."

**[ANSWER:] Tim Dugger**

"First Point, remember, HARP is not meant to be realistic. Having said that, the encumbrance penalties and the weight ranges for them are for being able to move (BMR, not at a higher Pace) at their BMR. That is why actions and maneuvers get the penalty for encumbrance. Because it is harder to move normally. Now, if we had also reduced the base movement rate, then we would have somebody here claiming that we are double penalizing characters."

### Bracelets of the Spider – Web Grapple Range

**[QUESTION:]**

"Does the web grapple ability of the Bracelets of the Spider have a range or is it melee distance only? "

**[ANSWER:] Tim Dugger**

"Bracelets of the Spider - consider all ranges, unless otherwise specified, to be 50' (web grapple, and the web bolt effect as well)."

### Bonus used for Wands

**[QUESTION:]**

"When a player fires a wand of elemental bolts what bonus do they use? attunement?"

**[ANSWER:] Tim Dugger**

"Attunement is used to learn how to activate the item.

Using the section on Unusual Actions & Maneuvers (pp 73-74), there are several ways that the attack using the wand can be resolved since there is no direct skill for it.

- 1) No skill applies - Roll + Ag + (SD or In) = attack roll.
- 2) Similar Skill available - Perhaps the GM rules that Crossbows are close enough for aiming purposes and allows either all or half of the character's crossbow OB to be applied to the attack.
- 3) The GM allows the character to develop a new skill (in Mystical Arts category) for using (making attacks with) this particular wand.

Or some combination of them.

(Personally, I prefer using methods 1 & 3 in combination; method 2 if they have skill in using another type of attack wand)

Another option would be to give the wand a base OB built into it....

You can use the table under Magical Traps (page 78 - revised) to give base OB and then adjust according to how many charges are used.

Since the Wand of Elemental Bolts can do a maximum of a Medium Bolt, have the base OB equal to 80 (plus stats), and then apply a -10 modifier for each charge (above the first) that he uses.

Thus a Tiny Bolt has an OB of 80

A Small Bolt has an OB of 70 and



A Medium Bolt has an OB of 60.

The negative modifier reflects that the more energy involved, the harder it is to control, and having the Base OB set at the Maximum allowable, it actually makes it more like they were casting a spell.

As a side note: I would not allow more than 1/2 the skill bonus in a spell to be used when using a Wand. There are a number of differences between casting a spell and aiming a wand.

### Creating Armor with Organic Material - ML

#### [QUESTION:]

"Organic material can be used to create any armor (e.g. spider silk full plate, trollskin chainmail...etc) ?"

#### [ANSWER:] Lilith

"No, organic material can ONLY make Rigid Leather. If you look at the table p49, they mention "Full Set (RL Base)", the RL stands for Rigid Leather. It took me a while to figure it out, but the math for the bonuses work with Rigid leather full set."

#### [ANSWER:] Tim Dugger

"What Lilith said for the most part."

### Cleric Professional Ability - Category choices

#### [QUESTION:]

"Why is the choice of 2 favorite categories listed as a professional ability for Clerics?

If I multiclass in cleric I have to choose between the 20 spells and having 5 instead of 3 favorite categories.

This seems to be too harsh."

#### [ANSWER:] Tim Dugger

"Actually, those two Favored categories should be determined by the clerical order that is joined when becoming a Cleric."

The Cleric doesn't really have much in the way of professional abilities. The Favored Cats and the spells (or even a limited choice of spells) should always be dependant upon the deity that the character worships.

IMO, a GM should always set these up before hand for his setting (and yes, perhaps let a player create his own deity beforehand, however if adding Cleric as a second profession, I feel that the player should only be allowed to select from those deities that the GM already has setup.

This means that the Favored Cats (and possibly all the spells) will already be set for the profession. (i.e. the player doesn't have much, other than maybe a few spells, to actually select)

#### [QUESTION:]

"I'm not sure I'm clear enough. I don't care about who will choose what will be the two favored categories or the name of the 20 spells. I'm asking if the 2 additional favored categories are a professional ability.

No answer I have read so far is crystal clear for me.



The question is:

When I'm multiclassing into a cleric, do I have to choose between access to the 20 spell list and having 2 additional favored categories for the cleric?"

By default the cleric has only 3 favored categories. The additional two are listed as a professional ability.

In Revised, you can only choose one profession ability when you multiclass.

Then multiclassing in cleric makes you choose between having access to 20 spells and two additional favored category.

This is so weird (multiclassing into a cleric with spells give you only 3 favored categories) that I think it's an error, that the 2 additional favored categories should not be listed as a profession ability.

From the last post from Rasyr:

The Cleric doesn't really have much in the way of professional abilities. The Favored Cats and the spells (or even a limited choice of spells) should always be dependant upon the deity that the character worships.

This seems to indicate that the 2 favored cat is a professional ability but it's still not 100% clear for me.

**[ANSWER:] Tim Dugger**

"To Clarify, the professional ability should be listed as something like "Select Religious Order"

Then Select Religious Order gives both 2 Favored Categories, and the spells associated with that Order

The favored categories and spells available to a Cleric should ALWAYS be determined by the religious order joined."

## Cleric spell stats

**[QUESTION:]**

"Typically, 10 of the spells a cleric has in his sphere is from other spheres. What stats are you supposed to use? The stats on the spell, or the casting stats for a cleric?"

**[ANSWER:] Tim Dugger**

"When a Cleric builds his sphere (10 from Cleric Sphere, 10 from elsewhere), all the spells within that Sphere are considered to be Cleric spells for the determination of what stats get used."

**[QUESTION:]**

"What happens if you take the arcane power talent and selects the mage sphere as a cleric?"

**[ANSWER:] Tim Dugger**

"When a Cleric takes the Arcane Power talent and gains access to the Mage Sphere, he uses the same stats as the mage does for those spells.

In short, you use the stats for the Sphere for learning spells from a given Sphere. The Cleric builds his Sphere (according to the deity), but those spells selected are for all intents and purposes part of that particular Cleric's Sphere, and thus use Cleric Sphere stats.

If you have access to multiple Spheres with the same spells in it through multi-classing, then the stats that are used for the spell are determined when it is first learned (via what profession you are learning it during).



For example, a Harper/Mage decides to learn Jolts. If he is advancing as a Harper, then the spell gets the stats for Harper spells, if he was advancing as a Mage, then you would use the stats for Mage Sphere spells.

Take this same Harper, and give him the talent, Arcane Power (Mage Sphere), and he decides to learn Jolt, which stats does he use? Simple, since he is a Harper and it is part of the Harper Sphere, then it uses the Harper Sphere stats. Only Mage spells that are not also part of the Harper Sphere would use the Mage Sphere stats in this instance.

The same rules apply to the Cleric as well. The only difference between the Cleric and the other magic using professions is that the Cleric builds his Sphere, however, once built, the spells within that Sphere would then follow all of the rules as outlined above (i.e. a Cleric/Harper with the Jolts spell in both Spheres would work exactly the same as a Mage/Harper in the example above)."

### Cleric spell choices

#### [QUESTION:]

"A Cleric MUST choose 10 spells from the Cleric Sphere, but CAN choose another 10 spells for his base of 20 spells.

Is the Cleric restricted to selecting the other 10 spells from the Universal Sphere, or can he take a "hodge-podge" of spells from other professional spheres?"

#### [ANSWER:] Tim Dugger

"The Cleric may choose the other 10 (those not required to be from the Cleric Sphere) from ANY Sphere, though they are subject to GM approval (i.e. the cleric of the god of death most likely would not be allowed healing or life-keeping or life-giving spells). The spells should match the theme and focus of the god that the cleric worships."

#### [QUESTION:]

"I have a question for the sages concerning the 20 spells that a cleric selects as his or her "base spells".

Are these the only spells that the cleric can ever learn/acquire, or can he/she acquire spells past these initial 20?

For example, can the cleric learn more than 20 spells but pay a 4 DP cost per rank for any over that initial 20 as if learning them as a non-favored skill category? I realize that a cleric could also spend DPs and take the Arcane Power Talent to learn more spells, but this is expensive.

All the other spell casters seemed to be able to learn more than 20 spells after you count their own circle/sphere plus the universal sphere. This doesn't seem fair for the clerics to be limited to just 20 spells when no other class is listed as having such a numerical restriction on spell acquisition."

#### [ANSWER:] Tim Dugger

"The 20 spells are the Cleric's Sphere of spells. Unlike the other professions, they build their Sphere based upon the focus of the deity they worship.

They may still learn Universal spells just like all other professions

They may learn spells from other Spheres by taking the appropriate profession or talent."



**Combat Perception, what is it?****[QUESTION:]**

"On page 84 (HARP) there is an action called Combat Perception, what is this? I read that spell casters have to make a check when counterspelling but could I get an expanded description on what it does? My players are confused and I am not sure what to tell them."

**[ANSWER:] Tim Dugger**

"One of the premises in HARP is that it is relatively easy to see that a mage is casting a spell. He is chanting/speaking and moving his arms, at the very least. Also, the active manipulation of mana (i.e. the casting of a spell) involves the creation of the matrix of the spell. This is a visible phenomenon (i.e. you see the glowing sigil taking shape above or in front of the caster).

Combat Perception is a type of perception roll, basically used to notice things that are happening while you are busy doing something (like noticing an archer firing at you while you are in melee combat, etc...).

In regards to Combat Perception and spells, it also allows notice that a caster is casting a spell if you are not watching him closely (perhaps because of the guy trying to run you through with his sword). You have to notice things like this before you can take certain actions (like casting counterspell or deflections, or performing a Sudden Dodge, etc...)

Sense Magic is the ability to perceive active spells and such AFTER they have been cast. Thus you could use it to see that the big warrior over there has an active spell on him (perhaps it is Boost Strength - but you don't know just from the skill) as he comes charging towards you."

**Declared Actions - changing prior to Initiative Roll****[QUESTION:]**

"What happens when a PC wants to change his Declared Action he made prior to his Initiative Roll? Something changed during the round before his turn, and he wanted to change his action. Is his previously declared action null and he loses his action for that round?"

**[ANSWER:] Tim Dugger**

"Rounds are only 2 seconds long. Unless the event that caused the player to want to change his action happened to the foe he was fighting, I would require a Combat Perception roll to see if the character actually notices the event. Again, regarding the shortness of the round, a character should be allowed to cancel his action, but not allowed to take another action (there just isn't enough time) since he had already started his action for the round."

**Defensive Bonus Question****[QUESTION:]**

"On page 85 of HARP Revised it states that quickness bonus times two is added to your defense and that this is reduced by armor but never below 0.

The question is if you have a quickness penalty is that doubled and subtracted from your DB or is it considered ZERO?

I had thought it was doubled and subtracted, but Jonathan Dale's spreadsheet assumes it is Zero.

If it is Zero Bes just gained +4 DB in Romp's play-by-post game "



**[ANSWER:] Tim Dugger**

"Negative modifiers to Quickness are treated as a 0 for the purpose of DB."

## Fate Points

**[QUESTION:]**

"HARP book, page 53: Are Fate points used after or before a die roll?"

**[ANSWER:] Tim Dugger**

"Fate Points - normally they may be used before or after, although the DB ones work better if used before and the critical ones are best used after."

## Healing

**[QUESTION:]**

"I'm having trouble understanding the healing skill as it relates to bleeding damage. In the example on page 39 it says 'Rawg is bleeding 9 hits per round, Esmerril (his companion), attempts to heal him and gets a result of 127, this is good enough for a hard maneuver and so cures 6 points of damage.' My question is how was it determined that it was six points of damage cured, I know it has to do with the success level of your roll but how exactly do you work that out?"

**[ANSWER:] Tim Dugger**

"Actually, it is somewhat simple. A Hard healing maneuver will stop from 4-6 points of bleeding (not heal the hits lost, just stop the bleeding). Since a roll of 127 is more than enough for a Hard maneuver, but not enough for a Very Hard maneuver, the GM in the example, says that Esmerril stopped the max amount of bleeding for a Hard Maneuver."

**[QUESTION:]**

"Major Healing (on page 119) has lots of options for scaling, like taking care of nerve damage, broken bones, and muscle damage. How does this occur...? Is it purely 'fluff' for the GM to inflict based on criticals? Or is this something we'll see more in Martial Law?"

**[ANSWER:] Tim Dugger**

"Both actually. Martial Law has more exacting criticals which Major Healing takes into account as well. Additionally, the spell also allows the GM to tailor and flavor text of the critical as well, without having to worry about there not being something that cannot heal his description of the damage."

**[QUESTION:]**

"Are the bleeding and penalty results from criticals cumulative? Meaning if at first I take a crit that indicates 5 hits per round then another for 10 hits per round I would be bleeding at a rate of 15 per round?"

**[ANSWER:] Tim Dugger**

Yes to both questions.

The easiest way to handle this is to think of this as a Mortal Wound (as opposed to Light, Medium, and





Severe). In such cases, I would allow 3 castings of Minor Healing, or 2 castings of Major Healing (or scaling the spell accordingly - a 9 PP minor healing or a 8 PP Major Healing) to reduce such Mortal Wounds down to the severity of Severe. At this point, the character is at -100 to all actions, and may therefore be healed normally.

### Healing penalties resulting from Critical Table

#### [QUESTION:]

"I understand how healing (skill) works in regards to bleeding damage, and how natural healing restores Concussion Hits. But what do I do with penalties resulting from the critical table (example: Crush Criticals 96-100, Foe takes 27 hits, is stunned 4 rounds, bleeds 1 per round, and is at -25). How would this -25 be healed? How long does the penalty last for? Can the healing skill be of use in removing this penalty?"

#### [ANSWER:] Tim Dugger

"Read the section on Injury, Healing & Death (pages 80-81 in HARP revised). Penalties heal naturally over the course of time just as other injuries. The Healing Recovery table is used to determine how long that takes."

#### [QUESTION:]

"So, for example, up to a penalty of -25 (light severity) can take anywhere from 1 day to 5 days to heal (depending on the healing roll). But what happens when someone suffers another critical that incurs a penalty, before the total time elapsed to heal the previous penalty? Are both penalties added up and a new Healing Roll made?"

#### [ANSWER:] Tim Dugger

"Correct, you would add the remaining penalty to the new one and make a new healing roll based on the total damage to the character."

### Healing Other Damage, do you add Co or Co x 2?

#### [QUESTION:]

" Under Other Damage page 81

"roll d100 and add the character's Constitution bonus to the roll."

Does this mean Co or Co x 2?

Almost every other D100 roll has two stats worth of bonus."

#### [ANSWER:] Tim Dugger

"Other rolls are also open-ended, where the healing table is closed. Thus using only a single stat bonus for it is correct."

### Height & Weight of Mixed Races

#### [QUESTION:]

"I didn't see any Height/Weight rules for mixed races. My suggestion would be if you take the Greater Blood attribute for another race and choose the strong influence option you average height/weight as well





as lifespans but otherwise use that of your base race"

**[ANSWER:] Tim Dugger**

"Well, two points.

First, there are a lot of possible combinations for racial mixtures. Producing Height/Weight tables for each, or even implementing a rule that goes with your suggestion was considered to be beyond the scope of HARP.

Second, remember that you are still primarily one race, and so height & weight would be based off that. Having said that, it is also important to say that those tables are there mainly to provide guidelines to players, but are not meant to be the "be all, end all" word on those two features of a character. Personally, I never use them, except as a guideline. I make my characters the size that I want them to be.

"

## Intuition, and Combat Awareness

**[QUESTION:]**

"Could somebody explain the benefit of Intuition (as in Martial Law).

Earlier on the same page under Combat Awareness it says that Combat Perception rolls are normally made at perception-50. With Combat Awareness you can make that at Perception-30.

Then it says that Intuition allows a character to detect if something is wrong, but only allows those things that are detectable with a normal perception roll, but the penalty is -50 AND it stacks with Combat Awareness above.

Please explain???"

**[ANSWER:] Forum Member**

" I could be wrong but this is how we handle it

1. The Combat Perception is the first line of the table on 84( -50 to roll, 0 rounds)and the "free action" comes from the fact that it can be used with other actions (as stated in the rules), unlike other perception uses.

2. Combat awareness lessens the penalty down to -30 instead of the -50

3. The intuition talent (as we use it, and we might be using it wrong) can be used at any time the player wishes even if it not stated at the beginning of the round to see such things as a new combatant, or the strengths or weakness of a foe.

4. If you have Intuition and combat awareness you use the -30 modifier, with just intuition talent you must use the -50"

**[ANSWER:] Tim Dugger**

"Combat Perception - free action that must be declared - has a -50 to skill bonus.

Intuition - Combat Perception (note that the bit in parenthesis is the description of the Combat Perception maneuver, not additive to it) that does not need to be declared (thus GM can tell you to roll). Plus, this may also be used outside of combat or in situations where perception may make the difference (i.e. You are ambushed. Normally, you do not get the perception roll of the incoming attack, however, with this, you can call for Intuition (Combat Perception) when the attack is made, and thus holler, "Sudden Dodge" to attempt to avoid the incoming attack).



Both work the exact same way.

Combat Awareness gives a +20 to that roll, which in turn reduces the modifier from -50 to -30, and may be used with both Combat Perception AND Intuition.

So, basically, [Forum Member] was correct."

### Item Creation - Potion making

#### [QUESTION:]

"CoM, page 51, last paragraph: ""...and if they are interrupted for more than one minute at any point..." This is awfully harsh. I guess potion makers don't eat or use the bathroom during potion making ? "

#### [ANSWER:] Tim Dugger

"Not if they don't want to have to make an additional maneuver roll."

### Item Creation

#### [QUESTION:]

"Item creation, general question: There is a difference when making a new item, if the item is "freshly made" vs old. Does the magic item maker have to make the item to get the lower PP costs, or can he buy a just-made item to get the same effect ?"

#### [ANSWER:] Tim Dugger

"He has to make the item to get the base cost. Items made by somebody else require the scaling item."

#### [QUESTION:]

"Another general question on item creation: As you can add more enchantments to previously made magic items, can you remove enchantments ? For example, remove the cursed part of an item ? Can you "fix" cursed items ?"

#### [ANSWER:] Tim Dugger

"Hmm.. I don't think we ever thought of that for a possible use... And I would say no, you cannot fix a cursed item without destroying the item. The magic is woven into the natural matrix of the item, so removing it would be extremely difficult, if not impossible.

Alternatively, you could use the highest scaling option (altering an existent magic item) and not allow any additional imprints in order to remove a portion of an item's magic."

#### [QUESTION:]

"Magic item creation: When creating magic arrows or other consumables, do you still make arrows one at a time (in which case, who would make them ?) or do you make them as a group of X numbers at once ? "

#### [ANSWER:] Tim Dugger

"You make the arrows one at a time (a whole bundle of Arrows of Slaying????) As to who would make them, a fletcher would make arrows. However, personally, I would allow the crafting of arrows with nothing but a straight bonus (i.e. +5) to be crafted as a group (and with an increase in difficulty), but not arrows with specific special abilities."



**Mage's Vest****[QUESTION:]**

"Does the Mage's Vest have any penalties associated with it?"

**[ANSWER:] Tim Dugger**

"Mage's Vest - The Mage's Vest is an article of clothing, not armor (and yes, clothing can be made from soft leather yet not have an effect on DB). So the answer is no, it does not have any penalties associated with it."

**Magic Item OB's****[QUESTION:]**

"If someone without an Elemental Bolt skill attunes themselves to a wand or device that fires some kind of Elemental Bolt or Ball attack, what is their OB? Do the devices have an innate OB, or does it use something from the caster? I would assume they have an innate score, but don't know."

**[ANSWER:] Tim Dugger**

"That is left up to you to decide:

- 1) You can give it an innate bonus (the little chart on page 168, in Will Contests could easily be used).
- 2) You can make the character learn a skill "Wand Use" and put it in either the Mystical Arts, or Combat categories as you prefer (stats would be Ag/In).
- 3) You can just let the wielder use their Ag/In stat bonuses as their attack bonus.

I would select either #1 or #2 or perhaps a combination of both."

**Maneuver Difficulties on Skill vs. Skill****[QUESTION:]**

"When two characters are opposing each other with various skills (i.e. Stalking & Hiding vs. Perception) would you apply modifiers (Easy, Hard, etc.) on the initial roll that sets the RR or the corresponding RR roll itself?"

**[ANSWER:] Tim Dugger**

"The modifiers would go on the skill roll itself, never on the RR."

**Movement in one Round****[QUESTION:]**

"Just so I have this clear in my mind - how far can you move in 1 round. The HARP rulebook seems to say 1 round x pace - ie. a run takes 2 rounds? This seems a little strange when compared to combat actions like move and attack. "



**[ANSWER:] Tim Dugger**

"It is Pace x BMR. Thus, a character with a BMR of 10' could Run (move 20') in a single round or move 50' in a round if moving at a Dash.

While it isn't in the book, it might be a good idea to limit a character to increasing their pace no more than 2 steps per round. Thus in one round, a character may go from standing still to a Run, the second round he could then go from a Run to a Sprint, and in the third round increase movement pace to a Dash. Or perhaps allow for a Light Maneuver Roll (Using 2 x Quickness Bonus) to see if they can increase Pace more than 2 steps in a single round."

**Movement through Water Wall****[QUESTION:]**

"Suppose I have a bmr of 12...a water wall is 6 feet in front of me...I move 6 to the wall...and move 3 beyond it?...right? "

**[ANSWER:] Tim Dugger**

"The wall is 1 foot thick. Moving through it is done at half BMR. Alternatively, you could say that moving through the wall takes 2 feet of movement rather than the one foot that the wall encompasses). Thus using this calculation, you would have moved 6 feet, and then another 1 foot through the wall (taking 2 feet of movement), and still have 4 feet of movement left."

**Multiple Professions****[QUESTION:]**

"I had a player that wanted to purchase a 2nd profession at 1st level. He had enough DP but per the rules he would have been considered 2nd level without having earned any EXP. (Fighter 1st and Mage 1st = 2nd level at 0 EXP)

My response was "no" you must earn a level through EXP before buying a new profession.

Another could have been yes but you must earn EXP to 3rd level before getting a new level.

Is there a better option on how to interpret this situation?"

**[ANSWER:] Forum Poster**

"Treat them as 1st level, let them spend their initial DP as though they had both sets of favored classes. (Including the DP cost for the extra class)

Once they get the XP for 2nd level, make them pick which of the two classes to use for going up a level, and give them that set of DP.

From 3rd level on, treat normally. I doubt it's too unbalancing, partly because of the skill rank caps."

**[ANSWER:] Tim Dugger**

"As well, my first response would have been "no".But [another] post got me thinking...

One way to handle it would be that you require the Player to spend all his DP (except for the 40 used in getting the second profession) as the first profession (in regards to costs, etc...). Then, once those are spent, you allow him to get the second profession. This way it does not unduly imbalance it (by giving him too many skills at too little cost all in one level).



Then when he goes to second level, he loses the ability to select which profession to advance, and must advance the one he purchased at the end of his development the previous level. Also, he does not get the first level benefits of the second profession until second level either, since he does not have a full level in that profession yet.

So, if he were wanting to be a Fighter/Mage and is starting off as a fighter, he gets the professional benefits of the Fighter, and all skills cost as Fighter. Then, when has only 40 DP left, he purchases the Mage profession. He gets the 20 skill ranks for the Mage as indicated, but does not get the Sense Magic ability until second level (which must be developed as the Mage). As for Mage spells, he gets only what he can purchase with his free ranks given by the profession (meaning he cannot use and DPs on other spells at first level)." - Check rule from page 46

### Of Slaying

#### [QUESTION:]

"There is a Warrior Mage spell (Weapon's Fury on page 137) that can be scaled to treat a weapon as if it were "Slaying". There are no rules for this. There is a Spear of Dragonslaying, but what abilities are specific to the spear and what are specific to a 'Slaying' weapon are up to debate. Could someone elaborate on this?"

#### [ANSWER:] Tim Dugger

"Page 169 - under Spear of Dragon Slaying, it says that if the dragon is hit, the creature must beat a RR(100) vs. Magic or take an External Poison Critical (rolled separately). So, the 'Of Slaying' ability is RR(100) vs. Magic, failure results in 1d100 on External Poison Critical Table"

### Rank Limits for Characters with Multiple Professions

#### [QUESTION:]

"Since you can only buy profession spells in the level that you advance in that profession, what is the rank limit on those spell lists?

Is it the standard 3+3xtotal level, or is it limited based upon the levels in that profession?

Basically can a 4th lvl fighter who then buys a level in Mage lvl 1 immediately purchase 12 or so ranks in a single spell, or be restricted to 6?"

#### [ANSWER:] Tim Dugger

"All skills, including spells, are limited by the total, overall level of the character, never by the level within an individual profession."

#### [ANSWER:] Warzen

"The answer is 18: 3+3x5"

### Regaining Lost Constitution

#### [QUESTION:]

"In the monster section, on the undead, it talked about losing Con when [a character is hit] by an undead.



What we couldn't find was how you regained it."

**[ANSWER:] Forum Poster**

"There is a "Restoration" spell in the cleric sphere"

**[ANSWER:] Tim Dugger**

"You can always increase your stats when you go up levels"

**[ANSWER:] ICEBruce**

"The talent "succor" lets you chose restoring con points as well."

### Reload time for Crossbow Wand

**[QUESTION:]**

"Excuse me, but what is the "reload time" for a Crossbow Wand? Is it capable of firing every round or does it follow the light x-bow reload time? One other question, it seems there are no "weapon" +x magic items on the charts, just specific weapons...It is my understanding that a "poor" weapon would have a +5, a "normal" +10, and "rich" +20...is my hypothesis correct? Oh, would a wand of Arcane Bolts be poor, normal, or rich? I guess it would depend on the scaling options the wand operates at...any suggestions? "

**[ANSWER:] Tim Dugger**

"Crossbow Wand - magical item, there is no "reload" time, so it may be used every round.

Look on the first table - There are Bonus I thru Bonus V listed. Those are the +x items you are looking for.

Again look at the first table in the treasure section. The Wand of Arcane Bolts would go in the Wands section. Thus it does not really fall under poor, normal, or rich except in the percentile chance that it might be rolled for."

### Resistance Rolls

**[QUESTION:]**

"Now I've always considered myself a smart man...but for some unknown reason, I just don't get RR!!! All-or-nothing, percentage, and Bonuses, I understand, but RR gets me confused. From what I can gather, you first have to determine the target # to beat. Now if the Target # is determined using the variable method, does one make a simple % roll (+ modifiers) to determine the Target #, or does one reference this roll on the RR column to determine the Target # ?(for example, if the GM rolls an 82 including modifiers...is the Target # that must be beat 82 or 90 (as on the RR column)?). Also, Skill vs. Skill...I just don't get it, and I must have read it a hundred times. Any help would be greatly appreciated

hmmmmmm...or maybe the TN is rolled on the RR column and a simple % roll (+ mod.) is required to beat it???? I'm soooo confused"

**[ANSWER:] Tim Dugger**

RRs

caster rolls and adds in skill bonus and other modifiers.

look up result on RR column of Maneuver Table

Defender must roll and add in RR mods and equal or beat the result generated on the RR column.

Skill vs skill works the exact same way.



**[QUESTION:]**

"Does the defender need to beat the result with a simple % roll (+mod) or does he cross reference his rolled result on the RR column, trying to beat the casters RR result (guess what I mean is, do both caster and defender roll on the RR column, or does just the caster, wit the defender making a straight % roll). "

**[ANSWER:] Tim Dugger**

"Defender does not look at the table, only the attacker does when determining what the defender has to beat.

Once that number is determined, that is the last use of that table for handling this RR event."

**Resistance skills and its effects?****[QUESTION:]**

"It states in the HARP main book under the magic section that a character would get to resist even if unconscious or dead but it doesn't state if there are any modifiers to resistance rolls for being in unconscious or dead.

How do other GM's work the willing target of a spell ( No RR or RR that is modified ) after all how does the character determine if the spell is helpful or otherwise when it may not be obvious."

**[ANSWER:] Forum Member**

"The book states (page 109) that utility spells will automatically succeed unless the player wants them to fail. This page also implies that regardless of player intent, attack and elemental spells (i.e. hostile magic) will always be resisted at full capability.

Attack and Elemental spells are resisted at full. No modifiers whatsoever.

Utility spells either succeed (no RR) or fail (no RR) depending on the desire of player of the target. Again, no modifiers since there is no RR roll for utility spells."

**[ANSWER:] Tim Dugger**

"[Forum Member] is correct in his interpretations."

**Scoundrel/Rogue Professional Ability****[QUESTION:]**

"Regarding the Fighter/Warrior mage profession ability validating a weapon to be used with the Exp. and Leg. Combat actions. Would the Scoundrels professional ability if used within the combat catagory allow these combat actions as well? How about a Rogue applying the +5 twice to a weapon group would that character be permitted the combat actions?"

**[ANSWER:] Tim Dugger**

"Scoundrel/Rogue - I would say no personally, that they would not work. Those are minor specializations, not weapons specialization that the Fighter/Warrior Mage gets. However, it is open enough that the GM could easily decide yes to allow it."



**Stun penalties and Resistance Rolls****[QUESTION:]**

"Should -50 penalty from stun be applied to resistance rolls?"

**[ANSWER:] Tim Dugger**

"The answer is no because because resisting something is not a conscious act, it is something that is automatic. And since it is an automatic activity, the modifiers for maneuvers would not normally apply to it."

**Surprise****[QUESTION:]**

"Surprised says when two groups encounter each other unexpectedly the GM must determine if either is surprised. The Player character with the best perception skill makes a Maneuver Roll, while the GM rolls for the opposing group. Does the above mean both use perception and the highest wins?"

**[ANSWER:] Tim Dugger**

"Correct. It is a variation on the skill vs skill type of resolution. Highest one is less surprised than the other, so gets to act first."

**Thaumaturge spellcasting attributes****[QUESTION:]**

"Spellcasting attributes for a Thaumaturge are SD/In or SD/Re?"

**[ANSWER:] Tim Dugger**

"Thaumaturge (and all professions listed in CoM) is a variant Mage, thus use SD/Re for their spell casting stats."

**Training Packages****[QUESTION:]**

"Can you take the same training package more than once (obviously across multiple levels)?"

**[ANSWER:] Tim Dugger**

"Yes, you can take a training package more than once. Just remember though that the Training Package cannot give the character more ranks than his level allows, and that by taking a package multiple times, he is actually getting less benefit from the package, the more often it is taken (i.e. since the skill rank bonuses reflect diminishing returns)."





**Training Package - taking multiple times****[QUESTION:]**

"I know that you can only take one training package per level, but is there any restriction on taking that training package repeatedly, level after level? As long as it accurately reflects what the character was doing at the time, I can see it, but I wasn't sure if each training package was only supposed to be taken once, or if they can be taken multiple times."

**[ANSWER:] Tim Dugger**

"No, there is no limitation about a Training Package multiple times."

**[QUESTION:]**

"One TP can be taken per level, however can you take the same TP over and over again each level or is that a delimiter you'd want to put on the TP when creating it in the first place?"

Example: I'm creating an Adventurer's Guild TP so that, should a player so desire, can buy a bundle of skills that any adventurer should take in his right mind to start with anyway (as suggested by player tips (i.e. Endurance, RR, etc.).

However, I'm wondering if this would just become a standard buy by most players each level or if I should put "May Only be Taken One Time" or if it's just a part of the Guild's Function that a player may keep taking it over and over as long as they are in a town/city that has a Guild?"

**[ANSWER:] Tim Dugger**

"Most guilds would have stepped TPs. You learn the basics the first time, and then the next time they teach you a slightly different one, to account for narrowing your focus, etc.

Also, let your players create a TP once in a while. Do not limit them to just the ones you create. The system for TPs was set up so that BOTH players and GMs can create TPs!"

**Training Packages over multiple levels****[QUESTION:]**

"Assuming the player has GM permission to take a training package across levels would that training package count as the one training package per level for both levels?"

If it does not count for both levels which of the two levels does it count for?"

**[ANSWER:] Tim Dugger**

"Strictly speaking, it would actually count for both levels, since he would be paying for it in both.

For example, if a character is 5th level, and purchases a small TP. Since he purchased a TP that level, he cannot begin paying for another. And At 6th level, after finishing paying for the big TP, he cannot purchase a second one because he has spent points on one already that level."

**[QUESTION:]**

"Alright, now on which level are the ranks from a TP gained?"

The level you start paying for it or the level you finish?"

**[ANSWER:] Tim Dugger**

"The level you finish paying for them. You do not get the benefits until they are fully paid for."



## Skills Questions

### Acrobatics/Tumbling

#### [QUESTION:]

"In the skill description for Acrobatics/Tumbling, it states that one can use it in combat, rolling a maneuver roll and using the result as a bonus to DB. In the combat section it describes it as an all or nothing roll which results in a +50 bonus. Which one is correct?"

#### [ANSWER:] Tim Dugger

"Actually they both are correct. With the skill, a character can perform the maneuver and he gets to move up to his BMR, adding the bonus result to his DB. Consider this to be a "Dodge Move". With the Combat Action: Dodge, a character can roll (and its base is 2x Agility bonus, but the Acrobatics skill may also be used if the character has it), and they get to apply the bonus result to a base of +50, which is then added to DB (straight Dodge), and the character ends up where he started or very close to it."

#### [EXAMPLE:]

Brolys, a Gnome Monk, has a BMR of 19' per round. So, using the combat action, Dodge, he can get a 50 (+/- bonus result, and move little to no distance, or he can perform an Acrobatics maneuver and get the bonus result, and move up to 19' if he likes."

#### [QUESTION:]

"How should Acrobatics be added to DB?"

#### [ANSWER:] Tim Dugger

"Just having acrobatics does not add to your DB, however, you can perform an acrobatic maneuver, with the bonus result (from the Maneuver Table) being added to your DB (it also allows you to move your BMR as well)."

#### [QUESTION:]

"...A medium Acrobatics maneuver can also be used to dodge attacks by using the Bonus resolution method. The result is added to the character's Defensive Bonus (DB) for that one round..."

Can he do any other maneuver while doing this? If not, why is it mentioned here?

Doing a dodge/sudden dodge would be better any time?

Directly below the quote it is stated that this maneuver can be performed while moving. But can't that be done, and probably better at least against one opponent with parry?

If it is possible to do a ACROBATICS/TUMBLING to increase DB while for instance attacking, might it be a bit over the top?

My point is that I am confused about the intention here.. :)"

#### [ANSWER:] Tim Dugger

"The intention is that Acrobatics/Tumbling can be used to perform multiple types of actions at the same time. For example, it allows you something akin to a Dodge, and a move at the same time. With Dodge and Sudden Dodge, you normally end up pretty close to where you started from. The biggest benefit from this, would be ability to move past a foe without getting hit. (Note to MindHack - Acrobatics would be a



good way to get away from a foe/disengage from a foe, and to move past him at the same time).

Now, I would not allow a bonus to DB and an attack at the same time (two opposite types of action in my view), but I would allow for a Tumbling Attack. In this instance, the Acrobatic maneuver is used to put the character into an unexpected position for an attack (i.e. tumble through a larger foe's legs and attack him with positional bonuses before he can react)."

## Attunement

### [QUESTION:]

"When using Attunement and the item has more than one ability, how do you know how many abilities the person learned to use? Since there is a -10 penalty for each ability beyond the first, do you just learn one ability at a total skill check result of 100, 2 at 110, 3 at 120, etc.?"

### [ANSWER:] Tim Dugger

"Yes."

## Battle Runes

### [QUESTION:]

"Are Battle Runes a separate skill from Runes, or a subskill of Runes ? CoM says they are a subskill, but Martial Law says they are a new skill "

### [ANSWER:] Tim Dugger

"Where in CoM does it say that?

On page 65, it says that they are a subcategory of Rune Magic. This is NOT the same as being a sub-skill of the Runes skill.

This means that they have some of the same principles as other types of Rune Magic, not that they use the same skill."

### [QUESTION:]

"What are the stat modifiers for Battle Runes?"

### [ANSWER:] Tim Dugger

"It is Re/In just as normal Runes."

## Chi Focus and Mental Focus

### [QUESTION:]

"1) Chi Focus is described as "an attempt to exceed his normal physical limitation". So you use Chi Focus and your next physical maneuver gets a bonus (or penalty). Should an attack be considered a physical maneuver?

2) Mental focus works just like Chi Focus but for a mental maneuver. Can mental focus be used to obtain a bonus to start a Chi maneuver like Chi Defense or Chi Strength?

3) In the revised pdf (and I guess in the revised edition too), they mention that Chi Focus can be



sustained just like Chi Speed and Chi Strength. Can Mental Focus also be sustained since it's so similar to Chi Focus?"

**[ANSWER:] Tim Dugger**

"1) Yes.

2) No.

3) No.

While the resolution of the two skills are very similar, they are two very different skills. Mental Focus is more like a light meditative trance used to enhance mental skills (primarily those with Insight and/or Reasoning). The Chi skills are physical skills in and of themselves. The character uses them to induce physical changes which allow him to exceed his normal limitations for a short period of time.

The only real connection between them is that they are Concentration skills."

**[QUESTION:]**

"Does mental focus incur a penalty if the total roll is 100 or below as chi focus does?

Can a character chi focus to chi focus since it's a physical action?"

**[ANSWER:] Tim Dugger**

"1) No

2) No - that is circular, and won't work."

**[QUESTION:]**

"When I Chi Focus, I roll and obtain a bonus (or penalty) to the next physical action. If I choose to sustain the Chi Focus for multiple rounds, is the bonus/penalty affected by the new roll or is the roll only a check to keep the starting bonus?"

**[ANSWER:] Tim Dugger**

"No, the initial result is not affected by subsequent rolls. Those additional rolls are to see if you can maintain the ability already initiated with the first roll "

## Chi Focus with other Chi Skills

**[QUESTION:]**

"Chi Focus gives a bonus for physical maneuvers, so technically, I could use my Chi Focus to help me charge up my Chi Speed (or any other Chi, except Chi Focus of course). The bonus given by Chi Focus could also help me sustain my other active Chi skills. Is this ok?"

**[ANSWER:] Tim Dugger**

"Personally, I would not allow it.

The Chi skills (Chi Defense, Chi Focus, Chi Speed, Chi Strength) do not properly fall under either mental or physical maneuvers. They could be classed as Special Maneuvers (along with Resistance Rolls). As such, they should not affect one another. I would not allow Mental Focus to affect them either."



**Chi Focus with Resistance Rolls****[QUESTION:]**

"Should Chi Focus's bonus also apply to the Stamina resistance roll and Will resistance roll?"

**[ANSWER:] Tim Dugger**

" No - RRs are not physical maneuvers "

**Concentration and Multiple active spells****[QUESTION:]**

"Officially, it is allowed to have more than one spells that required Concentration (C) to maintain active.

Example :

Round 1 - Cast a Concentration spell

Round 2 - Cast a new Concentration Spell (but with a -50 malus)

And second, did the malus (-50) increase ?"

**[ANSWER:] Tim Dugger**

"Yes, and after casting the second spell, the caster would be at -100 to all actions."

**Crossbows Skill Stats****[QUESTION:]**

"Why are Crossbows St/Ag skills? Shouldn't they be Ag/Ag?"

**[ANSWER:] Tim Dugger**

"Strength - helping hold the weapon steady while aiming

Agility - helping track and aim on moving targets."

**Jumping****[QUESTION:]**

"The Jumping table doesn't list any distances for high jumps. Also, I don't understand how to read the numbers under the pole vaulting column. What do they mean?"

**[ANSWER:] Tim Dugger**

"The jumping distances (under Running & Standing) are both distance high and long for the jump (i.e. either direction, jumpers choice), the Pole Vault distances (6' x 6') means that the vault is both that height and length."



**Lore****[QUESTION:]**

"Okay the question is about the Lore skills. I seem to be a little confused about it. "It says each lore skill is learned as separate skills ... it may be broad or as specific as the character desires. So does this mean that arcane and mundane are placeholders and the character needs to learn a specialty like Dragon Lore, Spell Lore, history etc. And is something like History by countries/region?"

**[ANSWER:] Tim Dugger**

"Correct, each lore is learned individually, The Mundane and Arcane Lore skills are place-holders for those individual Lore (as determined by the character). You could learn Mundane Lore: Taverns of Eidolon, or Mundane Lore: Cultures of Emer. Each has its own range of possible information available to the characters. For example, the Cultures of Emer Lore skill would generally give you an overview of a culture, with an exceptional roll providing more details while the Taverns of Eidolon Lore skill would provide information about those taverns located in Eidolon, and an exceptional roll might mean that your character remembers that the tavern, The Dew Drip Inn serves stewed lamb every third Tuesday and that the owner's middle name is Alfonso."

**Maximums for Concussion Hits and Power Points****[QUESTION:]**

"What are the maximum Concussion Hits score for a character in HARP? And the maximum Power Points score?

If I'm not wrong in RM they depended from the race and were well stated (for example elves had max 120 CH, humans 150 and so on...)

And if in HARP there is no limit, how high should these scores be? I mean for example: for an average fighter when does the time to stop spending development points in endurance arrive?"

**[ANSWER:] Tim Dugger**

"No, there are no maximums for Power Points and Endurance in HARP.

However, remember that HARP uses diminishing returns for skill ranks, so that from rank 21 onwards he only gets a +1 for each rank purchased and a maximum of +3 per level (this is if he is already maxed out at ranks for the previous level). That means a maximum of +30 points for 10 levels of development once past 20 ranks in those skills.

The way I see it, most Fighters will stop developing Endurance with maybe 30-50 ranks in the skill. As there are other skills that they can get, with a better return for the cost. "

**Profession Specialization Bonuses****[QUESTION:]**

"With the profession bonuses to skills, I was wondering if they stack with other profession bonuses or are they just capped at 30? Example the character is a 10th level Fighter with a +30 in long blades and he gets a level of Warrior Mage, can he add the +10 to this skill, or should it be added to a different skill?"

**[ANSWER:] Tim Dugger**

"Weapon Specialization" abilities of the Fighter and Warrior Mage do stack, but since they are the same



special ability, they have to follow the restriction of no more than +30 to any single weapon"

**[QUESTION:]**

"How does this interact with the Skill Specialization talent and the Human racial special ability: Skill specialization?"

**[ANSWER:] Tim Dugger**

"That would be a separate ability, so it is added separately (i.e. it does not count towards the Weapon Specialization limit)."

### Skill Specialization

**[QUESTION:]**

"Skill Specialization: +10 to one skill. May be purchased for only 3 different skills.

Each character = max 3 times this talent OR

Each character = max 3 skills with specialization with no limit for cumulative +10 bonus?"

**[ANSWER:] Tim Dugger**

"It means that a character may purchase that Talent no more than 3 times, and that the bonus must be applied to a different skill each time."

### Skill Development

**[QUESTION:]**

"When purchasing skill ranks, the character may purchase as many ranks as desired as long as the maximum number allowed per level is not exceeded."

"So it is in the HARP Revised.

But I think, if you have a high level mage. Let us say lvl 25. In lvl 26 he take a new profession the fighter. He has 40 DP. Now he purchasing skill ranks for melee weapon the next two levels. Can he really get 30 ranks, which would be the max for level 9 if he owns only one profession.

I think there must be a max for purchasing skill ranks per level for one skill. Haven't I found this on? Or it doesn't exist?"

**[ANSWER:] Tim Dugger**

"The reason that there is no limit to how many ranks may be purchased in a single level (other than level limit of ranks) is so that some extremely focused training could be simulated.

In other words, you have a guy who wants to learn a new weapon skill. He spends every moment he possibly can training until he goes as far as he can. Of course, to do this he is neglecting everything else.

As mentioned, folks will have different tastes, so don't be shy about adding a house rule to limit something if you think it should be limited."



**Skill vs. Skill****[QUESTION:]**

"In skill vs. skill how would you determine who the "attacker" is vs. "defender" For instance in a hiding/perception situation. And why wouldn't a straight-up roll(plus skill bonus) be preferable. Higher total wins."

**[ANSWER:] Tim Dugger**

"We actually went over this question a long time ago. Basically the straight roll method has some inherent problems. For instance, a ninja in a black outfit, with a very high Stalk&Hide skill bonus could hide in an empty white room just because he has a higher skill."

**Sniping****[QUESTION:]**

"So, I think we did not understand the sniping skill, underestimating it

We assumed that after the first strike the enemies would be aware of the presence of the archer removing any further opportunity of using the skill

By reading the skill more carefully I think this is not the case: with a successfully sniping maneuver an archer is able to strike and remain hidden with the possibility to snipe-strike again...

Is that right?"

**[ANSWER:] Tim Dugger**

"Sniping = attacking from a hidden location. Failure means that the character's location is no longer hidden from the ones being attacked. Success means that the sniper has made the attack without revealing his location.

(Note: the difficulty for performing a Sniping attack goes up if the target is extremely alert, which will most definitely be the case if the target(s) are actively searching for the sniper)

For example, Jorg is hiding in a tree next to the road and waits for the bandits to pass his location before attacking. The Sniping Maneuver is of Medium difficulty as the bandits are relatively alert, but not looking for an ambush. After the first shot goes off (killing one of the bandits), he attempts another Sniping attack. However, the bandits are now aware of a sniper and actively searching for him (as they cower behind any available cover). I would rule that this is a Very Hard Sniping Maneuver (+1 difficulty for active searchers, and +1 for this being his second shot (the more shots he makes, the more likely it will be that his location will be discovered)). For his third shot, I would rule that it is Extremely Hard, and Sheer Folly for the fourth attack. However, that is only if he stays in the same location. If he is on the ground and sneaking around (which will require its own rolls), he can remain at a Hard difficulty (or Very Hard, depending on where he takes his next shot from and the available cover)."

**Thrown as a sub-skill of the weapon****[QUESTION:]**

"A lot of weapons can be used in either melee or thrown maneuvers. The rules don't state that a character can use a part of either bonus to use his weapon the other way. If I master short sword-short blade category-1H slash group with +80, I can't throw my sword with any part of my skill?"





**[ANSWER:] Tim Dugger**

"Throwing a weapon and using it in melee are two completely different skills, and neither is related to the other, so there is no cross-over in using one skill for the other."

**Trickery****[QUESTION:]**

"What is the purpose of the trickery skill? The example seems to show the use of duping and pickpocket."

**[ANSWER:] Tim Dugger**

"Think of it as a stage magician's primary skill. It is used for misdirection (which can in turn give a bonus to Duping and pick pockets and such (the example text isn't the best example possible for the skill))."

**Weapon use within a class question****[QUESTION:]**

" Under Learning Weapon Skills HarpRev page 46

"Other weapon groups within the same class may be used with one quarter of your character's bonus for any known group within that class, or a bonus of +25 (plus stats, and other modifiers), whichever is less"

Does the bonus from a talent, class ability, or racial ability get added to the rank bonus before the quartering process to determine what that characters bonus would be using another group within the same class?

Is the number that is quartered the number used for the primary weapon or the number used for the other weapons in the group which would apply a -10 before the quartering process.

If the -10 is not applied before the quartering process is it applied within the new group after the quartering process or can you have a primary weapon in a group you have no ranks in as long as you have ranks in a group within the same class?"

**[ANSWER:] Tim Dugger**

"I would use the skill rank bonus to determine, since it says +25 (plus stats and other modifiers), and to use the lower of the two. See the example below.

The default weapon rules has nothing to do with this portion of the rules.

If you have no skill ranks in a group, then there is no default weapon for that group.

Example

If you have 15 ranks in Short Blades and a stat bonus of 5 for Ag and St and a +10 for using Short Blades.

This means that his bonus for using the weapons from the other groups in the same class (1 Handed Edged) would be as follows so long as you have no skill ranks in the other groups:

Axes:  $25 (60/4 = 15 + 10 \text{ stats})$  to all weapons in group

Long Blades:  $25 (60/4 = 15 + 10 \text{ stats})$  to all weapons in group

Short Blades:  $80 (60 \text{ for ranks} + 10 \text{ stats} + 10 \text{ Fighter ability})$  for default weapon, 70 for all others in the



group.

Thrusting Blades: 25 ( $60/4 = 15 + 10$  stats) to all weapons in group

Note: If you used the total bonus of Short Blades quartered that would only give a +20 in the other groups  
If you have skill ranks, then you would use the skill bonus for that group normally. "



## ***Talent Questions***

### **Adolescence-Only Talents**

#### **[QUESTION:]**

"Making some characters for Combat playtesting, we immediately saw that some Talents should be bought in Adolescence Only (at least in the 100% Fantasy Worlds we play), much in the way of Blood Talents. We're working on a short list of them, like Night Vision or Dense Musculature. We will appreciate any contribution and comments to this list, thank you."

#### **[ANSWER:] Tim Dugger**

"One of the concepts with the talents is that the player and GM need to work up a reason why a character gains the talent (and IIRC this is even mentioned).

Though while many talents may seem to be only to be taken in adolescence, there could be other reasons.

For example, Night Vision. Perhaps the character took an herb that gave him Night Vision, and while under its effects, he was poisoned or took another herb to gain a different effect, and unknown to the character, something odd happened and boom it became permanent.

Or, perhaps the character has elven blood in his ancestry (not enough for a Blood Talent), and upon reaching a certain age his family performs a well-guarded ritual to bring out that heritage, and the Night Vision is the result.

Simply put, the player and GM are allowed to come up with whatever reason they can imagine for allowing the gaining of a specific talent, thus maintaining flexibility rather than limiting things..."

### **Additional Professions Talent**

#### **[QUESTION:]**

"Additional Professions Talent: Just to make sure I have this right, when I gain a new class, can I, or can I not buy spells from my previous class list? For example, If I go from Thaumaturge to Warrior Mage, can I buy Thaumaturge spells at all while being a warrior mage?"

#### **[ANSWER:] Tim Dugger**

"No, you may only purchase ranks for a given profession when advancing a level in that profession."

### **Arcane Power vs. Additional Profession**

#### **[QUESTION:]**

"Is there any good reason for a character to take Arcane Power (30 points) over taking Additional Profession (20/15 points) and selecting the spell casting as the ability in Revised?"

While the former does give more flexibility as to when and how you learn spells, it's a fair bit more expensive and the latter gives cheap access to other skill categories as well as the extra spells."



**[ANSWER:] Tim Dugger**

"When you take an additional profession, you only get to select one ability from the new profession. Access to the sphere of magic is one of those things selected. You may only develop spells from that new profession when developing a level in that profession. (i.e. You have a Ranger/Mage. You may only purchase ranks in Mage spells when increasing your level in Mage and may only purchase ranks in Ranger spells when increasing your level as a Ranger.)

Side Note: If any of the spells you have access to belong to more than one sphere, then you use the stats for the sphere that you first learned it from, and may purchase ranks in that particular spell any time you go up a level since both professions have access to it.

When you take the Arcane Power talent, you may then access and learn those spells whenever you go up a level (i.e. You are a Ranger, and have taken Arcane Power (Mage Sphere). You may develop Ranger AND Mage spells EVERY level.)"

**[QUESTION:]**

"'Additional Profession' only costs 20 -- I don't understand why anyone would take Arcane Power instead of simply taking the Additional Profession talent with 'Knows Spell Lists' as their chosen special ability from the new profession. Is there something I'm missing here? Arcane Power seems only useful at all to those who are already dedicated magic users, and even then I don't see why they wouldn't just take Additional Profession instead?"

**[ANSWER:] Tim Dugger**

" Because Arcane Power gives you access to a Sphere of spells every level, no matter what your profession, while when using Additional Profession, you are only allowed to advance or learn spells from the profession when increasing the level in that profession. For example, by spending the few extra points, your Rogue can learn any Mage spell he wants, whenever he wants. If all he wanted was a few ranks in a single spell, then Additional Profession may have been better for him."

**Arcane talent****[QUESTION:]**

"Can a non-spell casting profession purchase the Arcane Talent in order to cast spells from the Universal lists? Would this be a waste of points (30) compared to purchasing a level in a spell casting profession?"

**[ANSWER:] Adam**

"My understanding is that all characters have access to the Universal Spells but pay a higher cost if Mystical Arts is not a favored category. A fighter could spend 30 DP to gain access to the Mage Sphere of spells but would be paying non-favored category costs to do so."

**[ANSWER:] Tim Dugger**

"Correct - Any profession may learn spells from the Universal Sphere without using a Talent. The cost for such spells (and power point development) is based on their Favored Categories.

The talent you mention is to gain access to a sphere that they may not normally have access to.

Note: that when using multiple professions, you may only gain ranks in spells that are available to your profession when you go up a level in that profession (i.e. a Harper/Ranger may only buy ranks in Ranger spells when increasing his Ranger level, not his Harper level), the Arcane Power talent allows access to that a given sphere ALL the time."



**Are there time requirements for buying talents when leveling up?****[QUESTION:]**

"I was wondering if there was some kind of practice time required to buy a talent when we level up (like a day per DP cost of the talent)"

**[ANSWER:] Tim Dugger**

"Simple - there are no time requirements given for talents, but remember that the book says to work with the GM to create a reason why the talent was acquired, and that could take time. In the end, it is up to the GM to determine if it takes time or not.

The same applies for learning skills. Each GM has their own way of doing things, so it was left as open as possible to make it easier on the GM's style."

**Natural Immunity Talent****[QUESTION:]**

"Was the Natural Immunity Talent (Halflings) purposefully left out of the list of available talents to purchase. As far as I can tell every other blood talent is available as a separate purchase except for that one."

**[ANSWER:] Tim Dugger**

"Correct, it was purposely left out, just as the Human abilities are not available as Talents, nor is the Dwarf Stone Sense ability available as a Talent."

**Neutral Odor****[QUESTION:]**

"HARP rules, page 50 (Talents), "Neutral Odor": This talent seems to indicate that a person with this talent neutralizes all odors within 5 feet. In other words, everyone has a cold within 5" ? This also means most foods are bland to the person with this talent "

**[ANSWER:] Tim Dugger**

"NO, everyone within 5' doesn't have a cold. Nor does it mean food is bland, as flavor is not a function of scent."

**Regeneration Talent****[QUESTION:]**

"Regeneration Talent (pg 50, HARP): I might be restating the obvious, but it appears any form of regeneration has no effect on bleeding. That is the intent ?"

**[ANSWER:] Tim Dugger**

"Remember, "bleeding" is actually any form of continuing damage. That continuing damage must be stopped before the effects of it can be healed. Stopped via First Aid or via spell."



**Shapechanger****[QUESTION:]**

"HARP rules, page 51 (Talents), "Shapechanger": "The character may change into one non-magical creature at will". There appear to be no other limitations. So its ok if I transform into a T-Rex ?"

**[ANSWER:] Tim Dugger**

"Check with your GM. It is up to him to OK such a thing, but personally, I would not allow transformation into animals not currently present within the setting."

**Speed Loaded Talent****[QUESTION:]**

"Speed Loaded Talent (page 51, HARP): For crossbows, "reload time is reduced by one half (round up)" . So a light crossbow normally takes 5 rounds to load. With speed loader it takes 2 rounds to reload ?"

**[ANSWER:] Tim Dugger**

"1/2 of 5 = 2.5; rounded up = 3, not 2."

**Stacking skill specialization talents?****[QUESTION:]**

"It is mentioned that some talents stack like fighter gryx gets double lightning reflexes.  
I don't remember where but I have this vague memory that skill specialization also stacks for humans.  
Is it true that a character that has skill specialization from being human can take another skill specialization talent on top of the race talent?"

**[ANSWER:] Tim Dugger**

"The Human racial ability and the Talent are of the same name, thus all normal rules apply (i.e. yes, it counts towards the total number of times it may be taken).

The potential for talents/racial abilities to stack comes from when those abilities are gained through race AND profession only, and only at first level (i.e. a Gryx who takes Fighter as a second profession cannot select to take the Lightning Reflexes ability when taking Fighter because he already has it. The same ALWAYS applies to purchasing talents."

**Swashbuckler****[QUESTION:]**

"Swashbuckler: this talent doesn't say how maneuver penalties are affecting it... Are maneuver penalties supposed to be applied to i) the total of 2xquickness+2xagility, or to 2xquickness and 2xagility separately? This talent together with the "shielding weapon" talent seems to be quite.. over the top "



**[ANSWER:] Tim Dugger**

"The maneuver penalties from armor are applied against the total of quickness and agility combined. However, it is important to remember that with this talent the character may not wear anything heavier than soft leather, which has a minimum maneuver penalty of zero, thus with just a few ranks in Armor, this entire question becomes moot.

As for Swashbuckler and the Shielding Weapon Combat style (not talent), no, not over the top. Again, no armor heavier than, no shield (this is a two weapon combination). Thus, you are looking at a DB (with the defensive portion of the style maxed out - i.e. a style bonus of 100 or higher) of 85 (20 armor + 65 main gauche) while a Fighter in plate with a Full Shield has a +90 (60 armor + 30 shield - IIRC). Yes, Neither of my examples include stats, as those will vary, however, The idea is for there to be a viable non-armored fighter (Errol Flynn and/or Zorro type of fighters)."



## Combat Questions

### Adding New Martial Arts Styles

#### [QUESTION:]

"How does one go about adding Martial Arts styles to HARP? I especially would like to see Drunken Style, as no martial-arts using campaign would be complete without its Drunken Masters weaving and bobbing, effortlessly dodging deadly attacks and striking from unexpected quarters to devastating effect."

#### [ANSWER:] Tim Dugger

"The GM details the style, and adds it under the Martial Arts Combat Styles skill.

The simplest method for this style, would be to have the character make an Acrobatics roll each round, as a free action, with the result from the Bonus Column being added to both the OB and DB. Plus use the rules for Acrobatics and moving to have the Martial Artist position himself to get flank or rear bonuses.

That would be a regular Combat Style... How to describe, I am not sure...."

### Advanced Combat Actions

#### [QUESTION:]

"The advanced combat actions require the weapon to be the characters prime weapon in a weapon group. Does this apply to the Expert and Legendary categories as well? Meaning can the weapon be used for the Exp. and Leg. combat actions as long as the character has Weapon Specialization (whatever that is) or the fighter/warrior mage profession ability without the weapon being designated as the primary in the group."

#### [ANSWER:] Tim Dugger

"Yes, the Combat actions (expert & Legendary) may be used with the primary weapon of a group (the normal one or the one from the Multiple Weapon Proficiency talent) or by a Fighter/Warrior Mage who has placed his professional bonuses in the proper categories."

### Attacks of Opportunity

#### [QUESTION:]

"There are no attacks of opportunity in this system. Why wouldn't a character wanting to disengage from combat dash away at max pace? "

#### [ANSWER:] Tim Dugger

"Who knows, he might. However, there is the possibility that might not want to. There is also the possibility that the foe can attack him as he turns to flee (depends upon initiative).."

#### [QUESTION:]

"If there are no attacks of opportunity in this system, why are there just such an attack in the charge action. It is called a "free attack". "





**[ANSWER:] Tim Dugger**

"The attack is not actually "free". It is more like the defender gets to attack first if he has a long weapon (i.e. he can "set" against the charge."

**Attack size with combat skill****[QUESTION:]**

"If I choose full attack combat option, I get -20 to BO, +10 to crit, ok ?

1) Well my total attack roll (broadsword) is 180. So I cap to 100, then get +10 or can I get 120 ?

2) I use Two handed sword (Cap 110) and use this skill, can I get to 120 ? I think I've read somewhere that you can never get Huge size crit with any weapon...(except Giants weapons, dragons bites...)"

**[ANSWER:] Tim Dugger**

"1) That is Power Attack, not full attack.

1a) Broadsword normally does a Medium critical, capping out at 100 (with a +0 Damage Size Modifier). The Power attack allows you to add +10 to the size modifier of the attack, and this modifier may allow an attack break normal Damage Caps, but only by the amount of the Power Attack modifier, thus the actual cap becomes 110 (the rest of the attack roll is ignored).

2) Yes. What you read was something along the lines of only Giants, Dragons, and other huge critters being the only ones who can get a Huge attack naturally - (i.e. there will never be a weapon for PCs that does Huge attacks)"

**Called Shots****[QUESTION:]**

"Using the scenario from the ML text.

Darass wants to make a called shot to the dragon's head. He offers 40 OB for a +/-4 adjustment to the hit location part of the roll.

The roll was a 61. He needs an 8-9 for the strike to hit the head.

According to the book the player can only go with +4 which makes the 1 a 5. If you don't allow wrapping of the chart and partial use of the bonus, then what is the purpose of spending 40 OB? I just gave up 40 OB and did not strike the head, which was my called shot. If I rolled a 68 what would happen?"

**[ANSWER:] Tim Dugger**

"Just because you make a called shot does not mean you will actually hit what you are aiming for (as target might move at the last second, or something else might happen). The purpose of giving up some of the OB is make sure you have a better chance at striking the part you are aiming for.

Using the example you gave, (+/-4), and say you rolled a 8 on the 'ones' die. First off, since the Dragon is 2 sizes larger, that 8 is reduced to a 3 automatically. You then add your 4 back in, for an 7, indicating shot to the chest/back of the dragon. You still hit, just not quite where you wanted....

The example in Martial Law does not mention the adjustment for size, but given the example itself, it need not be worried about as the 1 would be reduced to a minimum of 1 because of the size differences..."



**[QUESTION:]**

" I take it then that the numbers do not wrap -

\* Called shot to head (requires 8-9) and 20 OB are given. Roll is 81. I therefore can not go from 1 (with the -2 adjustment) to 9.

The fact that a foe may not be wearing a helmet (thus making his head an easier target to hit and do damage - successful hit in HARP - compared to his body which is protected by plate armor) does not impact the DB for the attack roll - correct? "

**[ANSWER:] Tim Dugger**

"Correct, the numbers do not wrap.

Wearing armor on a specific body part does not make that target any easier or harder to "hit AND hurt", just harder to hurt. Armor itself has no effect on whether or not a called shot hits where the character wants to hit...."

**Chi Defense and Elemental Earth M-A style****[QUESTION:]**

"The martial arts elemental Earth style gives a flat +20 DB, this DB comes from the fact that you become sturdy like a rock or something like that.

Chi defense gives a bonus to DB because you move faster then a normal person (or something like that).

Should one be able to use his Chi Defense while using the earth style, and should he benefit from both DB modifiers."

**[ANSWER:] Tim Dugger**

"Note that it is called a "sturdy defensive style" and that the +20 is to DB only when parrying and against attempts to knock the character down. These in no way conflict with Chi Defense, so it would be usable with this MA style."

**Combat Styles & Maneuvers with Combat Actions****[QUESTION:]**

"Can combat styles & maneuvers be used together with combat actions?"

**[ANSWER:] Tim Dugger**

"Some can, some cannot. Basically, just use your common sense. For example, several Combat Actions state that it "replaces" an attack, like the Disarm Foe Combat Action. If you use it, and are using Two Weapon Combat, then this replaces both attacks from the TWC style. Again, use a little bit of common sense with it and look at the wording."

**Combining weapon styles and/or martial arts styles****[QUESTION:]**

"General question: Can different weapon styles and/or martial arts styles be combined into a single attack



if not obviously contradictory? For example, Two Weapon Combo and Elemental Style: Air (assuming a weapon kata)?"

**[ANSWER:] Tim Dugger**

"No, not normally, although I do not see a problem with creating a new style that combines the two as you wanted and requires an equal or greater number of ranks in the two styles you want to combine."

## Disengage from Melee

**[QUESTION:]**

"Looking at HARP under the Disengage from Melee header it mentions doing so successfully avoids the free attack from your opponent.

This suggests that there are some rules (somewhere) that indicate when free attacks (Attacks of Opportunity?) are provoked. I cannot seem to find the reference."

**[ANSWER:] Lilith**

"hmmm... it never mentions anything about a "free attack", the exact words are : "without the foe being able to attack.". But anyway, a free attack would be anytime when you're able to attack someone who's not attacking. It's just saying that you could attack without having to invest anything in parry (attacking a stunt foe would be considered a free attack).

In other words, the round when you're Disengaging from Melee, the foe can't attack you (with a melee weapon, I guess he could attack you with a throwing knife or a spell), even if he runs faster then you and if he makes a melee attack at -X for moving more then 1/2 his BMR.."

**[ANSWER:] Tim Dugger**

As Lilith points out, Disengage from Melee does not mention "free attack". HARP has no "free attacks". The purpose of the maneuver is to allow a character to purposely move away from a foe without that foe being able to make an attack (with many cases being that the foe would get flank or rear attack bonuses depending upon the situation).

Nothing more, nothing less..."

**[QUESTION:]**

"Ok, I'm looking for clarity on the need for this combat maneuver, "disengage from melee:

Used to withdraw from Melee without being open to an attack. Takes 2 rounds to perform. During 1st round, the character cannot attack and must Parry with 50% of his OB. If he does not take damage, he gets automatic initiative over his opponent the next round and can make a full move away from the Foe. CANNOT be used to move PAST Foe."

First question; is this just designed for situations where your opponent consistently has a higher initiative? Because if you have the higher initiative, couldn't you just run away at your fastest BMR and not risk getting hit?

Second question; since it states that you cannot use it to move past your foe, why would you need to? If you have the higher initiative, could you not just move past your foe, assuming there is physical room to do it? This came up in my last combat.

I am tempted to rule in both cases that the foe would get to make their attack out of initiative, as an attack of opportunity"

**[ANSWER:] Tim Dugger**



"Actually, it is designed as a codified method of withdrawing from combat (i.e. retreating) because folks wanted one. Please note that there lots of other ways to disengage as well (tumbling, knock foe down, etc...)

Since it is supposed to be a method that allows a character to retreat safely, that does not mean he can move past foe to some other foe or goal or target. He is getting away from the combat, back the way he came. The character should use other methods or actions if all he wants to do is to get past foe.

Use of the term "free attack" is not how it is used in d20. In this instance, it means that the character performing the maneuver gets to move away without the foe making an attack on his retreating back (lots of bonuses there, especially since character could not parry or defend against such an attack)."

**[QUESTION:]**

"I know that this has been asked before, but regarding the disengaging rules, how do I measure "melee range"?"

**[ANSWER:] Chris Adams**

"Melee range" is whether the character is within range of an opponents weapon. If the opponent is using a longsword and you are 10 feet away, you are out of melee range. Most of the time a character would be out of melee range is they are further than 5 feet away (or 10 feet for polearms/spears) since an opponent couldn't reach you with his weapon beyond that distance. If you are using miniatures its easy to determine melee range, but if not it would be left up to your GM to decide."

**[QUESTION:]**

"I'm having trouble figuring out why you would use this action, instead of just moving away. I'm guessing it's so that you can have a parry bonus, in case you lose initiative. If you're confident (or willing to gamble) that you will win initiative, is there any reason not to just move?

It also says that you can do a "Full Move" with capitals, as if that was a special term. However, "full move" doesn't appear anywhere else in the PDF."

**[ANSWER:] Tim Dugger**

"In most combat actions, you may move up to 5' (rather than your BMR) and still attack. A Full Move, would be your BMR x Pace.

As for using Disengage from Melee, it is used to move away from a foe without giving him the opportunity to hit you as you move away.

For example, if your foe is faster than you are, if you move away on your init (and you happen to go first), then he can just continue to follow you, or even make a charge attack against (and since you are moving away, he is likely to get bonuses from Flank and possibly Rear.

It is also important to note that all Combat Actions are NOT created equal. They are in there for flavor, and variety. "

## Drawing Weapon and Parrying

**[QUESTION:]**

"Can a character draw their weapon and parry in the same round?"

**[ANSWER:] Tim Dugger**

"[A character] can still draw [their] weapon and parry, even though [they] may not attack."



**Elemental Style: Air****[QUESTION:]**

"Martial Law, page 20, "Elemental Style: Air": If the Maneuver roll results in a negative bonus result, is this added to the characters OB and DB (i.e., penalized) ?"

**[ANSWER:] Tim Dugger**

"Elemental Style: Air - Correct, you can mess up and end up with a worse OB & DB..."

**Fencing Slash – Why would anyone use this?****[QUESTION:]**

"Why would anyone choose to do this? It doesn't seem to give any advantage (-10 OB, tiny crit)."

**[ANSWER:] Tim Dugger**

"Style! Think "Mark of Zorro"!

Not every Combat action is going to be used for "powering up" attacks. Some of them are in there as methods of making alternate attacks when restricted by space, or for playing up style elements...."

**[ANSWER:] Forum Members**

"In addition to "style" like Rasyr stated, that particular combat action is intended for puncture weapons and not for regular slashing weapons that already have the capability to slash. It states that it is intended for puncture weapons in the description."

**Full Parry****[QUESTION:]**

"If a character has a negative OB and chooses to full parry would the amount of DB gained be +10 or would the negative OB reduce that even lower?"

**[ANSWER:] Tim Dugger**

"Since Parrying is moving your offensive capabilities to your defensive, by parrying while having a negative OB, you would be moving that negative number from offense to defense (and increasing the negative number as well).

For example, a character with no skill in Axes, picks up a hand-axe in the middle of a fight. His stat bonuses give him a +20. His skill bonus is -25 for a total bonus of -5 with the hand-axe.

He decides to use full parry. This would make his OB -10 (decrease OB by amount of full parry), and give a +5 to his DB (+10 from full parry and the -5 moved from OB to DB).

In most cases, it would not be worth it, since it would only make DB worse!

Errrm - doesn't  $-5 - -5 = 0$  thus making the resultant OB 0 in Rasyr's example, or am I missing something here ?

Matf - leave my math alone hehe You know what I meant (that's what I get for trying to make a post while



in a bit of a rush - sigh...)

Personally, I wouldn't allow parrying if you have a negative skill bonus, but I could see a situation where it might occur - "

### Madu with Shield Training Talent

#### [QUESTION:]

"the Madu...nice to see it's inclusion, but I have a question. Since it's both a shield and weapon, how is it affected by the Shield Training talent? Main Gauche is 0/15 (if I'm remembering correctly off the top of my head), so I would have expected the Madu to be something like 10 DB untrained, 20 DB with Shield Training."

#### [ANSWER:] Chris Adams

"You can work the madu the same as a main gauche as far as rule interpretations. The trained DB would be higher for than for the untrained. Generally, whenever a player introduces a new weapon or parrying device, I normally give half the DB for an untrained user, but that's a houserule.

You mentioned the shield training skill. Personally, I would not use that skill for reflecting the bonus. I would use the weapons skill itself. In other words, if the person is trained to use a main gauche/madu/sai, then they know how to parry with it. If they trained to use a shield, that is a totally different issue for using a parrying weapon. That's the way I've been using them in my campaign.

Tim would probably need to make an "official" ruling, since I don't think that's been covered anywhere in the manuals specifically."

### Missile Parry/Deflection question

#### [QUESTION:]

"Is there such a thing as a full missile parry?

I like the missile parry option but I think its weak enough to be a basic combat option not an advanced option.

I also like the Missile Deflection talent as a way to improve a characters ability to missile parry. I would however choose to use a graduated series of talents rather than one expensive talent that improves the missile parry greatly. I would have each talent (Missile Deflection I-IV) cost 10DP, with a prerequisite of the previous talent. Each talent gained would improve the ratio by one point.

Thus a character with Missile Deflection III would have spent 30DP and have a ration of +1 DB for every 2 points put into the parry. Exactly the same as the current talent but this method would allow a gradual increase in ability as well as preventing a character from having to spend most of a levels worth of DP on one thing."

#### [ANSWER:] Tim Dugger

"Not officially, no, there is no Full Missile Parry. However, a GM could say that since Missile Parry is a more advanced version of Parry, then yes, you can do a full missile parry (under the strictures of the Missile Parry) and gain the +10 modifier to the parry."



**Monk Attacks Questions****[QUESTION:]**

"When making multiple attacks how does this interact with parrying?

Does the character declare the parry amount first then the remaining OB becomes the amount the multiple attacks are based off of?

Example. A monk decides to make two attacks against a single opponent. With an OB of 60 the monk allocates 20 to parrying and now has an OB of 40 - 20(for making two attacks) = 20. Making two attacks with an OB of 20 and having 20 points worth of parry against the opponent attacked.

OR

Does the allocation of OB to parrying occur after the multiple attacks are calculated?

Example. A monk decided to make two attacks against a single opponent. With an OB of 60 the monk may make two attacks each at an OB of 40. The monk now allocates 20 OB from each attack to DB. Making two attacks with an OB of 20 and having 40 points worth of parry against the opponent attacked.

The second seems to be unbalanced but the rules are not clear at all on how parrying interacts with multiple attacks.."

**[ANSWER:] Tim Dugger**

"Unless stated otherwise, the amount of OB applied to DB is always deducted from OB prior to determining final OB (from parrying, multiple attacks, etc..). Please note that this is the same rule that applies to TWC as well (i.e. the OB of both attacks reduced by the amount of Parry equally)."

**[QUESTION:]**

"How would a monk go about parrying two attackers?

Would the monk use the Multiple Parry Combat Action or be able to just perform a parry as part of each attack they are making against two separate opponents?

Would the amount of OB allocated to DB count against all attackers the monk is attacking or would the monk be forced to allot an amount of OB for DB to each separately?."

**[ANSWER:] Tim Dugger**

"Chapter 10, Page 93 (revised rulebook or the Chapter 10 pdf), see the entries for Multiple Parry and Parry respectively.

If Monk is attacking multiple foes, then each attack is treated separately (this is different from multiple attacks against single foe). Each attack may include Parry, however, that parry bonus applies ONLY against that particular foe.

Thus a Monk with an OB of 80 is making 2 attacks, one each against two foes. This gives him an effective OB of 50 against each foe. He may then select to parry each foe. Against foe#1, he uses 25 to DB (his normal DB being 50) for a total DB of 75 against foe#1. Against foe #2 he is only using 10 points of OB for parrying; therefore he has a DB of 60 against foe #2."

**Monks and Weapon Kata****[QUESTION:]**

"Under RMSS, you did not need to purchase ranks in a weapon to use it with a weapon kata. Is this still





true in HARP? It looks like you need to buy ranks in your MA Style, and also buy ranks in MA Style-Weapon Kata.

Can someone clarify exactly what is required for a Monk to use a sword with his MA Style? What about Paired Weapons with his MA Style?"

**[ANSWER:] Tim Dugger**

"In HARP, Weapon Kata is a Martial Arts style. This means that the character has to have ranks in the appropriate Martial Arts skill (strikes or sweeps, depending on how he wants to use the weapon with the Kata -- i.e. sweeps to use a staff kata to sweep opponents (unbalancing crits)).

Thus to use a weapon kata for a sword, the character must have an equal or greater number of ranks in Martial Arts Strikes than he has the MA Style Martial Arts Style: Weapon Kata: Sword. To use paired weapons, then he must also learn the Dual Weapon Kata (which requires an equal or greater number of ranks in the appropriate weapon kata skill).

Thus, if Choy Fu the Monk has 10 ranks in Weapon Kata: Sword, then he must have at least 10 ranks in Martial Arts Strikes.

If he also has 10 ranks in Dual Weapon Kata (Sword), then he must also have 10 or more ranks in Weapon Kata: Sword (which requires 10 or more ranks in Martial Arts Strikes)."

**[QUESTION:]**

"So, if you have a MA Style and also MA Style-Weapon Kata, then can you use the weapon kata with the other MA style? (I think that's what MadMax was saying...)

Can I use different weapons with the MA Style-Weapon Kata? Or does it have to be developed separately with each weapon? For instance, if I have MA Style-Weapon Kata can I use a sword in conjunction with MA Strike attacks and also use a Quarterstaff with MA Sweep attacks?

I guess my confusion here is that most real-world martial arts include weapons in the styles after a certain level of ability. If the rule is that I have to buy each weapon entirely separately in addition to the MA Style itself, then I'm pretty frustrated about it.

Let me try to be clearer...which combination of skills is correct:

1. MA Style
2. MA Strikes
3. MA-Weapon Kata (Sword)
4. MA Sweeps
5. MA-Weapon Kata (Quarterstaff)

or

1. MA Style
2. MA Strikes
3. MA Sweeps
4. MA Weapon Kata (can use either Sword or Quarterstaff)

Or...if you cannot use a weapon kata with another style

1. MA Strike
2. MA Weapon Kata (sword)





3. MA Sweep

4. MA Weapon Kata (quarterstaff)

or

1. MA Strike

2. MA Sweep

3. MA Weapon Kata (sword or quarterstaff)"

**[ANSWER:] Tim Dugger**

" Actually it would be

1 MA Strikes

2 Weapon Kata (Sword)

3 Weapon Kata (Staff - Crush Criticals)

Tom B - This is one of those instances where HARP does things differently than Rolemaster (and I think it was RM2 that gave the Kata automatically). I don't see it as down-grading, but more along the lines of just using a different implementation of a shared concept.

Also, IIRC, I think that I said something along the lines of allowing a style to be used with a weapon, just be creating an alternate version of that style (with a higher rank requirement in the basic MA skill) as being a good alternative.

We have recently contracted with an author to produce a HARP Martial Arts Supplement (PDF only right now - due out early next year if everything goes ok), and in it, I am hoping that we can get some rules/guidelines for handling this."

### Monk attacks optional rules?

**[QUESTION:]**

"Do I have to consider the monk attacks (multiple attacks etc.) as an optional rule?"

**[ANSWER:] Tim Dugger**

"The Monk Attacks are not an optional rule, they are part of the regular rule-set. They were placed in the sidebar because that was the easiest way to associate them with the Monk without adding tons of extra text to the profession description."

### Monkey Style and Chi Defense

**[QUESTION:]**

"In ML monkey style allows an acrobatics roll and attack in the same round. Does this mean that while using the monkey style you could have chi defense as well as bonus db from an acrobatics roll and still attack?"

**[ANSWER:] Tim Dugger**

"Monkey style - yes, but remember the acrobatics roll gets the modifier from using the Chi Defense."



**Mounted Combat****[QUESTION:]**

"Can you clarify the text of Mounted Combat?"

**[ANSWER:] Tim Dugger**

"Attacking from a mount (one that does not fly) has a -80 modifier (flying mounts have a mod of -160). [The character's] skill in Mounted Combat reduces this penalty, just like Armor Skills reduce the penalty for wearing armor. It can reduce the -80 to 0, but cannot give [the character] a +xx to attacking while mounted."

**[QUESTION:]**

"What's the benefit of mounted combat ?? (other than move capacity and -80 to OB)

Do I gain OB bonus ?

Do I negate some foe OB / DB bonus ? "

**[ANSWER:] Tim Dugger**

"When you perform a mounted charge your weapon size increases one step

Also, in Martial Law, Mounted Combat is expanded, so that yes you can get a bonus to OB once you overcome the negative modifier.

There is also the fact that a trained war horse can also attack foes who are on the ground.

Additionally, not everything is going to be totally beneficial all the time....."

**Moving Past/Through Readied Opponents****[QUESTION:]**

"How would you handle moving around and in between opponents in HARP? If there was a group of ten guards protecting the king (yet there was space between them) are there any rules that would prevent an attacker from just running past the guards while charging the king?

Let's assume for the example that the guards are ready, have weapons drawn (but don't have any spears/pole-arms for the Hold at Bay maneuver)."

**[ANSWER:] Tim Dugger**

"First, I would look at initiative. Remember that the round is only 2 seconds long, so things are actually happening very fast and very close together. The person trying to get to the king would not have to worry about all the guards, just those closest to his path.

Looking at the Hold-At-Bay Combat Action, spears/pole-arms are NOT required (they get a bonus, but are not required). The action says a weapon longer than foe's, but in the situation that you described (he is trying to get past them to another target), just about any weapon would work. And since there is more than one guard, you could allow them to aid each other (see below) in the maneuver, or have them each make their own attempt to hold him at bay.

As for aiding another, you have the aiding character make a maneuver roll (in this case, using his OB) on the Bonus column of the Maneuver Table. The result is then added to the roll of the character doing the Hold-at-Bay (note: there is actually an example of this type of action someplace in the book, where



Esmerril is trying to use his knowledge of Ancient Lore to aid Nynyve in opening a lock).

### Multiple parry, second opponent at 10<sup>th</sup> or 11<sup>th</sup> rank?

#### [QUESTION:]

"Can a character parry a second opponent using multiple parry when the character gains the 10th rank or the 11th in his weapon skill?"

#### [ANSWER:] Tim Dugger

"11 ranks for using multiple parrying - he is allowed 1 parry for every 10 ranks or portion thereof, so 10 ranks means 1 parry, 11 ranks means 2."

### Open Ended Roll on second die

#### [QUESTION:]

"Would an Open Ended roll break the damage cap if the second or thereafter rolls resulted in an unmodified 99 or 100 or is it just the initial roll that is capable of determining if the damage cap may be exceeded?

Example. The first roll is an unmodified 96, the second an unmodified 100.

Damage Cap or no?"

#### [ANSWER:] Tim Dugger

"The 99 or 100 breaking the damage caps is for first roll only."

### Paired Weapons

#### [QUESTION:]

"Paired weapons, it doesn't say what bonus to use, the weapons bonus, or the styles bonus. (probably the least of the two, but it doesn't say)"

#### [ANSWER:] Tim Dugger

"Use the style bonus."

#### [QUESTION:]

"Martial Law, page 18, "Paired Weapons": Is the OB used that of the ranks in Paired Weapons ?"

#### [ANSWER:] Tim Dugger

"Paired Weapons - the skill bonus, not the ranks, but yes "

#### [QUESTION:]

"I have a question on Paired Weapons. If the character is using this style with say two short swords, and one of his two wielded weapons has either a magical or non-magical bonus, how does that affect his skill.

I assume if both weapons are +5 that you add +5 to the Paired Weapon skill, but with only 1 I assume you halve the bonus and add it to the skill? "



**[ANSWER:] Tim Dugger**

"All bonuses would be added. If you have 2 +5 short swords, that would be a +10 to the Paired Weapon OB as it uses both weapons in concert."

**[QUESTION:]**

"Okay, can of worms question here. If Paired Weapon adds both and resolves once, two good weapons (+10, +15, or god-forbid +20) increases that character's OB by 20, 30 or 40 points when using this style, which is large percentage-wise. Is that what you envision/intended?"

Similar thought. TWC? I assume here that you take the TWC bonus and add any weapon bonuses separately to each individual attack?"

**[ANSWER:] Tim Dugger**

"For TWC, the weapon's bonus is added separately to the attack for that weapon, not combined. With TWC you are making 2 separate attacks, while with Paired Weapon you are making a single attack with one weapons.

Alternatively, you could just use the highest of the two bonuses..... I think it would all ultimately depend upon how magic heavy your campaign is and your GM's views on it.."

**[QUESTION:]**

"Concerning Paired Weapons - Also, why is it that Two Weapons gives you two attacks but Paired Weapons gives you one (albeit more effective) attack. Originally my character was a Falchion/Falchion wielder (illegal in retrospect I now realize) but I liked the idea of him being able to do things like substitute a disarm for one of his two attacks or potentially use the new fencing bind. Are these not possible if the two weapons are coincidentally the same?"

**[ANSWER:] Tim Dugger**

"Paired weapon - Make a new style, identical to the Paired Weapons (rename it to "Paired Weapons Tandem") and call it Paired Weapons Independent. It has the same requirements as the Paired Weapons style (1.5x the number of ranks in the skill as is in the style), and you must split your OB between the actions taken. Thus, if you have ten ranks in Paired Falchions, you need 15 ranks in Long Blades. If your total bonus for the style is 70, then you have 70 points to split between the two weapons when making attacks. However, you do not get the damage bonus that is given with the "Paired Weapons Tandem"."

**Power Strike****[QUESTION:]**

"Does Power Strike allow the damage cap to only be exceeded by up to 10 or by a greater amount? So do you cap and then apply the +10 or do you apply the +10 and neglect any capping."

**[ANSWER:] Tim Dugger**

"Power Strike - the +10 modifier to damage may allow the strike to exceed the normal damage cap. This does not allow the AAR to exceed the cap prior to the modifier.

For example, You do a Power Strike with a dagger. It has a normal Damage Cap of 90. If your Adjusted Attack Roll was 93, then you would drop that to 90 (down to the Damage Cap), and then apply the +10 modifier bringing the final result up to 100 (which surpasses the Damage Cap)."

**[QUESTION:]**

"Can you stack Power Strike with itself(-40 OB = +20 AAR, etc...)? If not, how does a master swordsman



kill a pesky goblin with one strike? It seems that without Power Strike stacking getting a kill is based on luck rather than skill (99-00 to ignore damage caps). This could be problematic in high level games"

**[ANSWER:] Tim Dugger**

"No, Power Strike replaces the normal attack. However, that bonus to AAR is better with larger weapons, thus, if character is using a Large weapon, then the chances of an instant kill are higher. The natural 99-100 to ignore damage caps always applies."

## Praying Mantis and Long Fist Styles

**[QUESTION:]**

"Just to get it right - "Praying Mantis" and "Long Fist" martial arts attack-styles were removed in the revised edition completely, right?

Both styles aren't listed anymore in the revision pdf files available for download...

Why were they removed?

Was it due to space, game balance or other?"

**[ANSWER:] Tim Dugger**

"Correct - they were removed.

IIRC, they were removed because of "other". Basically, in doing the revision (and working on the styles for Martial Law), I felt that they just didn't feel right to me, so I removed them. Chances are that they will make a come-back (in some form) when we get a chance to do a Martial Arts book for HARP. "

## Ranged Attacks

**[QUESTION:]**

"Does a character receive bonuses for flank or rear when attacking with a missile weapon? "

**[ANSWER:] Tim Dugger**

"Yes - if they are to the flank or rear of the target."

## Shield Weapons / Shield Bashes

**[QUESTION:]**

"Can the shield weapons be used to perform shield bashes?"

**[ANSWER:] Tim Dugger**

"I don't see why not, though if allowed, the attack should be a tiny bash at most, or a tiny attack (i.e. kinda like having a spiked shield) of the proper type, and treated as a shield bash in all other respects)."

## Shielding Weapon

**[QUESTION:]**



"Shielding weapon sounds a bit over the top? A character fighting with for instance a rapier and a main-gauche gets up too +65 db, while a character fighting with a longsword and full shield only gets +30 to db."

**[ANSWER:] Tim Dugger**

"I don't think it is over the top. Remember, the shield protects against all attacks while the weapon may only be used to parry one attacker at a time. "

**[QUESTION:]**

"Is the DB bonus provided by Shielding Weapon an across the board bonus or is it applied like a bonus generated by parry?"

**[ANSWER:] Tim Dugger**

"It is an across-the board bonus.

Your Character has a style bonus of 80, and is using a Long Sword and a Main Gauche as his combo. Thus he attacks with the long sword with a bonus of 80, and so long as he is using the style, he gains a bonus to DB of 55 (40 from the style & 15 from the additional defensive capabilities of the Main Gauche).

It is across the board, against melee attacks. Not against elemental or missile weapons, nor against rear attacks. It is limited by the capabilities of the weapon.

Use a little common sense It affects things that a normal parry can affect, but only a little more so..."

**[QUESTION:]**

"How does shielding weapon (ML) exactly work? The weapons are not really used "in tandem", I can always attack with the stronger weapon and "parry" (get 50% of the paired weapon skill) with the smaller one (the maine gauche etc), or am I wrong? Or do I have two attacks? Do I get the +5 initiative bonus for using two weapons?"

**[ANSWER:] Tim Dugger**

"You get 50% of the skill bonus to DB, up to a maximum of +50 (not including any DB from the weapon itself - like the maine gauche when used defensively). You only get one attack per round when using this style - one weapon used offensively and the other used defensively"

**[QUESTION:]**

"Do the shield weapons Main Gauche and Sai grant the +15 DB simply when held in the off-hand by a Shield Trained character using another weapon to attack.

Does a Shield Trained character wielding one of the Shield weapons gain the +15 DB during a full parry."

**[ANSWER:] Tim Dugger**

Yes, but they may not attack with it, nor may they use it for anything other than a shield.

Yes, they get the +15 any time the weapon is used defensively.

2 weapons - Yes

Simply put, he gets the +15 ANY time that the weapon is used defensively.

**[QUESTION:]**

" Rasyr...I think in your first sentence you meant to say was:

"Yes, but if they make an attack with the weapon they do not receive the +15 DB benefit for the weapon that round."



The way you worded it above it could be construed to read that a character cannot make an attack with a Main Gauche, and I don't believe that was your intent."

**[ANSWER:] Tim Dugger**

"If the character does not have one of the two-weapon combo combat skills, he may not make an attack with it in the same round that he makes an attack with his primary weapon.

My impression was that the character has skill in something like mace or longsword or whatever, and shield training talent. He is using the main gauche solely as if it were a shield, using it as a shield, you cannot attack with it unless using another skill (or shield bash combat action)"

### Size of Martial Arts Attack for Monk with Weapon Style:Sai

**[QUESTION:]**

"One of my players is playing a Gryx Monk. This character has MA:Strikes, MA: Sweeps, Weapon Kata:Sai and MA Style: Dual Sai.

I understand the rules about the rank requirements for each style, etc but I need someone to check that I've made the correct call on the attack size/type.

MA attacks are normally Small on the MA tables, but for a Monk, the size becomes Medium. A sai is a Small Puncture weapon so what is used when the character uses Weapon Style:Sai to attack?

Is it a Small Puncture or do we use Medium Puncture?"

**[ANSWER:] Tim Dugger**

"Small Puncture - The Monks Martial Arts ability does not change a weapons physical size of attack. The MA attacks are a medium for the monk as they are taught how to better focus their chi (this is a minor side affect of their basic training) into their attacks making them a little bit more powerful than others who have martial arts training."

### Sudden Dodge

**[QUESTION:]**

"Sudden dodge can not be declared AFTER the foe attacked (has thrown the dices), or can it?"

**[ANSWER:] Tim Dugger**

"Sudden Dodge may be declared at any point up to where damage is applied. But remember, if Sudden Dodge is called, and the character has already taken his action, then he loses his action for the following round."

### Sudden Dodge, Dodge

**[QUESTION:]**

"In the descriptions of both combat actions it makes mention of ignoring negative results or treating negatives as a result of zero. However the wording in the descriptions is a bit unclear. Do negative results on the bonus table apply in reducing the +50/+25 down to zero but not below or are negative results completely ignored making the minimum bonuses gained +50/+25?





If these combat actions are used in aerial combat may the Flying/Gliding skill be used instead of Acrobatics/Tumbling?"

Let's say you've already made your token attack roll in a round which you made a "full parry" and wish to perform a sudden dodge as well to escape harm... you do so and still live for the next round. You now must perform ONLY a sudden dodge for this round, correct? What if you had not already attacked and wished to abort your action and perform the sudden dodge? Would you then have to perform the sudden dodge in the next round or would it simply have replaced your aborted action?"

**[ANSWER:] Tim Dugger**

"Negative results from the Maneuver Table are completely ignored.

If you have performed part or all of your action, then performing a Sudden Dodge will negate your action for the following round (i.e. the Sudden Dodge continues into the next round - so you still get the bonus).

If you have not performed your action yet, performing a Sudden Dodge cancels that action, but does not impinge upon the next round.

Note: Parrying IS part of an attack, therefore if you parry and then do a Sudden Dodge before it is your turn to roll for your attack, the Sudden Dodge will carry into the next round."

**[QUESTION:]**

"Is the Sudden Dodge bonus applicable to all attacks?

Is the Dodge bonus applicable to all attacks?"

**[ANSWER:] Tim Dugger**

"Sudden Dodge is applicable against all attacks, Dodge is applicable against 1 attack (or maybe one group of attacks (i.e. against the three orcs you are facing since you can plan your dodge to avoid all three)).

You know, the more I think about the more I am thinking that Dodge should be against one or more known attacks (i.e. if a sniper is watching, waiting for the right moment to shoot he will notice (with a Combat Perception roll) the body language that says you are about to jump).

I would also rule that Sudden Dodge cannot, ever, be performed as a premeditated action. It is what Champions would call an "Abort Action" because it is meant to be used as a replacement for a declared action that is aborted due to circumstances. IIRC, the text even says that the character uses the Sudden Dodge to replace a declared action, or something to that effect.

If a player wants to premeditatively use a Sudden Dodge, tell them no, that they use the Dodge instead. (don't tell them it doesn't work). If a Sudden Dodge is used with premeditation then it is a normal Dodge, not a Sudden Dodge."

## Two Shields

**[QUESTION:]**

"If a character were to wield two shields in lieu of any weapons would they gain the benefits of both?"

"If we can use two main gauches as shields for a +30 DB (+15 for each), then can we not also use two ~shields~ for double the DB bonus as well? If not, what about bucklers - they have more in common with a main gauche than they do a shield... Or should we perhaps consider allowing only one bonus from a shield or shielding weapon?"

**[ANSWER:] Tim Dugger**





" You could create a Martial Arts style for using the bucklers

Get a buckler embossed with steel (or made of steel), and perhaps having something 60 degrees of its edge be sharpened.

MA Style (Savage Shield) (Ag): This style allows the Martial Artist to use a small buckler as a weapon. The buckler is of normal size (6 inches in diameter). To learn this style, the character must have the Talent, Shield Training, and a number of ranks in Martial Arts Strikes equal to or greater than this skill. When using this style, all attacks are resolved using the Crush critical table, if the buckler has a sharpened edge, the character may make a small Slash attack with a -10 modifier if wanted. The character also gains the DB bonus from the buckler as well while using this style. Use of this style follows all the normal rules for Weapon Kata otherwise.

Double Savage Shield (Ag): To use this style, the character must have twice the number of ranks in the Savage Shield style as he has in this style. When using this style, the character may wield two bucklers, and gain the DB bonus from both at the same time while still making attacks. The character may make either two separate attacks (using the guidelines from Two Weapon Combat) or may make a single attack that is one size larger than normal.

Okay, now those were just off the top of my head this morning, so what do you think? I based them on Martial Arts since (1) it is a combat skill, so Fighters can learn it, and (2) there really isn't a proper skill for making shield attacks. Most shields are too large or bulky to be effective as weapons, however, I can see using two bucklers in such a situation. As for the size of the attack. Martial Arts normally does a small attack (for any except the Monk - for whom it does a Medium), thus the size of the attack is limited to the same size as a normal Martial Arts attack, but resolves on the Crush table rather than the Martial Arts table. Also, if a bit of the edge has been sharpened, I could see it being used to slash foes as well, so I included that. "

**[RESPONSE:]**

"I really like the MA Combat Styles.

The only change I would make would be to not require a character to have twice as many ranks in Savage Shield as Double Savage Shield. Dual Sai Style does not require twice as many ranks in Weapon Kata: Sai. "

**[ANSWER:] Tim Dugger**

" Hmm.. since Savage Shield requires ranks in MA, could possibly reduce Double Savage Shield to requiring  $\geq$  ranks in Savage Shield - and that should fix it " (Long Discussion on shield attacks followed)

## Two Weapon Combat

**[QUESTION:]**

"When using the 2-Weapon combo, do you "use the lesser of either the style's skill, or his weapon bonus as his Offensive Bonus for all attacks,"

**[ANSWER:] Tim Dugger**

"TWC bonus is the bonus used. All that is required is that he have a minimum of one rank with the weapons used in the style. This also means that if he loses one of those weapons, he is stuck using the weapon bonus rather than the TWC bonus. His skill bonus with the weapons used in the TWC style have no bearing on his skill bonus with TWC (so long as he has that one required rank)."



## Two Weapons Skills

### [QUESTION:]

"Concerning Two Weapons and Talents - My original assumption was that Weapon Focus (what Fighters get at 1st, 5th...) applied to the weapon (and hence to anything you did with it. Thus a +10 w/ Longsword worked with a normal attack, the relevant half of a two weapon attack, disarm, etc. On re-reading it, it appears to apply to a specific weapon skill. I now interpret this as meaning that I have to assign it to one of the specific skills like Long Blades, Two Weapon or Disarm. Is this accurate or can you only assign it to the base weapons skills (e.g. Long Blades)?

Lets say I have an 11th level fighter with Two Weapons (Longsword/Main Gauche all ranks equal) and +30 (from three weapon focus talents). Can I put them in Paired Weapons? If they are in Long Blades do I lose their effect the minute I pick up my Main Gauche? If they are in Paired Weapons do I lose their effect the minute I drop my Main Gauche?"

### [ANSWER:] Tim Dugger

"The bonus applies to the weapon group skill (see the faq), however, I would allow it to be used for styles, but only if it is for the weapon in the primary hand (i.e. it could not be applied to the weapon in the off-hand). For the Paired Weapon style, only allow half the bonus due to the way the style works. Thus, if you put the bonus in Long Blades, and have the TWC for Long Sword and Dagger, the bonus can be used when using the style, but it applies only to the Long Sword, and only if the Long Sword is in your primary hand (i.e. your right hand if right-handed)."

The requirements for TWC are as follows in HARP revised

- 1) Two different weapons
- 2) Both weapons must be a primary weapon for the group (thus it gets the full OB).

Note that there is a talent in ML that allows for multiple "primary weapons" within a weapon group...

In addition to the items I list above, the character must have an equal or greater number of ranks in each weapon.

For two attacks with identical weapons, I would create a Combat Style for him that allows two attacks, but he must have twice the number of ranks in the weapon as he has in the weapon.

(I really ought to write up these alternate styles that I keep tossing out and post them on the website...)

In creating styles, the style should be listed to a single benefit generally, and then create multiple styles for each of the things he wants, and then you can create a Training Package, that teaches him the basics in the various styles allowed...

Thus, your sword master guy knows a number of individual styles (and can change style each round to fit the situation) that comprise what amounts to a Master Style, so to speak...



## ***Spell Casting Questions***

### **Adding Scaling Options to Existing Spells**

**[QUESTION:]**

"I can understand how a player can create a spell and the mechanics for it as well as the cost in development points but how would you work it for a player to add a scaling option to a already existing spell?"

Example: Fly which doesn't have any options to increase the number of targets or to increase the duration both of which seem like logical scaling options."

**[ANSWER:] Tim Dugger**

"Treat it as researching a new spell (i.e. with attendant bonuses for it being a known spell) with the proper scaling options you want to add."

### **Air Form**

**[QUESTION:]**

"CoM, page 80, "Air Form": What happens if the spell ends while the character is intermeshed with solid objects?"

**[ANSWER:] Tim Dugger**

"intermeshed? If, by that, you mean what would happen if the spell ended while the caster was going under a door or through a wire grating, I would have to say that he reforms on the side upon which the majority of his form is located. If he happens to be in an extremely long tube or pipe that is smaller than his normal form, then "squish!"."

### **Arcane Bolt vs Stone Door**

**[QUESTION:]**

"A situation just came up in one of my PBEM games where a player in frustration shot off an arcane bolt at a stone door that was shut behind them. I am sure the player did it just for colorful writing and to express his character's frustration at the betrayal - but then I stopped and realized that an arcane bolt might damage a stone door.

There is nothing in the HARP text (that I found) that made this impossible, but the "Attacking an Object" rules did not really help me much. Any thoughts as to how to resolve this?"

**[ANSWER:] Tim Dugger**

"Ok, for spells which do physical attacks, treat them as follows: the number of ranks in the spell is equivalent to a Str bonus for handling the rules normally.

However, Arcane Bolt would not fall under those rules. Remember, it require a RR. Personally, I do not



think I would allow it to hurt a target that cannot make a RR (such as a stone door"

### Armor and spell effect stacking

#### [QUESTION:]

"It appears that spell caster can wear leather greaves, leather bracers and a leather helm for a total of 7 DB with no spell casting penalties. Does this stack on top of the effects of Steel Skin, Tree Skin, etc.?"

#### [ANSWER:] Tim Dugger

"Steel Skin and Tree Skin - yes, the bonuses do stack with armor worn."

### Banish Fatigue

#### [QUESTION:]

"CoM, page 76, "Banish Fatigue": "...not may a character regain lost Endurance..." Do you mean to say that a character may not regain Endurance from natural recovery (sleeping) as opposed to magical means ? A character may not be magically healed while under this spell ?"

#### [ANSWER:] Tim Dugger

"The spell description says nothing about magical spells, it specifically states that it will not protect against sleep spells. It mentions recovering lost endurance and power points. Since those two item are recovered naturally while resting/sleeping, it is implied that it is this natural recovery that is stopped, and that it does not stop spells of any sort (refer to sleep spell note)"

### Battle Runes

#### [QUESTION:]

"Battle runes. This seems to be a safe way of getting spells of in combat. Only 1/4 of the fumbles are fumbles that will affect combat. The other fumbles uses some pp or damages the character out of combat. None of these are a threat. There doesn't seem to be any cost (except pp). There aren't any mentioning of tools to make a rune, only on the fumble table."

#### [ANSWER:] Tim Dugger

"And the bad part is that you never know if your battle runes are going to work or not, at least not until you actually try to use it. The tools to make the Battle Runes would depend upon the method, paint brush, engraving tools, etc..."

#### [QUESTION:]

"Under the blade runes descriptions it says you can't have any more runes than ranks in one place and one per five ranks in another. Which is it?"

#### [ANSWER:] Tim Dugger

"Battle Runes - You can have a number inscribed equal to the total number of ranks, but they only know one spell to inscribe per five ranks. That is what is meant...."



**Casting Spells and Movement****[QUESTION:]**

"Can a character cast and move in the same round?

If so under which rules?

How would multi-round casting work?"

**[ANSWER:] Tim Dugger**

"I don't see why not. Just treat it the same as the Move & Attack Combat Action. For multi-round casting, the penalties from each round would be combined."

**[QUESTION:]**

"What about casting outside of combat?"

**[ANSWER:] Tim Dugger**

"Same thing. He either stands still for a few moments, or receives a penalty for moving while casting, based on how far he moves.."

**Casting Spells in Armor – Transcend Armor skill?****[QUESTION:]**

"Someone in my group wants to play a Paladin. He has a lot of experience with D&D, so he has the perception of the plate-wearing warrior who can cast divine spells. He was frustrated when I told him about how spell casting works with regards to wearing armor.

I was never a huge RM player, but I do recall a skill/talent called Transcend Armor (or something similar), which reduced the penalties for casting in armor. Will something similar be presented in Martial Law?"

**[ANSWER:] Tim Dugger**

"HARP specifically stayed away from using Transcend Armor as it provides a rule by exception and could easily make a magic using character too powerful. However, there is already a rules-based answer available for you.

Read the spell, Holy Symbol. This allows the Cleric (or Paladin) to turn his holy symbol into a PP Adder. PP supplied by a PP Adder do not count against the caster when figuring any penalties for using PP above the base cost of the spell. There is even an example on page 50 of the first printing of HARP (page 52-53 of the revised HARP) that illustrates this. By allowing him the use of this spell, the character then gets a "Transcend Armor"-like ability through the magic granted by his deity, and yet does not unbalance the system....."

**Change Object Size****[QUESTION:]**

"CoM, page 92, "Change Object Size": Does this work on animate objects ? What are the effects of changing size ? More damage ? Larger mass ?"

**[ANSWER:] Tim Dugger**

"Look at the size changes... You cast the spell on a foe's long sword (3' length), it is now 12' in length or one foot in length (size of a dagger). So he can then use it as a long spear/pole arm or as a dagger for the duration, if he does not drop it altogether.

In other words, treat the object as the nearest equivalent of its new size, if it is a weapon... Other items take on a case by case basis.

The spell works on objects, period. If it is an animate object, and it can fly normally, then you have to determine if its flight capabilities are strong enough to allow it to fly it at the new size/weight. Most likely not, IMO."

## Charm spell

### [QUESTION:]

"Okay.. so the GM and I have a vary in the idea of how Charm works here in this rule system. While we both agree the NPC will protect the caster if the caster is attacked.. I understand the charm is powerful enough to switch loyalties for the entire group.

Example - A part of 4 enter a room with 3 NPCs (2 hobgoblins and a lizardman). The cleric charms one of the lizardman. Now.. the lizardman will defend the caster if attacked by hobgoblins.. but will the lizardman still attack the party? or will he switch and attack the hobgoblins on his own?

To what extent does the charm last and affect?"

### [ANSWER:] Tim Dugger

"Target believes that he is a good friend of the caster so long as the caster concentrated (up to a maximum duration).

The way I view it is as follows: So long as nothing happens to make the target question that belief, then it will hold. The target will be his friend. He will warn him of danger, but will not put his own life at risk.

If the caster's friends/companions are attacking the targets friends/companions, the target should get another RR (against the original attack roll) with a +20 bonus (and increase that by +5 per each round that combat continues).

Also, the spell will not make a character do something that they would not normally do (like let a friend sneak into the vault that he is guarding). A caster who tries to make the character do such, is going to make the target get another chance to throw off the spell... (any bonuses to the RR would be determined by how much against normal nature the request is)."

## Concentration

### [QUESTION:]

"CoM, general question: Maybe I missed this, but what does "concentration" imply in terms of having to concentrate on keeping a spell active ? I can take no other actions while concentrating ? "

### [ANSWER:] Tim Dugger

"HARP page 110 - right hand column -- all other actions while concentrating receive a -50 modifier."



**Containment Circles****[QUESTION:]**

"CoM, page 65, Containment Circles: The description states that a contained target cannot leave the circle but says nothing about the ability to attack from it. That wouldn't make it very useful if the target can attack at will from the circle. "

**[ANSWER:] Tim Dugger**

"If they cannot leave the circle then how can they attack those outside from within? Personally, I would say that what is in the containment circle cannot attack "

**Cool Spell****[QUESTION:]**

"CoM, page 80, "Cool": The spell states that cooling any metal object to -20F makes it brittle. While I am not a metallurgist, I think this only applies to (of the common alloys you may encounter) tin alloys ("tin disease" that Napoleons troopers encountered). I am pretty darn sure iron alloys laugh at -20 F. In fact I think just about any common alloy used will be unaffected by -20F."

**[ANSWER:] Tim Dugger**

"Umm... its magic, okay? ☺ "

**Counterspelling****[QUESTION:]**

"A character trying to counterspell anothers spell is the "attacker", right?"

**[ANSWER:] Tim Dugger**

"Correct."

**Counterspelling Counterspells****[QUESTION:]**

"Ok, I have been searching Counterspell and haven't found this same topic. Following the rules, you should be able to counterspell a counterspell (at least, I didn't find otherwise). Then, imagine this absurd (but valid) situation:

A thousand mages are locked in a cage with one thief, who tries to open the door using Unlocking Ways. But there is this one evil mage inside the cage (and his 500 acolyts), who easily counterspells it. Seeing this, one of the 500 good mages counterspells this counterspell, then one of the bad ones, seeing this, counterspells the counterspell to the first counterspell to the Unlocking Ways of the thief, then a good mage, seeing this...

Umm.. I haven't gone through CoM yet, but. When does this stop?"

**[ANSWER:] Tim Dugger**

"Personally, I would never allow the Counterspelling of any instantaneous spell, just because the fact that





it is instantaneous means that it has already been cast by the time the person wanting to counterspell it can realize that it is being cast in the first place.

Pnune, if we use your 1/2 second time for casting, then other actions (such as Combat Perception) would also take about 1/2 a second. Remember, in order to counterspell another spell you must be aware that it is being cast. Thus a Combat Perception would allow you to know that the counterspell is being cast right about the same time it is finished and too late to be countered..."

**[QUESTION:]**

"Yes, I forgot that CounterSpell was instantaneous when I responded.

This adjudication seems reasonable with one exception.

If you have held, readied, opportunity actions (whatever you want to call them) in your game, I would allow a caster to ready a CounterSpell to "counter the next spell that NPC 5 casts", even if that were an instantaneous spell.

This allows the PC Mage to counter the NPC Warrior Mage who the PC Fighter could not touch due to his -100 Bladeturns. "

**[ANSWER:] Tim Dugger**

"Well, the rules do state that the caster of an instantaneous spell must be able to see the target of the instantaneous spell (using Combat Perception) in order to cast it.

I had forgotten about that... hehe

So, let me rephrase my answer.

A caster may not counter an instantaneous spell unless he is looking for it in the first place and spots it using Combat Perception."

## Counterspell vs. Dispelling

**[QUESTION:]**

"Why is it easier to Counterspell a scaled up spell but harder to dispel magic it?"

**[ANSWER:] Tim Dugger**

"Simple, the Counterspell takes place DURING casting, which is made more difficult by the additional mana.

Once a spell has been cast, the effects are stable (in the sense that they are more difficult to undo)."

## Detect Life

**[QUESTION:]**

"CoM, page 76, "Detect Life": Do detect spells like this one function like radar ? I can scan an area I cant see ? "

**[ANSWER:] Tim Dugger**

"Not quite like radar, but yes, so long as the area is within range."





**Does the target of an Elemental Attack Spell apply their DB to the attack roll?****[QUESTION:]**

"Does DB count against an Elemental Spell? I assumed it did and let the creature use his DB against an elemental bolt, but one of my players questioned this. Was I right?"

**[ANSWER:] Tim Dugger**

"The targets of elemental spells do get their DB against them. Elemental spells are treated just as a melee or missile attack in how they are resolved (although no parrying allowed)."

**[QUESTION:]**

"Elemental Attack spells are treated the same way as melee attacks (roll attack and apply to elemental crit chart that is applicable). It is not clear in the rules if this is opposed by anything on the target side. Does the target apply their DB to attack roll?"

**[ANSWER:] Tim Dugger**

"Elemental Attack spells are resolved like missile attacks more so than melee attacks, since you cannot parry them. But, yes, when it says that they are resolved like melee, it does mean that the attacker rolls, adds his bonus, and then subtracts the defender's DB to get the total."

**Do ranks required to cast a spell need to be purchased all at once?****[QUESTION:]**

"You need to have a # of ranks in a spell equal to it's PP cost. Do you have to purchase the whole amount of ranks in one shot? Or could you have ranks in a spell, yet not enough to cast it?"

**[ANSWER:] Tim Dugger**

"Correct, you do not have to purchase enough ranks in a spell to allow you to cast it in one lump. You can spread this over as many levels of development as you would like. The only effect is that you know a little bit about the spell but not enough to successfully cast it. Please note that if you do not have enough ranks to equal the number of PP required for the spell, it will automatically fail everytime."

**Elemental Bolt Scaling****[QUESTION:]**

"If I add increased size to an elemental bolt for 4pp to increase my damage by +10, doesn't that decrease my attack roll by -20?"

**[ANSWER:] Tim Dugger**

"The attack roll is the casting roll, yes. Now as to the other, before you get too upset, check out the damage that is available to those larger bolts, the potential for instant death is greater over all. This is what makes the scaling option more balanced. Scaling is always an option, not a requirement."



**Elemental Spells****[QUESTION:]**

"On page 70 of the rule book, it makes a reference to elemental attacks being treated as melee attacks. Is this spelled out in detail somewhere later (and I've just over looked it)? For example, does this mean that someone can parry an Elemental Attack?"

**[ANSWER:] Tim Dugger**

"Treating an elemental attack as a melee attack means that you figure out whether or not the attack hits in the exact same manner (same basic rule, of course certain modifications will be different, like not being able to parry an elemental attack)."

**Elemental Weapon****[QUESTION:]**

"This came up in our last session and I wanted some clarification on the matter.

Elemental Weapon has a range of "touch". But in the spell description it says "The caster is able to temporarily enchant his weapon to deliver an extra elemental critical..."

Well by some in the group the range touch was interpreted as the ability to cast it on anyone's weapon. In this case the Archer.

Is this correct or is the description correct?

Can you only use this spell on the weapon of the person that cast it and what happens if they fall down and someone else picks up there weapon?

When there is a difference in the wording like this what is proper procedure? Follow the range or the description?"

**[ANSWER:] Tim Dugger**

"The intent of the spell is for the caster to enchant his own weapon's only, not those of other people. The spell has a range of touch because, well, he has to touch the weapon to enchant it as opposed to a range of "self" which would mean that the spell is cast on himself.

As for what it can be used on, casting the spell on a bow is almost useless, unless planning on hitting a foe with the bow itself. You would have to cast it on the individual arrows."

**[QUESTION:]**

"If I understand correctly from your description of the intent is that if the caster isn't holding the weapon (maybe for a specified amount of time) then the weapon will loose the enchantment.

1. If that is not the case then what is keeping the caster from enchanting other party members weapons?

2. If that is the case then the caster would not be able to enchant arrows for once they left the bow they would loose their enchantment.

Which is correct? If neither please explain."

**[ANSWER:] Tim Dugger**

"As I said, the intent is for the Warrior Mage to only enchant his personal melee weapons (perhaps the wording should have been more specific). However, the way that the spell is written (for the attributes), it can technically be used on the weapons of other people. My previous answer was only stating the intent



of the spell.

Enchanting a bow does not automatically pass that enchantment along to the arrows, so the arrows would have to be individually enchanted (one at a time).

Bruce, you are trying to read too much into the spell, I think hehe "

**[QUESTION:]**

"In that case Rasyr, is the spell "divine hammer" meant to be used only by the cleric himself?"

**[ANSWER:] Tim Dugger**

"Yes, same situation. The intent is for the caster to use it on his own weapons. The spell has a range of touch, and the text of the spell refers to "his" weapon. "

### Elemental Weapon Critical Size

**[QUESTION:]**

"What size elemental critical is added when the weapon has different critical sizes depending on how it's being wielded?" [Example: Katana has Medium criticals if used 1-Handed, but is considered Large if wielded 2-Handed]

**[ANSWER:] Tim Dugger**

"If a weapon can do multiple sized criticals (as determined by how it is used), then the starting size for the critical is one less than the smallest attack size. Thus, using Katana as an example, the spell does a small elemental critical, no matter which way the katana is wielded."

### Free Hand

**[QUESTION:]**

"HARP rules, page 107: It states a caster must have a hand free..... what is "free" ? Totally free of anything ? can I have gauntlets on ? A shield or a weapon ? Clearly a spell focus sounds legal from the wording....."

**[ANSWER:] Tim Dugger**

"Free hand means that you have nothing being held in that hand. The Focus Item is an exception in that is part of the casting procedure "

### Growth

**[QUESTION:]**

"CoM, page 99, "Growth": What are the effects of being grown?"

**[ANSWER:] Tim Dugger**

"He gets bigger.... It is that simple. His strength, other than what is needed to allow him to move, does not change. He does have a longer reach, and longer stride, etc...

Alternative, you could possibly allow the temporary gaining of the talent, Giantism, and extrapolate from



there."

### Guardian Blades

#### [QUESTION:]

"How are "Guardian Blades" handled? The spell description says, everyone passing through receives a tiny slash critical (1d100 - 20).

Do you subtract the targets DB from the roll or is it applied as rolled ?"

#### [ANSWER:] Tim Dugger

"Guardian Blades - Look at the spell type. Compare it to Fire Wall. This is a Utility (Elemental) spell. This means that there is no Resistance Roll, and since it is not an attack, you do not subtract DB from the roll. Being a Utility spell, is cannot be cast where somebody already is at. However, once cast, a person has to consciously decide to go through it (thus accepting the consequences). In short, if a character goes through the Guardian Blades, he takes the damage, period."

### Haste Spell

#### [QUESTION:]

"If a mage scales up a Haste spell (both in duration and actions allowed) to allow 2 actions, and on the next round he casts a scaled spell that would normally take two rounds to complete, is he then able to release that same spell in the one round due to the haste?"

#### [ANSWER:] Tim Dugger

"If a caster is Hasted, and wishes to cast a spell that would normally take two rounds to cast, then yes he could cast it in a single Hasted round. Basically, manipulating mana (power points) takes 2 seconds per every 5 power points. Thus, for a Hasted character, they are actually living the equivalent of 4 seconds in two seconds (i.e. double time, double the normal possible activity). This also means that a Hasted character could possibly cast two different spells in a Hasted round. This actually goes against the one spell per round rule. That rule is in place because it is presumed that the actual manipulating of mana WILL take a certain minimum amount of time. The more you are using, the more time it will take. So, personally, I would allow a Hasted character to cast two spells in one round (note: other mages may of course always Counterspell the Haste spell)."

### Holy Symbol PP Question

#### [QUESTION:]

"What's the max. a cleric can add in PP to the symbol, and does the symbol regenerate its own PP?  
I see it mention adding up to 5 PP at a time. Is that 5PP for the adder total or per day?"

#### [ANSWER:] Tim Dugger

"Holy Symbol is used to create a magical item for the Cleric - it is tied specifically to him.

A PP Adder supplies its bonus (+1; +2; etc) to every spell that the caster casts. Thus a +2 Adder reduces the overall cost of casting a spell by 2 power points, for every spell (down to a minimum of 1 PP - the caster MUST always supply at least one PP for a spell).



The spell description gives a maximum of a +5 Adder. I would not allow anything higher than that.

It is also important to remember that the caster must have at least the number of ranks as the number of PP required by the spell (thus while the Adder reduces the number of PP required to be supplied by the caster (which can reduce the modifier for number of PP over base cost), it does not reduce the number of ranks required by the caster.

A character must also be of at least 11th level to make the +5 adder, and at that, he is receiving a -120 modifier to the casting roll. The caster would need 70 ranks (i.e. a minimum of 23rd level) just to have a skill rank bonus equal to the negative modifier for making it a +5 adder.

Personally, I would not allow the adder to be used when casting Holy Symbol as the caster is casting the spell on the item itself.

Revised rulebook, page 52, second column, under PP Adder (last item on page)."

### Imbue Spell in relation with the Increase Imprint

#### [QUESTION:]

"How do you handle double or triple casting of Imbue Spell in relation with the Increase Imprint for the creation of Daily-3 items (for example)?

I assume casting 3 times the spell Imbue Spell without scaling for extra imprints represents a single batch.

Now, if I scale this spell with 2 extra imprints, does it count as a single batch, or do I have to cast this spell (in this state of scaling) two me times, giving me 3 imprints?

to say it differently, if I scale with 2 extra imprints, do I have a single batch, or one third of a three-imprints-batch?"

#### [ANSWER:] Tim Dugger

"Daily Items - the proper Imbue spells must be cast a number of times each day. Thus a Daily III item would require three castings of Imbue spell each day. These three Imbue spells equals 1 batch.

The Increase Imprint scaling option CANNOT reduce the number of castings per day required for the effect, it only reduces the total number of castings required.

For example (and my number are off because this is an off the cuff example), a Daily III item takes 60 castings of the batch. Each batch consists of 3 Imbue Exotic spells in order to make it a Daily III item. If you use Increase Imprint (2 extra imprints per casting) and do this for all three Imbue Exotic spells in the batch, and do this for each time you cast these spells, then it will only take 20 castings of the batch to make the item, however, each batch is and remains 3 separate spells."

### Instantaneous spells

#### [QUESTION:]

"Instantaneous spells can be cast at no cost (you can do any other action in the same time)but :

Can you cast a spell and an instantaneous one in the same round ?"

#### [ANSWER:] Tim Dugger

"In the same round, yes - at the same time, no. If you interrupt your spell casting to throw an instant spell,



you have basically done something else with the mana, so would have to start over "

**[QUESTION:]**

"Ummmmm.....

If I understand correctly, Rasyr, you say a caster can cast an instant spell and other one in the same round.

Is that because instant spells takes no time?

So:

1)Here we have a Mage that has "Bladeturn"

2)Right now he's being attacked in melee by three fellows (poor Mage )

3)The Mage has won init over the three dark minions

4)can cast the "Bladeturn" spell in the same rnd against each of the attackers before they try to hit/kill/destroy our poor Mage?

4a) We assume the Mage has more than enough PP.

5)If so, means that a caster can cast as many instant spells he wants in the same rnd while he has PP left?

6) Bring this to the absurd, if the caster has infinte PP means that he can cast infinite instant spells in a single 2sec rnds?

Hey, no cynics, it's quite important in the next session I'll GM. "

**[ANSWER:] Tim Dugger**

"Casters are limited to no more than a single instantaneous spell in a single round. This is in the rulebook - page 108, right-hand column, last sentence of first paragraph.

Caster may cast an instantaneous spell in the same round as another spell, either before or after, but not during the time he is casting another spell.

For example, caster is casting a 3 round spell. He sees and arrow coming at him in second round. He can cast Bladeturn (and lose the other spell), do a Sudden Dodge (and lose the spell), or let the arrow hit (and likely lose the spell)."

**[QUESTION:]**

"Instantaneous Spell, they are free. I know that you can't cast an Instantaneous Spell when you are casting (preparing) another. But what if you just have cast a spell (like Sleep) and in the same rd you want to try to counterspell someone? Is it possible or is there a limit of 1 spell / rd"

**[ANSWER:] Tim Dugger**

There is a limit of 1 instantaneous spell per round. You may also cast a normal spell in the same round as an instantaneous spell either before or after (i.e. out of normal initiative sequence). However, If you are casting a spell that will take multiple rounds to cast, interrupting that casting to throw an instantaneous spell will cause the caster to lose that multi-round spell."

## Lifegiving

**[QUESTION:]**



"HARP rules, page 118, Lifegiving" spell: Does poison or disease that killed the character have to be cured before bringing the person back to life ?"

**[ANSWER:] Tim Dugger**

"Yes"

### Long Door Item

**[QUESTION:]**

"I've a question about the spell Long Door Item. Do you allow the use of this spell if the target item is held in hand? Or do you use RR? I think if you allow the spell to work normally your mage can easily disarm and/or undress everybody. I know that touching a sword held by a skilled fighter isn't very easy but if the mage is invisible, or something similar?"

**[ANSWER:] Nicholas**

" It's a Utility spell, so if someone was holding/wearing the item, then the item is protected by their resistance and if they don't want it to move, it won't move."

**[QUESTION:]**

"I have found long door to be a very unbalancing spell, and as such have house ruled the ranges down considerably.

There is also no limit set to an items size, though about human size should be OK.

Think about the ranges, a 20 stone bolder could be transported 15 miles up in the air by a 4th level mage, say above a castle, it then falls doing a GREAT deal of damage to said building.

So I've reduced ranges to 10' and 100' from 100' and 1 mile."

**[ANSWER:] Nicholas**

"Long Door Item has a base mass of 1 pound and 100'. The scaling options give a range increase of up to 100'/rank and ways of increasing the mass.

As for 15 miles up teleporting, the lack of "landmarks" in the sky should mean that such targeting is pure guesswork."

**[ANSWER:] Forum Member**

"Well by my math in order to throw anything up 15 miles the caster would have to have about 792 ranks in the Long Door Item spell. .... I don't really see that becoming an issue!

(There is no 1 Mile/rank provision for Long Door Item - Only Long Door does. Also Long Door requires sentience in as much as the target has to know about and understand the spell enough to choose an appropriate location to long door to. As an aside I did change Long Door's range to "Self" with a +2 PP scaling option to extend the range to "Touch" and +4 to go to a range of "Mental Contact".)"

**[QUESTION:]**

"CoM, page 95, "Long Door Item": Can the caster teleport objects in the possession of other people ? That would be a pretty powerful offensive spell if this is so."

**[ANSWER:] Tim Dugger**

"Utility spell.... cannot affect items in the possession of another person against their will."



**Magestaff spell****[QUESTION:]**

"Magestaff spell: it is said at list twice in CoM that this spell belongs to both the Magician and the Thaumaturge Spheres. When comparing the lists and the number of spells for each, I think Magestaff is only for Thaumaturges, but I'd like an official confirmation on this."

**[ANSWER:] Tim Dugger**

"Magestaff - both - if the exact numbers worry you, have the player select one spell to drop from the Mage list and replace it with Magestaff...."

**Mantlet Spell****[QUESTION:]**

"I am about to create a Warrior Mage and just read the description of the mantlet spell in CoM. This is one spell I like to use.

What are the effects of the scaling option "Sphere of Force" ?

There is no description in the spell description and I can't find a corresponding scaling option in Chapter 5 (New Magic Step 5: Determine The Scaling Options)."

**[ANSWER:] Tim Dugger**

Mantlet - look at the spell description, it is a "hemisphere of force". The sphere of force just completes the original shape."

**Molding****[QUESTION:]**

"CoM, page 96, "Molding": Can you only mold into simple forms (chair, rock, cube, etc) ? You cannot mold into complex or difficult forms (sword, armor ?). There also seems to be no mass limitation, which means I can Mold a planet into something else ("I Mold a molehill into a mountain") "

**[ANSWER:] Tim Dugger**

"The spell works on a single object, the spell does not change the mass involved. Thus you cannot turn a molehill into a mountain."

**Parrying and casting****[QUESTION:]**

"Can you parry using part of your OB when casting an elemental spell?"

**[ANSWER:] Tim Dugger**

"No, parrying is done with a melee weapon. What is parried against, may or may not be a melee weapon. Of course, common sense tells you that parrying an elemental bolt with your bare hands is bound to be a





bad idea."

**[QUESTION:]**

"Can a character parry an elemental attack? Are characters able to dodge elemental attack?"

**[ANSWER:] Tim Dugger**

"Parry Elemental attack – no  
Dodge Elemental Attack - yes"

### Passing Spell

**[QUESTION:]**

"HARP rules, page 129, "Passing" spell: What happens if the caster is within a solid object and the spell expires?"

**[ANSWER:] Tim Dugger**

"Simple, he dies."

### Protection spells - Stacking

**[QUESTION:]**

"Stoneskin/steelskin/mage armor/etc spells stack with each other?"

**[ANSWER:] Tim Dugger**

"Yes. However, I would rule against allowing them to be enchanted into a single item."

**[QUESTION:]**

"I assume none of the mage armor/stoneskin/etc type of spells stack with real armor?"

**[ANSWER:] Tim Dugger**

"Yes, they stack."

### Pumping Power Into a Spell

**[QUESTION:]**

"Can I dump extra power into a spell to increase its resistance to being dispelled/countered without scaling it?"

I couldn't find any rule to specifically inhibit it and it seems like it is self limiting since you still have to obey all spell casting requirements. Seems like it could be useful in certain circumstances such as using Mage Seal."

**[ANSWER:] Tim Dugger**

" Hmm... interesting idea....."



**Purify Food cantrip****[QUESTION:]**

"Purify Food cantrip (page 72, CoM): "Food" must of been something originally edible at some time ? I cant turn grass (not food) into food ?"

**[ANSWER:] Tim Dugger**

"Correct it does not not make food, it only freshens/purifies what already is food"

**Reload Weapon Spell****[QUESTION:]**

"CoM, page 79, "Reload Weapon" "Likewise if the caster has no more ammunition within a 5' radius, then the spell ends" This seems to imply that ammunition does not have to be on the casters person. Can this filch ammo from another person within the radius ? Do they get a save ? Or will it filch ammo that is not on another person only ?"

**[ANSWER:] Tim Dugger**

"No, it cannot filch ammo from another person. This is a Utility spell, it cannot effect an unwilling target, thus it cannot take ammo from somebody else. Nor will it take ammo that is not on another person that does not belong to the caster."

**Resisting Spells****[QUESTION:]**

"So, a 4th level mage can affect equally a 1st, 10th or 30th level opponent if his target hasn't developed the resistance magic skill?"

**[ANSWER:] Tim Dugger**

"You are correct, they can equally effect foes no matter what the level, but that is why there is a Resistance skill, so that the higher level ones CAN resist better, IF they choose to."

**[QUESTION:]**

"The more powerful the spell, the easier it is to resist. This seems to go against all logic and precedence in fantasy literature and other games. Is this correct?"

**[ANSWER:] Tim Dugger**

"The same caster has the option to either cast a spell that does low damage and is easy to cast but is hard to resist, or he can cast it with higher damage but more difficult to cast and therefore easier to resist.

You seem to expect that the more PPs are invested into the spell, the harder to resist it must be. But one can also see it the other way around, that more PPs mean that the spell is harder to handle, nearer on the brink of failure and thus easier to resist - as it seems to be in the HARP rules."

**[ANSWER:] Tim Dugger**

"[That is] pretty much correct, but don't forget that the caster's bonus in the spell will also continue to increase as well, thus making minor scaling more desirable."



## Ritual and Cantrip Clarifications

### [QUESTION:]

"Amongst others, there are two new constructs in CoM for Rituals and Cantrips. I get the nagging suspicion that these are specifically intended for use by classes of the Mage Sphere but in my first read, I cannot see a restriction of this type anywhere.

I have a character who is a cleric and ritual magic is completely in character for her (in the sense of religious ritual). I caught a teaser somewhere in here referring to a future supplement on religion, however until that is available I have to deal with what I have now. Religious rituals would serve to dramatically flesh out a clerical character, but is it in conflict with the 20 spell limit on a clerical sphere?

In a similar vein I do not have a Harper character, but I would assume that harpers would benefit strongly from having access to cantrips (got to impress the masses), do they have such access? Do rogues?

Despite my initial suspicions I find a lot of evidence in Harp/CoM that all spheres of magic operate on a common basis and that therefore all of the aspects of magic introduced: Spell Focus Styles, Rituals, Cantrips, Runes, Charms, etc. apply just as much to clerical spell casters as mage sphere spell casters. Is this correct?"

### [ANSWER:] Tim Dugger

"Remember, one of the premises of HARP is that ANYBODY may learn magic. This includes Cantrips and rituals. And no, cantrips do not count against the 20 spell limit for the Cleric, just as spells from the Universal Sphere do not count against that limit either. Those 20 spells become the Cleric's Sphere just as the Harper or Mage have their own spheres.

Access to things like cantrips, runes, and rituals should be determined by the setting, and how the GM pictures things. However, there is nothing that says that all are not freely available to learn by any profession."

### [ANSWER:] Nicholas H.M. Caldwell

"Ritual Magic is separate from Spell Magic, so rituals don't count towards the 20-spell limit for Clerics. If the GM allows Ritual Magic, then Rituals are allowed for anyone who has the opportunity and the points to learn them.

All of the aspects introduced apply to all casters, with the caveat that the GM decides what is available in any given setting. So cantrips are for Rogues, Clerics, Harpers, etc., just as much as they are for Mages."

## Spell Casting Time

### [QUESTION:]

"Casting Time

Spells that costs 1 PP to 5 PP, need 1 casting rd... What does that means exactly. From the moment the Caster decides to cast. He needs 1 rd to prepare the spell and then 1 rd to cast. Or just 1 rd to cast ?

### [ANSWER:] Tim Dugger

"It is the entire casting time. In HARP there are no preparation rounds or anything else. How long it takes to cast the spell is dependant upon how much mana is required by. The spell is presumed to go off on the



character's initiative point."

### Spell Status - Active, Dormant, Waiting

#### [QUESTION:]

"I can't find a description or definition in either HARP or CoM about spell status', and we're wondering if we can get a clarification on what each was intended to mean.

The question arose because Detect Magic needs to be scaled to detect magic differently for dormant or waiting magic than active magic.

Here is basically what we thought...

Active - Anything with an 'always on' property, like a magical bonus to a weapon or a spell with a duration that hasn't expired yet. Charms?

Dormant - Not sure here...potions? Scrolls? Runes?

Are there spells with conditional activations that would make them 'waiting'?

This is the broad question, but our specific question is: How is Detect Magic used to determine if a scroll is magical or not, or a potion more than just water?"

#### [ANSWER:] Forum Member

" The definitions we have used are:

active = (pretty self-explanatory) eg/ the wall of fire in the corner

dormant = magic which is not currently performing any function but may if accessed properly (ie/ a rune, a daily spell item, Battle Runes w/o special triggers, a potion, etc...etc...)

waiting = usually applied to any spell that has been cast but whose effect is delayed eg/ trap runes awaiting triggering, waiting spells, Battle Runes w/ the special triggers

we generally view the difficulty of detecting magics in this order (easiest to hardest) Active => Dormant => Waiting"

#### [ANSWER:] Tim Dugger

"Active magic is pretty much as you described. The magical effect is active and in force.

Waiting/dormant magic is just magic that is not active. A Rune, a scroll of runes, a potion, spell set to go off on a specific trigger (like walking within 5' of it) are all examples of waiting/dormant magic. "

#### [QUESTION:]

"I think we all agree, but perhaps HARP or CoM should be Errata'd to spell these out.

An argument that I can see either way is the Potion. The Potion is really an 'always on' magic in a glass jar. It's either magic, or it's not. It's effect however is dependant or waiting on the user to imbibe the potion. Should the low level Detect Magic spell detect potions in a jar, or just potion effects after they've been drunk?

Which leads to another question...in the HARP system how does one Perceive the difference between a Spell written on parchment (like in a spell book) vs. spells intended to be read from a scroll? Do they both appear the same? I assume that the scroll would radiate 'waiting' magic while the written spell for a spell or research book would not?"

#### [ANSWER:] Tim Dugger



"Potions - These are spells (or magical effects) suspended in a solution (or wax, powder, etc..) waiting for the magic to be triggered. The triggering mechanism usually is the potion being imbibed.

Do you have CoM? Spells written in a spellbook would be considered to be Professional Runes, and are completely non-magical. They are also often accompanied by notes and other text written alongside and around it. Runes that can be cast though have a spell imbedded in them (note the phrasing...), and thus will radiate as waiting or dormant magic (the trigger being reading the rune in the proper manner)."

### Spikes Spell

#### [QUESTION:]

"HARP rules, page 13, "Spikes" spell: Can someone passing through the spikes parry the spike attack ? I would assume no."

#### [ANSWER:] Tim Dugger

"Correct, you cannot parry the spikes as the damage is caused by YOU moving through them, not them actually making a determined attack."

### Universal Sphere Spells

#### [QUESTION:]

"It says that universal spells may be cast by anyone. Does that include non spell casters?"

#### [ANSWER:] Tim Dugger

"Yes, if they spend the effort (and DPs) to learn them and to also get Power Point Development."

### Unluck

#### [QUESTION:]

"CoM, page 90, "Unluck": One of the unlucky things that can happen is weapon shatter. Does this curse work on tougher items (laen, eog, etc) or magical weapons ?"

#### [ANSWER:] Tim Dugger

"The spell is upon a character, not upon an item... However, I would rule that special/magical materials are not affected, and that perhaps the spell caster reserch a new scaling option to allow it to affect magical materials.

Alternatively, IF selecting #10, or rolling for it randomly, I would also add any bonuses from the special item to the target's RR, and if failed, then yes, it breaks...

I think that what form the unluck takes should be determined prior to the target's RR."

### Using Weapon spells with missile weapons

#### [QUESTION:]

"Can Hammerstrike/Elemental weapon/weapons fury/ect type spells be cast on a missile weapon ? In the



case of a bow, do you cast it on the arrows or the bow itself ?"

**[ANSWER:] Tim Dugger**

"Yes, and it would be cast on the arrow, not the bow. To me, personally, only effects that increase accuracy or range should be on a bow, effects that increase damage should be on the item that causes the damage in the first place (though the effects applied to bows may also be applied"

### Utility Spell (Double, Triple...)

**[QUESTION:]**

"I can't find a specific word against it, but one of the results on the Maneuver Table for Utility Spell results is 'Double x2' allowing you two double two of the spell's attributes. It would seem that one shouldn't be able to, but can one double the same attribute twice? Also, as an addendum, can you settle for a lower result if you want it -- that is, if I rolled a Triple, but what I really wanted was a Double x2 (because I wanted to double both volume and duration instead of having only one increase), is that allowable? With this in mind, perhaps 'Double x3' is better than Triple? Has anyone a house rule for this table?"

**[ANSWER:] Tim Dugger**

"Yes, you can double the same attribute (this has the net effect of tripling it, not quadrupling it). As for lowering the result, that is something that should be up to the GM as to whether or not to allow for it."

**[QUESTION:]**

"I would have assumed that doubling twice was, well, doubling twice (i.e. two doubled, and doubled, is 8, not six). I can't find a mention to the contrary in the rulebook..."

You really might want to clarify that in future printings. It just seems obvious that if you double a double that you're multiplying x4. ( $x2 \times 2 = x4$ ). After all, if you have 2 cookies and double them, you get 4 cookies...not 3."

**[ANSWER:] Tim Dugger**

" The way that I am thinking, A doubled Double = a Triple

Not sure if I can explain what I actually mean (others here can most definitely explain it better), but it has to do with factors or something like that.

And actually, according to the rules, it does not say one way or another, IIRC, but I would not allow it to used (abused) to get something much greater than normally allowed."

**[ANSWER:] Forum Members**

"It makes more sense to think of it not so much 'doubling' as 'adding an extra increment of the base value' so 'double duration' gives you 'the base duration' and then 'the base duration again'

And 'doubling' twice gives you two extra increments, for a net effect of x3.

Yes - I know this is a totally non standard use of the term 'doubling' :)

If you allow the multiplier effects to multiply up (x2, x4, x8 etc) then you get very distorting effects - I recall a warrior monk named 'Danu' in a previous RM2 campaign who hunted out every 'concussion hit doubling' effect she could find and used to be able to take down dragons on pure concussion hits in a few blows.."

"Just think of doubling as adding 100% of the base and tripling as adding 200% of the base and you will be fine"



"Instead of "Doubling" they could say "Add 100% of the original effect", for instance "Add 100% of the original concussion hits".

**[QUESTION:]**

"I have a question about the Utility spell. If you roll a high result (at least 151) you can have a "Double" in the table.

The rules says that you can double "range, duration,...". What is the "..." exactly ?

A spell is defined by the following :

PP COST: a

RANGE: b

DURATION: c

SPELL TYPE: Utility

RR: -

SPHERES: -

"b" and "c" can be doubled ok. But I can't see what else can be doubled :

- Number of target ?

- Numbers in the text ?"

**[ANSWER:] Tim Dugger**

" Refer to page 69 (HARP revised rulebook), right-hand column, Under the Heading "Spell Casting", which describes how to use that portion of the Maneuver Table, there is a "Note" right before the heading "Casting Utility Spells".

The note says the following:

Note: Attribute refers to either the range, duration, or number of targets of the spell. Certain spells, such as those with a range of "self" or "touch" or with a duration of "-" cannot have those attributes doubled, thus may not be selected."



## ***Racial Questions***

### **Blood Talents**

#### **[QUESTION:]**

"I was reading the book, and examined the rules about making a hybrid breed of races. It says that you can spend DP's to make your character half or 1/4 of another race. The cost is 2 and 1. Does that mean that I can be a quarter dwarf for 1 DP, gaining the Dark Vision (Greater). While I have to pay 15DP's for the talent that gives me Dark Vision (Lesser)?

#### **[ANSWER:] Tim Dugger**

"When you become a racial hybrid, you are actually trading out one ability for another (for the Lesser - which costs 1 DP), or trading out up to two racial abilities for the Greater (which would make you a 1/2- whatever). And note that on the Greater Blood talents, that the stat bonuses and life-span changes ARE one of the things you trade out a racial ability for."

#### **[QUESTION:]**

"How do the Major Blood Talents work for Stats and Life-span?"

#### **[ANSWER:] Tim Dugger**

"The stat bonuses and life-span are [considered] a single item that must be selected (i.e. swapped out with another ability). Note: you do NOT switch stat bonuses from the Blood Talents, those are bonuses to your base racial stats (they stack). The major bullet points are the items that can be swapped out."

### **Can greater blood talent increase human stat bonus above +3**

#### **[QUESTION:]**

"When creating a half human / half something and selecting the greater blood talent that gives you bonus to stats, can these new bonus give you a higher bonus to the stat then the max of +3 implied by the human.

When creating a human, you have 8 stat bonus points to distribute, but no stat can have a bonus higher than +3. If I create a Human/Grynx and chose the greater blood talent of the Grynx that gives +2 to ST and +1 to Co. Could my ST have a total racial bonus of +5 (+3 human, +2 Grynx) or should the +3 limitation of the human still apply?"

#### **[ANSWER:] Tim Dugger**

"The limitation of +3 applies to the points that human characters assign to each stat. Additional bonuses, such as from Blood Talents, are not part of this process so do not affect it and are not affected by it.

Short answer: The bonuses from Blood Talents are added AFTER the bonuses from Human race are assigned, thus do not affect the Human +3 limitation."





## **Monster Questions**

### **Criticals on Undead**

#### **[QUESTION:]**

"The rules so far seem to indicate that criticals may work on corporeal undead, to some extent, but I'm not certain so I want to clear that up. I can understand if corporeal Undead beasts can resist bleeding (especially skeletons) but what about stunning?

So far I'd be inclined to say that criticals can work as far as damage that crushes bone or severs limbs, but that stunning and bleeding damage would be negated, but I do want to know if that sounds reasonable to the rest of you.

And what about Golems? Or Elementals?"

#### **[ANSWER:] Tim Dugger**

"A couple of notes....

Bleeding - while this includes actual blood loss, it is not limited to it as it actually represents "continuing damage" and could be something like broken ribs tearing at the flesh inside the undead, or a stressed bone on a skeleton that continually gets weaker (i.e. the cracks in it get bigger and bigger), etc...

Stun - for living creatures, stun is a slight, temporary mental impairment, however, I can recall some movie or other where the good guy hits the skeleton and its head goes spinning 'round and 'round until it takes a moment to actually stop it. Thus for undead, stun could represent being put into some sort of disadvantaged position that it takes a moment to recover from.

Monsters: A Field Guide gives some Undead the ability called Death's Endurance, which is basically immunity to Stun, however, not every Undead has this."

### **Damage Adjustment by Armor for Monsters**

#### **[QUESTION:]**

"Damage adjustment by armor. Earlier I have asked if spells like "steelskin" grants any benefit before using these adjustments, asked the same question about chi defence. The answer was "no". What entry are monsters with the "tough skin" talents, and those without meant to use? "

#### **[ANSWER:] Tim Dugger**

"Chi Defense provides no bonus if the attack gets through, however, monsters with the Tough Skin ability use the equivalent (i.e. you have to get through the hide). For those without the ability, it is "no armor" or armor being worn."

### **Monster Attacks**

#### **[QUESTION:]**



"If a monster has multiple attacks listed, such as the dragon listed, doesn't that indicate that the monster can make all of those attacks in a single round? Or is it forced to decide among them and make one attack? If so, I don't see many reasons why a monster would ever deviate from its strongest attack."

**[ANSWER:] Tim Dugger**

"Monsters get to select which attack to perform if it has multiple listed. The monster's strongest attack is the one it prefers to use and uses most often (which is why it is its strongest attack), but there may be situation where it cannot use that attack for some reason (like using a tail whip on a foe behind him because he cannot use claws or bite on foe). The more intelligent monsters may also use tactics that the PCs don't think of (i.e. Kobolds can work together and create a VERY nasty ambush!)."

### Monster hide/armor damage adjustment

**[QUESTION:]**

"As I understand it, if you use the crit tables in ML, you adjust the effects by the type of armor the target is wearing (Damage Adjustment by Armor - p. 62).

How does this work for creatures?

I was thinking of having adjustments for the 4 types of armor that creatures can have: None, Tough Hide (minor), Tough Hide (major), and Tough Hide (Greater).

The obvious answer is to have:

1. None = No armor
2. Tough Hide (minor) = Soft Leather
3. Tough Hide (major) = Chain Mail
4. Tough Hide (Greater) = Plate"

**[ANSWER:] Tim Dugger**

"Actually, it is not necessary to define new or special types, just fit the Tough Hide ability to the type of armor it is closest to (i.e. by the bonus it provides), which is pretty much how it is done..."

### Monster Initiative Modifiers

**[QUESTION:]**

"In an earlier thread, Bane mentioned that the BMRs of humanoid monsters seems to be kind of high. Although this is slightly bothersome (i.e. PCs have to either slow them down to run away, or they have to stay and fight versus most humanoid opponents), it is not nearly as bothersome as the generic HUGE init modifiers for all monsters in the core books.

The init mods of the monsters in the book range from 15 to 30 with an average of 20. This is HUGE.

PCs have an init mod average of about 12. Maybe as high as 18 for an exceptional PC unless it is an exceptional character with a Combat Style and/or two weapon combination.

D10+12 is almost always going to be lower than D10+20. Why even BOTHER to roll the dice?

In my game, I use 2D10 and I subtract 5 from the inits of the monsters in the book and the monsters still have a significant edge (just not overwhelming).



So my question is for those people who got their Monsters book (mine hasn't arrived yet), are the init mods for the monsters in there basically 15 through 25 as well. Do almost all monsters in the new book win initiative the vast majority (75% or more) of the time like they do in the core books?"

**[ANSWER:] Tim Dugger**

"The init mods for the monsters are not assigned at random. Remember ALL monsters in the core rules are built as Fighters. This means that they all have Lightning Reflexes (+5 to init). They all also have 75 in all their stats (+10 to init before racial stat mods are included).

And finally, for GM ease, they were rounded to the nearest multiple of 5 (IIRC, I rounded more down than up).

If you think that they are too high, just drop their stats to 50, and subtract 10 from all numbers (init, DB, OB, skills, etc..) that are based on those stats.

In Monsters, some have even higher initiatives. However, in Monsters, the inits are not rounded off."

## Monster Resistance Rolls

**[QUESTION:]**

"I am wondering if someone out there understands the mechanics of how the Resistance Roll bonuses for the monsters in the revised edition were derived."

**[ANSWER:] Tim Dugger**

"On the racial stats table you will notice some monsters have an \* next to their name. Those monsters got 2 ranks in each Resistance skill while all others got 1 rank (IIRC).

All monsters have a score of 75 in all stats (made the math easier for me ). Using this, along with the Resistance skills being in the General category, and ALL skills (including the Resistance skills) using the same progression (-25\*5\*2\*1) means that you should be able to customize the monsters however you like and get comparable results to what is in the book."

## Monster Skill Ranks

**[QUESTION:]**

"I was wondering if anybody at ICE has any kind of formulae that can be used to calculate the # of ranks an average NPC and/or monster would have?"

**[ANSWER:] Tim Dugger**

"Easiest way to handle this is by using the max number of ranks per level. On page 147, the last paragraph, just under the 'Creatures & Monsters' heading, you will note that it says to treat Monster levels as if they were Fighter levels for the purpose of customizing them... (or something to that effect). Give each 1-5 skills at the maximum number of ranks for its level, then give it about 1-10 skills with half that number, and 1-5 skills with just one or two ranks. That will give you a good selection of skills for NPCs (and monsters), with the skills being based on what profession."



**Monster Template****[QUESTION:]**

"I have been looking through the pdf of M:AFG, and in the creating monsters section there is mention of a Monster Template that is useful in creating new creatures - supposedly available from the website.

I haven't been able to find the download. Can anyone point me in the right direction? I'm assuming its not the 1 page monster & NPC record sheet available in the character sheet section."

**[ANSWER:] Tim Dugger**

"Actually, it is what was referred to. But if you like, I can see about making something that resembles the template used in M:aFG "



## *Miscellaneous Questions*

### **Cost of Magical Items**

**[QUESTION:]**

"I can't seem to find the cost of the magical items... ?"

**[ANSWER:] Tim Dugger**

"Likely because there aren't any at the moment. Many of the items are unique or items used by individuals, or very specific groups. I doubt that you would find them for sale any place.... As for finding and selling them, very few but other adventurers (who have struck it rich) would have the income to purchase such items. These items are better used as rewards from patrons or for being found in some hoard someplace."

### **Experience**

**[QUESTION:]**

"Am I correct in interpreting the experience progression chart to mean once 20th level is reached each additional level requires 2500 more total experience. 21st requiring 17700, 22nd requiring 20200, and so on? "

**[ANSWER:] Tim Dugger**

"Correct"

### **Herbs**

**[QUESTION:]**

"On page 140, under the physical alteration herbs, the text reads that Carsir allows 70% activity per round. HARP doesn't use percent activity, right?"

**[ANSWER:] Tim Dugger**

"It does not say round. It says 70% activity, period. You can take this as a -30 to all actions, or as 70% to all physical maneuvers, etc. Whichever way you prefer. The intention is that you do not get full bonuses when operating underwater using this herb."

### **High Men**

**[QUESTION:]**

"Are their plans to include racial stats/abilities for High Men in any upcoming products? I am wanting to keep this race as I convert my old RM campaign to HARP."



**[ANSWER:] Tim Dugger**

"Sorry, but there are no plans at the moment to do so."

### How do I measure the power of a magical item?

**[QUESTION:]**

"How do I measure the power of a magical item like in RM? (potent, most potent, etc...)"

**[ANSWER:] Tim Dugger**

"HARP does have some differences to RM. This is one of them. However, in RM, those classifications are based on the GP value of the item. You can always dig those values out of one of the old C&M books and then just assign them accordingly...."

### Making Commoner NPC's

**[QUESTION:]**

"How do you make commoners in HARP?"

**[ANSWER:] Tim Dugger**

"Check out the Non-Adventuring professions at the back of the book along with the Common Training Packages PDF - <http://www.harphq.com/webextras.htm> - on the HARP website. With the two of those you can make just about any sort of commoner you like."

### Magical Languages?

**[QUESTION:]**

"I was wondering if magical languages had been developed but edited out of CoM for space.

I was always partial to the old RM magical language rules. If they were developed for HARP, are they to be released in a later product? If not, could one of the authors post some tid-bits here that I could run with? I am enjoying the very different directions that HARP is diverging from RM and was wondering if something new and creative had been thought of on the magical languages?"

**[ANSWER:] Tim Dugger**

"No, magical languages were not developed. However, if you want to include them, you could always treat them as Spell Foci from the main book..." (Casting Focus rules from page 109 of the revised HARP rules.)

### Martial Law Critical Locations

**[QUESTION:]**

"Why not order the Critical Locations in the same order as the Hit Location roll? That is to say, left to right Arm/Leg/Groin/Chest/Head.

I'd go further and suggest printing the Location "to hit" numbers on each chart, either down the side or



under each column."

**[ANSWER:] Tim Dugger**

"Yeah, those have already been suggested, and I am looking into how difficult it would be to reorder the columns on the tables. Honestly, it just didn't occur to us..."

### Paladin – Where is it?

**[QUESTION:]**

"Where's the Paladin ? I thought he was supposed to be included."

**[ANSWER:] Lilith**

"The paladin is in the Revised edition of Harp (well, not really, but it's a cleric who chooses Combat as a favored skill group, or something like that)."

**[ANSWER:] Tim Dugger**

"With the way Clerics were reworked for HARP, Paladins are Clerics who have Combat as a Favored Category."

### Psions/Psionics in HARP

**[QUESTION:]**

"Is there any Psion magic coming to HARP?"

**[ANSWER:] Tim Dugger**

"Eventually, yes I will be introducing Psionics into HARP. They will be required for doing a sci-fi version of HARP in any case (although I am planning on a single book for Psions as well). However, Psions will not work like spells work, and I am still in the process of designing them."

### Saltar's Bomb

**[QUESTION:]**

"Roll 2d10+20 for the Heat Critical and 1d10+20 for the Slash critical."(p144) These critical ranges don't seem to provide much variety in results. Is this a typo?"

**[ANSWER:] Tim Dugger**

"No, not a typo - the ranges are small because it does not do a whole lot of damage (think more along the lines of stun grenade with slight shrapnel damage)"

**[ANSWER:] Tim Dugger**

"Change the Slash to 2d10 + 10. As for the Heat, is correct. Think of it as a low level stun grenade - (i.e. the idea is to knock foe off balance, and stun him for a round or two - the other damage is incidental)."



**Sci-Fi HARP****[QUESTION:]**

"Will there be a Sci-Fi supplement for HARP?"

**[ANSWER:] Tim Dugger**

"There is a sci-fi supplement in the planning stages"

**Software for HARP Character Generation****[QUESTION:]**

"Wasn't there supposed to be a free HARP Character Generation program?"

**[ANSWER:] Tim Dugger**

"Yes, the free software was supposed to be ready prior to the release of HARP. But, Twin Rose Software, effectively let us down in a major way. Then the guy who was working on another version of free software disappeared on us as well. Third attempt under way now..."

**What Fonts are used in HARP****[QUESTION:]**

"I'm compiling my set of house-rules, TPs, new talents and such... I would like to use the various fonts that you guys use in the books. Any chance you could fill me in on what they're called and where I could get my hands on them? In case it's relevant, I'm running Mac OS 10.3 Server..."

**[ANSWER:] Forum Member**

"The body copy is all Minion, the HARP logo is Papyrus, though this has been outlined for print as it only appears a couple of places."

**[ANSWER:] Tim Dugger**

"All of the Headers use Korigan, and the text is all Minion and Minion Bold (note: that Minion Bold is a separate font from the core Minion font and has a different appearance from bolded Minion font)."

**Which Revision of HARP do I have?****[QUESTION:]**

"How does one tell if the HARP book that one purchased oh... two days ago is the revised edition or not?"

**[ANSWER:] Tim Dugger**

"The revised is 192 pages and contains an index."





**HARP Revised Errata & FAQ Clarifications****[QUESTION:]**

"Maybe I'm a bit slow today, but I have some questions regarding the Errata.pdf.

Professions, Cleric:

What is meant by "The categories may be the same categories, or may be existing categories ..." ?

Combat actions, basic, Disengage from Melee:

What is meant by "... the character may use the style" ?

Combat actions, basic, Parry:

What is meant by "... a negative modifier ..." ?

A fumble is determined by the fumble range of the used weapon and the character fumbles with an unmodified roll. That's what I thought was right.

Thanks for any clarifications."

**[ANSWER:] Tim Dugger**

"Cleric - he gets to select 2 categories and put 3 free ranks in each. What this is saying is that he may put one or both of these options into one of the Categories already marked as Favored Categories (increasing the number of free ranks in it), or he may put them both into a single category that is not yet marked as Favored.

Disengage from melee - this means that while the character may not make any attacks, he may still use his style bonus (say from TWC) as his OB when determining what number to use.

Parry - Ok, so you have an OB of 100. You put 60 of it into Parry. You then do a Sudden Dodge before you attack. However, you now need to see if you fumble the weapon or not. You make a quick roll, subtracting 40 from the roll (the remainder of your OB). If you fumble, then resolve the fumble, and you lose the benefits of the parry for the remainder of the round. If the result is a failure (i.e. Fumble Range or less), then you lose the benefits of the parry for the rest of the round.

Hope this helps...."



## ***HARP Philosophy***

### **Cleric Profession Overbalanced?**

#### **[QUESTION:]**

"I have some questions about the Cleric profession and wanted to get official and non-official responses back. The main concern I have with the Cleric is that it appears to be overbalanced compared to the other spell casting professions. Clerics are the only profession allowed to select spells from other spheres, AND they get to select two skill categories to be favored. To top this off, they get the Holy Symbol spell that at 3rd level gives them a PERMANENT magic item aiding their spell casting and their resistance rolls.

WHY?

I understand that there are dieties of different natures, but most fantasy genre materials also portray magicians with different focuses as well.

Sure, Clerics free spell choices still need to "authorized" and rationalized by the GM for the dieties available in his/her world/setting, but still, point to one gamer who can't pick a diety or aspect of a diety and tailor it to fit his/her character.

I understand that some of these changes came about to more easily tailor religious character types, but where is that flexibility for the rest of the professions?

I advocated from the beginning a more Arch-type approach instead of individual professions. I would "borrow" the concept of Non-Spell User, Semi-Spell User and Pure Spell User from RM, and organize the spells under that framework. Then each profession is organized similarly, and if a player selects a Semi-Spell User type, they can select ANY spells from the Universal or Semi Spheres. If a player elects to play a pure magician, cleric, or druid concept, then they can select their spells from the Universal or Pure Spheres.

If, as in HARP, magic is magic is magic, and there aren't different "realms" of magic like in RM, why do we need to categorize spells by profession instead of archetype?

I'm eagerly awaiting everyone's responses, and this certainly was not intended as a slight to Tim's work. I think HARP is the most elegant fantasy rules framework on the market today. Thanks everyone."

#### **[ANSWER:] ICEBruce**

"This is not official as that is Tim's job.

The Cleric can easily be the most powerful profession if given free rein to min/max. The GM has to keep it under control. Remember the Cleric has to have a reason to have those spells. In a way this could be a flaw, but this was the only way to make it a real archetype that could be used for a vast multitude of character concepts.."

#### **[ANSWER:] Resonance**

" MidKnight,

as mentioned elsewhere, I'm not familiar with HARP so far, aside from what you guys tell me.

But from what you are saying now, I get the impression that the main problem to you is that you lack some sort of overall theme or concept as reference to restrict your players (powerhungry) wishes. I can



understand that, and can also see why this might, at times, present difficult diplomatical situations to most any gamemaster.

I still suspect from what you are saying that you simply need to figure out for yourself why God/the gods wouldn't want their clerics to run around kickin' everybody's asses in their name. Thoroughly, so that your players won't be able to make you look unreasonable.

Not to start a theological discussion, but I have some suggestions that you may or may not find useful:

Gods grant spells, not because they think it particularly important to save mortals from hurt or mortal danger (after all, they configured the initial setup) but because

- they want to prove themselves real
- they want to show their appreciation to particularly loyal servants, sweetening their humble lives a little, and helping them to gain appropriate respect from their equals

(but STILL don't consider it their duty to save mortal asses in any kind of setup)

Gods refuse to grant certain spells because

- they hate the idea of hero-worship outshining their personal worship
- they want their servants to serve them, not just to gain power over others, but to show awe and love for what they represent
- they actually think that magic is a dangerous toy that doesn't really belong in the hands of mortals at all

In conclusion, then: Gods might well prefer to grant powerful spells to those that they, in their superior experience and wisdom, deem least likely to use their blessings at all. i.e.: the kind of truly humble hermit that never sneers at anyone, and would readily accept insults and beatings from haughty young noblemen or peasants without pausing to even consider calling upon their god to defend them, would be far the most likely kind of mortal to be able to actually resurrect the dead or call lightning.

Except few would now, and people and gods alike would tend to love and respect them (if at all) for all together different qualities...

Hope that helps in fending off your players. :)."

#### **[ANSWER:] Tim Dugger**

"Like Bruce says, the GM has to keep control. Most GMs will likely, if they like detailing their worlds, pre-define the various Cleric professions according to HIS view of the world. While a player may rationalize all he wants, it is up to the GM to approve it and if it doesn't match his perceptions, he should not allow it.

The Cleric has a bit more flexibility because no two clerics are likely to be identical. The cleric of a god of magic is going to be different from the Cleric of a god of war. Therefore the Cleric had to be designed the way he was in order to reflect the ability for it to handle the different variation.

I am sure you remember the first printing Cleric. He was less flexible, and this kinda rail-roaded him into certain niches. However, while the Cleric may get to customize his Sphere of spells, the GM has veto power over them, and his total is less than the mage has available.

College of Magic expands the mage greatly, and I think gives it more flexibility. I am drooling over it as I read through it hehe....

#### **[ANSWER:] Tim Dugger**

"Ideally, the GM will pre-define Clerics before the start of the game, to match the deities of the setting, or



keep very strict control. The best option, would be to present the clerical orders, with the Favored Cats for each one pre-selected, and present a list of spells available to them (perhaps 15 that are solidly in their Sphere with ten or so for them to select the last five spells from (note: this is how Cyradon will handle clerics - the choices will be pre-made).

The Cleric has the extra flexibility because we have no way to know what religions a GM will have in his game. Thus we had to make the profession as usable as possible without tramping upon the prerogatives of the GM. As for the other professions, they fill specific niches within a setting. Also, even though I wrote HARP, I did not have full control over every single detail. I have Bruce, Heike, John Seal, and the playtesters saying "we want this, we want that, we don't want this, etc..." throughout the development cycle. Personally, I would have left out the Harpers and Rangers completely, but it was deemed that they were needed... The Paladin on the other hand wasn't (yes, early versions of HARP had a Paladin). However the Paladin can be expressed by allowing Combat as one of the Cleric's Favored Categories (see the note that is with the Cleric - if he takes combat as a FC, then he is considered a Paladin or Holy Warrior for that deity).

Also, Resonance - the gods do not grant spells in HARP, instead, they grant access to power points (mana) and provide that to the character. The spells are learned on their own. Remember that Power Point Development is a measure of how much mana a character can handle/manipulate in a given day (not of how much mana they have).."

### Fate points DP cost too low?

#### [QUESTION:]

"I think that the DP costs for one fate point are too low. But I can't say it with experience from game sessions.

Can you share your experiences from game sessions, how often players use fate points in a battle or other situations and do they spend many DPs for fate points?

I consider that a fate point cost 10, 15 or 20 DP."

#### [ANSWER:] Tim Dugger

"We thought long and hard about the costs for Fate Points. We did not want to make them too expensive that a PC would never get them, and we did not want to make them too cheap either.

We settled on 5 DP per Fate Point as an optimum cost. Also, remember that a PC may only have 5 Fate Points at a time (i.e. if he has 3, then he may only purchase 2 more), and that Fate Points are one shots. The PC never recovers the DPs used in purchasing them.

As mentioned above, the use of Fate Points will vary according each individual style of play."

### Magic System Overview

#### [QUESTION:]

"What was the basis for the HARP magic system, or how was it envisioned to work?"

#### [ANSWER:] Tim Dugger

"Ok, here is how [the magic system and rules were] envisioned.

When casting a spell, you are shaping mana into 3 (or more) dimensional form/matrix/lattice-work of energy, and then pumping the shape full of energy (all the energy is comprised by the based cost of the



spell). This matrix is the most stable form of the spell, and thus the hardest to resist. As you increase the power of the spell, you are making alterations to its matrix (note that certain talents equate to you putting enough effort and practice into a certain type of alteration for a specific spell that it effectively becomes the new base form for that caster).

As you make these alterations to the matrix, it is more fragile and unstable. This results in the potential for more power, but also makes it easier to resist than the more stable form of the spell.

Have you ever built a house of cards? You will note that while the base shape of the house is stable, as you add more cards it is more fragile overall, making it easier and easier to topple over. Every so often, as you build this house, you hit stable points (i.e. the fixed costs for specific increases), even though it is stable, the overall integrity of the structure is still weaker than the smaller one. Spell casting in HARP is much like this. In fact, you could equate

Counterspelling is somebody coming along and trying to remove key cards making it topple prematurely.

Another way to look at it is that the casting of a spell is the use of mana to effect a change upon reality. The larger the change, the more resistant reality is to it. Thus larger changes take more power and are easier to resist. Some changes (i.e. utility spells) are drastic enough (or affect the target at such a base level) that reality won't permit them without the target being willing."

## Race Design rules

### [QUESTION:]

"Is there a format as to how much each aspect of a race is worth? I know that the talents have some development point costs, but what I am looking for is how much is say the hit point chart that the dwarves have worth. Also what is the power point chart worth. Also what is the saves modifiers worth? I would like the breakdown so I can add new races and still be online with the existing ones."

### [ANSWER:] Tim Dugger

"It is simple

Stat bonuses - between 8 & 11 points (average 10 points)

Endurance & Power Points - 60 points split between the two

RRs - 30 points split between the three types of RR.

This gives an average of 100 points split among the numerical aspects of a race as described above."

## Rationalization behind DPs for Halfbreeds?

### [QUESTION:]

"What is the rationalization behind having the Greater and Lesser Bloodlines cost DPs but not the base races (such as dwarf, elf, etc.)?"

### [ANSWER:] Tim Dugger

"The races are pretty much balanced against each other. Each race has xx number of bonus points to their stats (Humans have a few less, but get the ability to put them where they want in exchange). Each race also has the same total bonus to Endurance and Power Points, and the same total bonus to RRs (60 and 30 respectively, just divided differently for each race). Each race also starts off with 3 abilities. The majority of the abilities may also be purchased as Talents later on if wanted. However, some abilities (all



the human ones, and one or two others) may only be taken via the race itself.

Since the races are pretty much balanced against each other, there is no reason to require a DP cost for being a given race (the choice of available races should be determined by the setting and what is available there).

As for the Blood Talents (what you called the Bloodlines), they can alter this balance slightly, thus they have a slight cost associated with them. By having such a cost associated, it also allows us to later include more powerful Blood Talents (Half-Giant anybody? or Half-Dragon?) and set the costs for those accordingly."

### Reasons for 5-2-1-1 Progression

#### [QUESTION:]

"As a "number cruncher" at heart I was wondering what the logic was on choosing 5-2-1-1 as the skill progression. RM combined skill progression was 5-3-2-1 totaling 110 at 40 ranks as opposed to total of 90 w/ HARP. Was the choice based upon higher stat modifiers in HARP etc...etc..."

Just curious, and looking for any reason not to use 5-3-2-1 or 5-2-2-1 or 4-3-2-1 as a progression. House Rules thing, I never can't tinker with any system no matter how well designed."

#### [ANSWER:] Tim Dugger

"I know what you mean. I designed HARP and still like tinkering with things..."

As for the progression rate I looked at several different rates - the current progression rate gives a bonus of +100 for 50 ranks. The other progression rates would have ended giving higher bonuses for the same number of ranks - these combined with average stat bonuses were all looked at, along with compatibility with Rolemaster (both versions) and the final decision was to go with the -25\*5\*2\*1 progression rate."

### Weapon breaking in HARP

#### [QUESTION:]

"I didn't have the chance to test HARP in action, but I cannot remember reading a rule for breaking of weapons in combat. Coming from RMFRP I quite liked that breakage rule, testing for breakage when rolling doubles (11,22,33,etc.). What do you all think. Is it possible to use this rule in HARP, too?"

#### [ANSWER:] Tim Dugger

"Implementing it would be simple, but no, we did not include such rules in HARP as they added a layer of complexity that we did not want to add. You can just use the breakage rules as written for RM with HARP without any adjustments and they should work just fine..."

### Why are the reload times for bows so long?

#### [QUESTION:]

"Why are the reload times for bows so long? Is there an equivalent of Power Strike for archery? Do OB bonuses from a bow and an arrow stack?"

#### [ANSWER:] Tim Dugger



"Actually, they are not that long. For the most part they are actually shorter than the equivalent RM times. Remember, in HARP rounds are only 2 seconds long! This means that for a bow that takes 2 rounds to reload and one to fire, that he is firing an arrow once ever 6 seconds. That is a very good rate of fire. There is also a talent that will decrease the amount of time it takes to reload the bow."

### Why are Utility Spells so hard to cast?

#### [QUESTION:]

"Both Attack spells and Elemental attack spells are successfully cast on rolls totaling 11 or higher. Why is the significantly higher result of 71 required to successfully cast a Utility spell?"

#### [ANSWER:] Adam

" The need to break 11 for attack spells and 71 for utility spells could be explained as follows:

Attack spells are quick and dirty and unsubtle. The magic is straightforward but powerful. It is easier to manifest the spell but spell failures are more painful for the caster (we still use the RM spell failure charts).

Utility spells are subtle and delicate constructions that unravel if they are not carefully and well made. They fail often but the consequences of spell failure are minimal.

When I proposed this logic to my players all got quiet and everybody started nodding thoughtfully. The issue of differences has not cropped up again."

#### [ANSWER:] Tim Dugger

"Actually, Adam is very close to the thought processes that went into the spells and the maneuver table columns for them.

For the spells that use the RR column, the idea was that these spells are easy to cast without failure, however, the worse your roll, the easier it is going to be for the target to resist.

For elemental spells, these are very simple spells and use raw power more than finesse. Since they are opposed by DB, a miss could also be considered a failure (i.e. the failure range is variable, so to speak).

For Utility spells, these require finesse, thus are slightly more difficult. However, in exchange for being slightly more difficult, you have the chance to finesse them even more, and thus you get the extra free scaling options if you roll very high (something the other two do not get).

During playtesting, the Utility spell numbers were tweaked to what they are now, they had originally been higher."



***Discussions to review*****Discussions to review**

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