

## HARP to RMFRP Conversion

### Introduction

This article offers some guidelines for converting characters from the High Adventure Role Playing (HARP) system to the Rolemaster Fantasy Role Playing (RMFRP) system. The systems are similar in nature, so conversions between them are reasonably simple.

### Types of Conversions

There are several ways that characters can be converted from HARP to RMFRP. The method chosen depends on how concerned you are with having a “legal” RMFRP character and how much time you are willing to spend doing the conversion. A big influence on this choice will be the importance of the character being converted. A Player Character that is going to be around for a long time (with any luck!) should have more time and effort spent on the conversion process than a minor NPC that is only going to be encountered once. I’ve described several methods below, of course these are just guidelines and you may well choose a method that falls somewhere between any of these.

#### Strictly Legal Method (SL):

This method uses the HARP character information as a guideline for creating a new RMFRP Character from scratch. The RMFRP rules take precedence in all cases. Temporary and Potential Stats are generated, skills are purchased at each level using the available Development points, spell lists are picked and developed, etc. The character’s level may end up different than their level in HARP. Basically the character could keep adding levels until their stats and skills are close to the HARP values. This is the recommended method for Player Characters and very important NPC’s

#### Pretty Darn Close Method (PDC).

This method takes a few short cuts. The character’s level is the same in RMFRP as it is in HARP, HARP stats are converted directly to RMFRP Stats, skill ranks in HARP are converted directly to skill ranks in equivalent skills in RMFRP (perhaps with some of the tweaking described later). The actual skill percentages, Offensive and Defensive Bonuses etc are recalculated, Spell lists are chosen that are appropriate for the profession. This method is recommended for major NPC’s that are likely to be encountered regularly but ones that probably aren’t in direct opposition to the Player Characters.

Quick and Dirty Method (QD) – This method takes major shortcuts, in fact, the character is basically still a HARP character with as few changes made as needed to make them work in RMFRP. Stats are converted straight across, skills are mapped to equivalent RMFRP skills where necessary but the percentage values are used as is, not recalculated for number of ranks and stat bonuses. Offensive Bonuses are not recalculated, I still recommend recalculating Defensive Bonuses, but you could use the option of treating the character as AT5 and using the HARP Defensive bonus. Spells are used pretty much as is (see the spell section for details and mapping options). This is recommended for very minor NPC’s that are probably going to only be encountered once and won’t be in direct conflict with the characters. This would be the method you might be forced to use if you are using a published HARP adventure that doesn’t give enough information about a character to do a full blown conversion.

### Races & Cultures

The first thing that will need to be converted is the information about the character's Race and Culture. This is really only important in the SL Method, the other two methods can skip this step.

Races and Cultures are separate items in HARP but are combined in RMFRP. If a default Culture is used for the Race in HARP, then simply using the RMFRP Race with the same name as that in HARP should work fairly well, except for the Gryx which do not exist in RMFRP. Look for a RMFRP version of the Gryx in the near future on the ICE Website. Also, personalities for Halflings are slightly different in HARP than they are in RMFRP, but this doesn't affect their statistics. The HARP Races are:

- Dwarf
- Elf
- Gnome
- Gryx
- Halfling
- Human

HARP also has Blood Talents, which allow a character to be of mixed racial background. Other than Half Elves, RMFRP doesn't have a method for dealing with this. Choose the race that most closely represents the character and perhaps make some adjustments to the RMFRP Racial bonuses if desired. There may also be an article on using HARP Blood Talents in RMFRP in the future.

### Statistics

Statistics have a fairly direct mapping between HARP and RMFRP, except that RMFRP has two additional stats. For a SL conversion, you will need to purchase or randomly roll stats in RMFRP then try and match them as close as possible to the stats in HARP. For the PDQ method, simply assign the RMFRP stats the same values as the HARP stats according to this chart:

HARP	RMFRP
STRENGTH (ST)	Strength
CONSTITUTION (CO)	Constitution
AGILITY (AG)	Agility
QUICKNESS (QU)	Quickness
SELF DISCIPLINE (SD)	Self Discipline
REASONING (RE)	Reasoning & Memory
INSIGHT (IN)	Empathy & Intuition
PRESENCE (PR)	Presence

There are a few interesting things to consider when comparing how Stats are generated and improved between the two systems.

Using the fixed point option (550 for HARP, 660 for RM+FRP), you have an average of 68.75 points per stat to spend in HARP compared to 66 per stat in RMFRP. It is also cheaper to get higher stats in HARP than it is in RMFRP, i.e. for a stat of 96, it costs 103 points in HARP vs 126 points in RMFRP. However, in RMFRP, this is your temporary stat, which is almost guaranteed to go up as you advance levels. In HARP stats will only increase if you spend development points on them when you go up a level.

Taking into account that in HARP you are only adding in the bonuses from two stats compared to RMFRP where you add in three, the penalties and bonuses can be fairly different, HARP as a smoother progression and more of a penalty for low stats where RMFRP has a much larger range with no bonus or penalty, and would have a higher bonus for high stats. This isn't so important for the stat values themselves but could have a fairly big effect on some skills. This would appear to have the biggest effect on stats in the 6-40 range. However, for a simple conversion system, this can probably be ignored except for very unusual characters, especially since the minimum stat using option 1 in HARP is 40.

If you prefer to assign a stat in Rolemaster that has a similar bonus rather than the same actual value, you can use the table below to choose a value.

Stat	HARP	HARPx2	RMFRP	RMFRPx3
01	-18	-36	-10	-30
02-03	-18	-36	-9	-27
04-05	-18	-36	-8	-24
06-07	-16	-32	-7	-21
08-09	-16	-32	-6	-18
10	-16	-32	-5	-15
11-15	-14	-28	-4	-12
16-20	-12	-24	-3	-9
21-25	-10	-20	-2	-6
26-30	-8	-16	-1	-3
31-35	-6	-12	0	0
36-40	-4	-8	0	0
41-45	-2	-4	0	0
46-50	0	0	0	0
51-55	1	2	0	0
56-60	2	4	0	0
61-65	3	6	0	0
66-69	4	8	0	0
70	4	8	1	3
71-74	5	10	1	3
75	5	10	2	6
76-79	6	12	2	6
80	6	12	3	9
81-84	7	14	3	9
85	7	14	4	12
86-89	8	16	4	12
90	8	16	5	15
91	9	18	5	15
92-93	9	18	6	18
94-95	9	18	7	21
96-97	10	20	8	24
98-99	10	20	9	27
100	10	20	10	30
101	11	22	12	36
102	12	24	14	42

103	13	26	14	42
104	14	28	14	42
105	15	30	14	42

### Professions

HARP does not have Realms of Magic like RMFRP does, so the choice of a profession in RMFRP may depend on which Realm of Magic you choose to assign the character being converted. Also, RMFRP does not allow for multiple professions. The best way to handle converting a multiclass HARP character to RMFRP is to look at which spells the HARP character has (if any) then see which RMFRP profession has similar spells in their base lists or other available lists. Also examine the skills that the HARP character has and look for a Rolemaster profession that has low costs for those skills. The chart below offers suggestions for converting professions, with suggestions for a few multiclass combinations.

HARP Profession	2nd HARP Profession	RMFRP Profession
Cleric		Cleric
Fighter		Fighter
Harper		Bard
Mage		Magician or Mentalist
Monk		Warrior Monk
Ranger		Ranger
Rogue		Rogue / Layman
Thief		Thief
Warrior Mage		Dabbler, Paladin, Monk
Cleric	Fighter	Paladin
Cleric	Mage	Lay Healer / Healer / Sorcerer
Fighter	Thief	Rogue
Harper	Mage	Mystic
Mage	Ranger	Animist
Mage	Rogue	Magent
Mage	Thief	Illusionist / Dabbler
Mage	Warrior Mage	Monk

## Skills

Skills are similar in HARP and RMFRP, almost every skill in HARP exists in RMFRP, and the skill value is calculated in a similar way, except that in HARP you do not develop ranks in categories

Comparing Ranks between the two systems, up to 10 Ranks, 1 rank in HARP gives the same bonus as having one rank in the Skill and the Category in RMFRP. From level 11 to 30 one rank in HARP gives the same bonus as one rank in RMFRP (for Standard progression skills.)

The chart below maps the HARP skills to the equivalent RMFRP Skills.

HARP Skill	HARP Category	HARP Stats	RMFRP Skill	RMFRP Category	RMFRP Stat
ACROBATICS/TUMBLING	Athletic	Ag/SD	Acrobatics & Tumbling	Athletic – Gymnastics	Ag/Qu/Ag
ACTING	Artistic	Pr/In	Acting	Artistic – Active	Pr/Em/Ag
AMBUSH	Subterfuge	SD/Ag	Ambush	Subterfuge – Attack	Ag/SD/In
ANIMAL HANDLING	Outdoor	Pr/In	Animal Handling	Outdoor – Animal	Em/Ag/Em
Animal Healing -20			Animal Handling	Outdoor – Animal	Em/Ag/Em
Animal Training -30			Animal Handling	Outdoor – Animal	Em/Ag/Em
APPRAISAL	General	Re/In	Appraisal	Technical/Trade – Vocational	Re/Me/In
ARCANE LORE	Mystical Arts	Re/Re			
Dragon Lore			Dragon Lore	Lore – Obscure	Me/Re/Me
Demon/Devil Lore			Demon/Devil - Lore	Lore – Obscure	Me/Re/Me
Faerie Lore			Faerie Lore	Lore – Obscure	Me/Re/Me
Undead Lore			Undead Lore -	Lore – Magical	Me/Re/Me
Spell Lore			Spell Lore	Lore – Magical	Me/Re/Me
Artifact Lore			Artifact Lore	Lore – Magical	Me/Re/Me
ARMOR SKILLS	Physical	St/Ag	Armor Skill Category various skills		
ATTUNEMENT	Mystical Arts	In/SD	Attunement	Power Awareness	Em/In/Pr
BEASTMASTERY	Outdoor	In/Pr	Animal Mastery	Outdoor - Animal	Em/Ag/Em
BRAWLING	Combat	St/Ag	Brawling	Special Attacks	St/Ag/SD
CHI SKILLS					
CHI DEFENSE	Concentration	SD/In	Adrenal Defense	Special Defenses	no stat bonus
CHI FOCUS	Concentration	SD/St	Adrenal Concentration	Self Control	SD/Pr/SD
CHI SPEED	Concentration	SD/Qu	Adrenal Speed	Self Control	SD/Pr/SD
CHI STRENGTH	Concentration	SD/St	Adrenal Strength	Self Control	SD/Pr/SD
CLIMBING	Athletic	Ag/St	Climbing	Athletic – Gymnastics	Ag/Qu/Ag
COMBAT STYLES & MANEUVERS					
Blindfighting	Combat	In/Re	Blind Fighting	Combat Maneuvers	Ag/Qu/SD
Disarm Foe	Combat	St/Ag	Disarm Foe Armed	Special Attacks	St/Ag/SD
Mounted Combat	Combat	St/Ag	Mounted Combat	Combat Maneuvers	Ag/Qu/SD
Two Weapon Combo	Combat	St/Ag	Two-Weapon Fighting	Combat Maneuvers	Ag/Qu/SD

CONTORTIONS	Athletic	Ag/SD	Contortions	Athletic - Gymnastics	Ag/Qu/Ag
CRAFTS	General	Re/Ag			
Apothecary			Prepare Herbs	Technical/Trade - Vocational	Re/Me/In
Armorer			Metal-crafts Armorer	Crafts	Ag/Me/SD
Blacksmith			Metal-crafts Blacksmith	Crafts	Ag/Me/SD
Bowyer					
Cartographer			Cartography	Technical/Trade - Vocational	Re/Me/In
Fishing					
Fletcher			Fletching	Crafts	Ag/Me/SD
Furrier			Furrier	Crafts	Ag/Me/SD
Goldsmith			Metal-crafts Gold Smith	Crafts	Ag/Me/SD
Jeweler			Stone-crafts Gem Cutter	Crafts	Ag/Me/SD
Scribe			Scribe	Crafts	Ag/Me/SD
Silversmith			Metal-crafts Silver Smith -	Crafts	Ag/Me/SD
Stonecutter			Stone-crafts Stone Cutter	Crafts	Ag/Me/SD
Tanner			Leather-crafts Tanner	Crafts	Ag/Me/SD
Weapon Smith			Metal-crafts Weapon Smith	Crafts	Ag/Me/SD
DANCING	Artistic	Ag/Pr	Dancing	Artistic - Active	Pr/Em/Ag
DISGUISE	Subterfuge	Pr/SD	Disguise	Subterfuge - Mechanics	In/Ag/Re
DUPING	Influence	Pr/In	Duping	Influence	Pr/Em/In
ENDURANCE	Physical	Co/SD	Body Development	Body Development	Co/SD/Co
FORAGING/SURVIVAL	Outdoor	In/Re	Foraging & Survival	Outdoor - Environmental	SD/In/Me
HEALING	General	Re/In	Multitude of skills, first aid, second aid, surgery +		
HERBCRAFT	Outdoor/General	Re/In	Herb Lore	Lore - Technical	Me/Re/Me
HORTICULTURE	Outdoor	Re/In -	Horticulture	Crafts	Ag/Me/SD
JUMPING	Physical	St/Ag	Jumping	Athletic - Brawn	St/Co/Ag
Pole Vaulting -10			Pole-vaulting	Athletic - Gymnastics	Ag/Qu/Ag
LINGUISTICS	General	Re/In	Language	Communication	Re/Me/Em
LOCKS & TRAPS	Subterfuge	In/Ag	Disarming Traps Picking Locks	Subterfuge - Mechanics Subterfuge - Mechanics	In/Ag/Re In/Ag/Re
MARTIAL ARTS STRIKES	Combat	St/Ag	Martial Arts Striking	Martial Arts - Striking	St/Ag/St
MARTIAL ARTS STYLES & MANEUVERS	Combat	SD/*			
Monkey Style		Ag			
Praying Mantis Style		Ag			
Long Fist		St			
Dragon Style		St			
MARTIAL ARTS SWEEPS	Combat	St/Ag	Martial Arts Sweeping	Martial Arts - Sweeps	Ag/St/Ag
MENTAL FOCUS	Concentration	SD/SD	Meditation	Self Control	SD/Pr/SD
MIMICRY	Artistic	Pr/SD	Mimicry	Artistic - Active	Pr/Em/Ag
MUNDANE LORE	General	Re/Re			
Fauna Lore			Fauna Lore	Lore - General	Me/Re/Me
Flora Lore			Flora Lore	Lore - General	Me/Re/Me
Lock Lore			Lock Lore	Lore - Technical	Me/Re/Me

History			History	Lore - General	Me/Re/Me
Heraldry			Heraldry	Lore - General	Me/Re/Me
Religion			Religion	Lore - General	Me/Re/Me
Local Taverns			Region Lore	Lore - General	Me/Re/Me
NAVIGATION	Outdoor	Re/In	Navigation	Technical/Trade - Vocational	Re/Me/In
PERCEPTION	General	In/SD	Observation could also include Alertness, Sense Awareness	Awareness - Searching	In/Re/SD
PICK POCKETS	Subterfuge	Ag/Qu	Picking Pockets	Subterfuge - Stealth	Ag/SD/In
PLAY INSTRUMENT	Artistic	Pr/Ag	Play Instrument	Artistic - Active	Pr/Em/Ag
POISONING	Subterfuge	Re/SD	Prepare Poisons	Technical/Trade - Vocational	Re/Me/In
			Using/Removing Poison	Subterfuge - Mechanics	In/Ag/Re
POWER POINT DEVELOPMENT	Mystical Arts	In/SD	Power Point Development	Power Point Development	Realm stat
PUBLIC SPEAKING	Influence	Pr/In	Public Speaking	Influence	Pr/Em/In
RESISTANCE	Subterfuge	SD/In	See Resistance as Skills in SOHK pg 165		
RIDING	Outdoor	Ag/SD	Riding	Outdoor - Animal	Em/Ag/Em
ROPE MASTERY	General	Re/Ag	Rope Mastery	Crafts	Ag/Me/SD
RUNES	Mystical Arts	Re/In	Read Runes	Power Awareness	Em/In/Pr
Inscribe Rune -30					
SAILING	Outdoor	Ag/Re	Sailing	Technical/Trade - General	Re/Me/SD
SIGNALING	General	Re/In	Signaling	Communication	Re/Me/Em
SINGING	Artistic	Pr/In	Singing	Artistic - Active	Pr/Em/Ag
SNIPING	Subterfuge	SD/Ag	Sniping	Subterfuge - Attack	Ag/SD/In
STALKING & HIDING	Subterfuge	SD/Ag	Hiding	Subterfuge - Stealth	Ag/SD/In
			Stalking	Subterfuge - Stealth	Ag/SD/In
STORY TELLING	Artistic	Pr/In	Tale Telling	Artistic - Active	Pr/Em/Ag
STREETWISE	Subterfuge	Pr/Re	Streetwise	Urban	In/Pr/Re
SWIMMING	Physical	St/Ag	Swimming	Athletic - Endurance	Co/Ag/St
TRACKING	Outdoor	SD/In	Reading Tracks	Awareness - Searching	In/Re/SD
-			Tracking	Awareness - Searching	In/Re/SD
TRADING	Influence	Pr/In	Trading	Influence	Pr/Em/In
TRICKERY	Subterfuge	Pr/SD	Trickery	Subterfuge - Stealth	Ag/SD/In

Weapon skills in HARP work a little differently than the other skills. Weapon skills are divided into six classes (1 Handed Edged, 1 Handed Concussion, Thrown, Missile, Pole Arms, & Two Handed). These correspond to Weapon Categories in RMFRP. Each of those classes is further divided into a number of individual groups. Those groups, in turn, are broken into the list of individual weapons. RMFRP doesn't divide weapons into groups at all. When doing a conversion, if a character has several ranks in groups under a

single category in HARP, then you may wish to assign more ranks to the Category in RMFRP than to the individual weapon skill.

To clarify this, here is the description of Weapon skills from HARP:

Weapon skills in HARP are learned in groups (Axes, Short blades, long blades, etc). When your character learns a particular group, he or she selects one weapon from that group to be their default weapon. Your character receives his or her full bonus when using this weapon. All other weapons in the group are used with a -10 modifier. Other weapon groups within the same class may be used with ½ 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. To change the default weapon, the character must spend one week training with the weapon that he wishes to become the new default weapon for the group. Once that week is up, only the new default weapon may be used at the full bonus.

Note: The above applies only to 1 Handed Edged and 1 Handed Concussion Classes. For the other classes, no bonus is given to other groups within the same class, but the modifier for different weapons within a given group still applies.

The following list contains the different weapon skill groups and categories, and the weapons that can be used with each of the individual categories. The equipment lists (See Chapter 8 Equipment Lists) contain the attack size and type for each individual weapon.

Weapon Class	Individual Weapons	
1 Handed Edged	Axes	Hand axe, Tomahawk, Hatchet
	Long Blades	Broadsword, Long Sword, Bastard Sword (1H), Scimitar, Saber, Cutlass, Falchion, Katana (1H)
	Short Blades	Dagger, Dirk, Main Gauche, Short Sword
	Thrusting Blades	Rapier, Foil, Sai
1 Handed Concussion	Chains Plus	Morning Star, Nunchaku (1H)
	Clubs	Blackjack, Jo (1H), Tonfa, Club (1H), War Hammer, Mace
Thrown	Pole Arms Thrown	Spear, Javelin, Pilum, Harpoon, Trident
	Thrown Blades	Hand Axe, Tomahawk, Hatchet, Dagger, Dirk, Sai, Maine Gauche, Short Sword, Shuriken, Dart
	Thrown Projectiles	Throwing Chains, Boomerang
Missile	Bows	Short Bow, Long Bow, Composite Bow
	Crossbows	Light Crossbow, Heavy Crossbow
	Slings	Sling, Staff Sling
Pole Arms	Pole Arms	Pole Arms, Spear, Javelin, Pilum, Harpoon, Lance, Trident
Two Handed	Great Blades	Bastard Sword (2H), Katana (2H), 2H Sword, Claymore, Battle Axe
	Great Chains	Flail, Nunchaku (2H)
	Long Spikes	War Mattock, Mattock, Pick, 2H War Hammer
	Staves	Quarterstaff, Jo (2H), Cudgel, Club (2H), Spear

Note: There are several weapons that may be used either one handed or two handed such as the Katana, Bastard Sword, and Nunchaku. If a character has skill in using the weapon in one of the two ways it can be used, he may use it in the other way with a -20 modifier, without having to learn the other skill separately.

When converting weapons, if the character doesn't tend switch his default weapon often, then ranks in the RMFRP weapon skill can be assigned in the usual fashion, however, if the character switches default weapons often, you may wish to assign double the usual



number of ranks to the RMFRP category and half as many to several weapons in the category. Again, for a simple conversion, just take the percentage value of the weapon skill in HARP and use that as is for the Weapon Skill in RMFRP, possibly applying the modifiers listed above for the non-default weapons.

## Talents

Most of the talents should be able to be matched up to an equivalent talent in RMFRP, with the exception of Additional Profession

## COMBAT

Armor – Choose the Armor Type in RMFRP that most closely matches the Armor Description in HARP

Offensive Bonus – Ideally this should be recalculated based on the RMFRP Skills and Attributes, but for a quick and dirty conversion the HARP value should be fairly close to the RMFRP value

Defensive Bonus – This should definitely be recalculated for RMFRP as Armor has a large effect on the Defensive Bonus in HARP but not in RMFRP. If you really don't want to calculate the numbers, you could use the HARP DB value and treat the character as AT 5 for medium to heavily armoured characters or AT 1 for lightly armoured characters.

## SPELLS

Magic and Spells are handled quite differently in HARP and RMFRP. HARP does not have different realms of magic, and spells are learned as individual skills, not as lists. These individual spells do have “scaling” options such as increased range, increased damage, etc that can be applied at casting time.

There are two major options available when converting spells from HARP to RMFRP. The first is to choose and develop RMFRP spell lists that roughly match the spells that the HARP Character has, and possibly for each spell list, assign a number of ranks in the RMFRP Spell Mastery skill equal to the Spell skill in HARP with the highest number of ranks. This is the recommended method for a “Strict” or “Pretty Darn Close” conversion. The table below can be used as a guide for finding suitable RMFRP spell lists.

The second option is to look up the HARP spell on the list below and give the character the equivalent RMFRP spells, based on the number of ranks they have in HARP, irregardless of Spell Lists. This is only suitable for the “Quick and Dirty” Conversion. The spells and spell lists below are suggestions only, there may be other suitable spells and lists in addition to the ones listed below.

HARP Spell	# Ranks	RMFRP Spell	RMFRP Spell List
<b>Universal†</b>			
Arcane Bolt	2	Mana Bolt (Arcane Companion) or Shock Bolt	
	10+	Mana Ball / Ball spell of choice	
Blur	6	Blur	
Boost Agility			
Boost Constitution			
Boost Insight			
Boost Presence			
Boost Reasoning			
Boost Quickness			
Boost Self Discipline			
Boost Strength	3	Holy Strength	Holy Arms
Detect Magic	4	Detect Channeling	Detection Mastery, Detecting Ways, Detections
	4	Detect Mentalism	
	4	Detect Essence	

Detect Trap	4	Detect Traps	
Dispel Magic	4		Communion, Dispelling Ways, Spell Defense
Guess	2	Guess	
Landing*	3	Landing	Monk's Bridge, Movement
	15	Landing True	
Light	6	Light I	Light's Way, Light Law,
	12	Light V	
	18	Light X	
	12	Utterlight	
Mage Seal	11	Magic Lock	Unbarring Ways
Minor Healing		Translates to several spell lists dealing with Healing	
	3	Flow Stop V	Blood Law, Holy Healing, Blood Mastery
	3	Healing III	Concussion's Ways, Holy Healing, Concussion Matery
Moving Ways	4	Rockrunning	Moving Ways Spell List
	7	Limbwalking	
	7	Sandrunning	
	9	Limbrunning	
	9	Waterwalking	
	12	Waterrunning	
Projected Light	4	Projected Light	Light's Way, Light Molding, Light Law, Brilliance
Study Target	2	Study Patsy/Study Form	Assassinaton Mastery, Nature's Protection, Nature's Guises, Mystical Change
Unlocking Ways		Unlock I -> IV	Mechanisms, Escapes
<b>Cleric</b>			
Animal Forms	5	Animal Facade	Natures Protection, Natures Guises
	7	Animal Form I	
	8	Animal Form II	
	9	Animal Form III	
	17	Animal Form True	
Animate Dead	6	Animate Dead I	Necromancy
	8	Animate Dead II	
	9	Animate Dead III	
	10	Animate Dead IV	
	11	Animate Dead V	
	12	Animate Dead VI	
Bless	7	Bless I / Prayer I	Protections, Inner Walls
	7	Resistance I	
	9	Bless II / Prayer II	
	9	Resistance II	
	10	Bless III / Prayer III	
	12	Bless IV / Prayer IV	
	19	Inner Wall	
Calm	6	Calm I	Calm Spirits
	10	Calm II	
	14	Calm III	
	18	Calm IV	
Control Animal	4	Animal Mastery I	
Control Undead	6	Control Undead I	Necromancy
	8	Control Undead II	
	10	Control Undead III	
	12	Control Undead IV	
	14	Control Undead V	
Create Undead	14	Create Undead I	Necromancy
	16	Create Undead II	
	18	Create Undead III	
	20	Create Undead IV	
	22	Create Undead V	

Cure Disease	12	Disease Purification	Purifications
	14	Undisease	
	30	Mass Undisease	
Divine Hammer	5	Hammer Strike II	Channelling Companion – Holy Weapon
	10	Holy Strike III	
	8	Hammer Strike III	
Drain Life	3	Energy Drain I	Wounding
	6	Energy Drain II	
Dreams	3	Dreams I	Communal Ways Dark Lore Anticipations
	5	Dreams II	
	7	Dreams III	
Guidance	3	Guidance	Locating Ways
		Location I -> True	
Harm	3	Wounding I	Wounding
	7	Wounding III	
	11	Wounding V	
	5	Bleeding I	
	9	Bleeding V	
Herbal Enhancements	4	Herb Enhancement	Herb Mastery
	4	Herb Mastery II	
	8	Herb Mastery III	
	6	Instant Herbal Cures	
Holy Symbol	18	Major Symbol + Guardian Symbol	Channelling Companion – Holy Symbol
Intuitions	3	Intuitions I	Communal Ways
	6	Intuitions III	
	9	Intuitions V	
	12	Intuitions True	
Lifegiving	13	Lifegiving I	Life Mastery
Lifekeeping	8	Lifekeeping II	
	20	Lifekeeping III	
	23	Lifekeeping IV	
Major Healing			Various Healing
Nature's Strength	Boar Strength	Boar Strength	Natures Movement/Senses
	Ox Strength	Ox Strength	
	Tiger Claw	Lion Claws	
	Dragon Claw		
	Otter Lungs	Otter Lungs	
	Cat Step	Cat Step	
Nature's Tongues	4	Animal Tongues	Natures Law
	6	Plant Tongues	
	8	Stone Speech	
Neutralize Poison	3	Poison Purification	Purifications
	7	Unpoison	
Plant Disguise	5	Plant Façade	Natures Protection Natures Guises
	7	Plant Form I / II	
Restoration	3	Heal Life Essence I	Life Mastery
	5	Heal Life Essence II	
	7	Heal Life Essence III	
Summon Animal	5	Summon Nourishment	Nature's Summons List
	7	Summon Warmth	
	8	Summon Guide	
	9	Summon Guardian	
	10	Summon Mount	
	11	Summon Hunter	
Tree Door	2	Treeport	Channelling Companion – Tree Mastery List
Tree Merge	4	Merging Organic	Lofty Movements Moving Ways
	6	Great Merging Organic	
	8	Merging True Organic	
Tree Skin	4	Plant skin	Channelling Companion – Tree Mastery
	12	Toughskin	
	16	Barkskin	
	20	Barkskin True	

Turn Undead	7	Repel Undead V	Repulsions List
<b>Harper</b>			
Calm	6	Calm / Calm Song	Mind Control Controlling Songs
Changing Ways	6	Change	Shifting Mystical Change
	9	Impersonation Change	
	9	Changing	
Charm	4	Charm / Charm Song	
Confusion	4	Confusion	
Distractions	5	Distraction	
	25	Mass Distraction	
Fear	4	Fear	
	25	Shout of Fear	
Jolts	3	Jolts I	Mind Attack
	7	Jolts III	
	9	Great Shout	
Past Visions	3	Past Vision I	Delving List
	5	Past Vision II	
	9	Past Vision III	
Phantasm	5	Phantasm I	Illusion
	7	Phantasm II	
	9	Phantasm III	
Quiet Ways	3	Quiet I	
	5	Silence I	
Sleep	4	Sleep Song	
Tongues	4	Speech I	Sounds Ways
	6	Speech II	
	8	Speech III	
	10	Speech True	
<b>Mage</b>			
Air Wall	5	Airwall	Wind Law Gas Manipulation
	9	Airwall True	
Bladeturn*	5	Turn Blade	Shield Matery Attack Avoidance
	9	Bladeturn I	
Changing Ways	6	Change	Shifting Mystical Change
	9	Impersonation Change	
	9	Changing	
Darkness	7	Darkness I	Darkness Brilliance
	13	Darkness V	
	13	Utterdark	
Deflections*	7	Turn Missile	Shield Mastery Attack Avoidance
	12	Deflect I	
	14	Aim Untrue I	
	17	Mass Deflections	
Distractions	5	Distraction	
	25	Mass Distraction	
Earthen Transmutations	14	Stone/Earth	Earth Law
	17	Earth/Mud Earth/Stone Mud/Earth Stone/Mud .	
Elemental Ball		Various Ball Spells	
Elemental Bolt		Various Bolt Spells	
Fear	4	Fear	
	25	Shout of Fear	
Fire Nerves	4	Pain	Physical Erosion List
	7	Fire Nerves	
	8	Mass Pain	

Fire Wall	4	Wall of Fire	Fire Law
Fly	4	Fly I	Lofty Bridge Movement
	12	Fly II	
	42	Fly III	
	55	Fly IV	
Haste	3	Haste I	Evasions
	5	Haste III	
Icy Mist Wall	4	Wall of Cold	Ice Law
	9	Circle of Cold	
Invisibility	4	Unseen I	Invisible Ways
	7	Invisibility I	
	10	Invisibility Sphere	
Jolts	3	Jolts I	Mind Attack
	7	Jolts III	
	9	Great Shout	
Long Door	4	Leaving I	Minds Door Escape
	6	Long Door I	
	20	Teleport I	
Merging Ways	5	Merging	Movement
	7	Great Merge	
	9	Merge True	
Misfeel	4	Misfeel Kind	Mind Mastery
	6	Misfeel Calling	
	8	Misfeel Power	
Passing	3	Passing	Movement
	9	Passing True	
Past Visions	3	Past Vision I	Delving List
	5	Past Vision II	
	9	Past Vision III	
Phantasm	5	Phantasm I	Illusion
	7	Phantasm II	
	9	Phantasm III	
Presence	4	Presence	Presence List
	10	Awareness	
Quiet Ways	3	Quiet I	
	5	Silence I	
Rune Mastery	10 -> 30	Rune I -> X	Rune Mastery
Shock	4	Shock A	Mind Attack
	8	Shock B	
	12	Shock C	
	16	Shock D	
	20	Shock E	
Sleep	4	Sleep Song	
Spikes	6	Earthen Spikes	Earth Law
Stun Cloud	5	Stun Cloud I	Wind Law
	17	Death Cloud I	
Vacuum	8	Vacumn I	Wind Law
	10	Vacumn II	
	11	Vacumn IV	
	16	Great Vacumn	
<b>Ranger</b>			
Find Shelter	3	Shelter Finding I	Natures Way
	9	Shelter Finding II	
Haste	3	Haste I	Evasions
	5	Haste III	
Hues	7	Hues	Natures Guises
Locate Food	2	Food Finding I	Nature's Ways
	4	Food Finding II	
	8	Food Finding True	
Natural Trap	8	Lesser Traps	Nature's Ways
	24	Major Traps	

Nature's Strength	Boar Strength	Boar Strength	Natures Movement/Senses
	Ox Strength	Ox Strength	
	Tiger Claw	Lion Claws	
	Dragon Claw		
	Otter Lungs	Otter Lungs	
	Cat Step	Cat Step	
Nature's Tongues	4	Animal Tongues	Natures Law
	6	Plant Tongues	
	8	Stone Speech	
Path Lore	6	Path Tale	Path Mastery
	5	Path Finding I	
	8	Paths True	
	6	Path Lore	
	7	Know Path	
Plant Disguise	5	Plant Facade	Natures Protection Natures Guises
	7	Plant Form I / II	
Summon Animal	5	Summon Nourishment	Nature's Summons List
	7	Summon Warmth	
	8	Summon Guide	
	9	Summon Guardian	
	10	Summon Mount	
	11	Summon Hunter	
Traceless Passing	3	Traceless Passing	Moving Ways
	7	Hide Tracks	
Tree Merge	4	Merging Organic	Lofty Movements Moving Ways
	6	Great Merging Organic	
	8	Merging True Organic	
<b>Warrior Mage</b>			
Bladeturn*	5	Turn Blade	Shield Matery Attack Avoidance
	9	Bladeturn I	
Dancing Weapon			
Deflections*	7	Turn Missile	Shield Mastery Attack Avoidance
	12	Deflect I	
	14	Aim Untrue I	
	17	Mass Deflections	
Elemental Weapon			
Guardian Blades			
Hammer Strike		Hammer Strike II	Channeling Companion – Holy Weapon
		Hammer Strike III	
Magic Shield		Shield	Shield Mastery
Mighty Charge			
Resist Damage			
Steel Skin			
Warrior's Might			
Weapon's Fury			