



CHARACTER CREATION OVERVIEW

Creating your first **HARP** character is simple! By following the six easy steps below, your character will be complete and ready for play in no time. You will need a pair of ten-sided dice, pencils, scratch paper and a copy of the **HARP** character sheet. The character sheet is used to record all of your character's important information.

STEP ONE: CHOOSE

A PROFESSION

HARP has nine professions to choose from: Cleric, Fighter, Harper, Mage, Monk, Ranger, Rogue, Thief, and Warrior Mage. Each of these professions starts out with a unique set of abilities and favored skill categories that help shape the budding hero, but all skills are available to any profession. Each of the Favored Skill Categories for your chosen profession grants a number of free skill ranks in that category. Note your Favored Skill Categories and the number of free ranks on your character sheet/scratch paper somewhere for reference when you get to buying skills in Step 4.

CLERIC

The Cleric is a priest and sage who has mastered the use of divine magic. Clerics generally pay homage to one deity, but some worship entire pantheons. A Cleric's spells reflect the nature of his god. While many remain cloistered and tucked away in monasteries, a number have become adventurers, wandering from place to place, preaching the words of their deity to the faithless.

FAVORED CATEGORIES:

General: 3 **Mystical Arts:** 8
Physical: 3

Select two categories: 3 each

Key Stats: Insight, Reasoning

PROFESSIONAL ABILITIES: A Cleric may select any 20 spells to form his base list, but at least half of those spells must come from the Cleric sphere. Any base list spell selected by the Cleric must be affiliated with his deity's interests. The Cleric may also select two categories as Favored Categories, subject to GM approval, based upon the deity's interests.

Note: Selection of the skill category, Combat, as a Favored Category means that the Cleric is actually a Paladin or Holy Warrior of that deity.

Note: Players should check with their Gamemaster to determine if any noteworthy variations have already been implemented for the setting. The GM is the final arbitrator in determining which spells may or may not be appropriate.

FIGHTER

The Fighter makes a living by his skill at arms, living for the thrill of combat. Fighters are usually found in the front line of any fight, and favor the strength and quickness of the body over the honing of a delicate mind. They occupy all walks of life: from knights in a king's court, or soldiers filling out ranks in a nation's army, or as thugs raiding wagons for profit.

FAVORED CATEGORIES:

Athletic: 2 **General:** 2
Combat: 8 **Physical:** 8

KEY STATS: Strength, Agility, Constitution, Quickness

PROFESSIONAL ABILITIES: All Fighters gain the Shield Training and Lightning Reflexes Talents.

Beginning at first level, and then every fifth level thereafter (5th, 10th, etc), Fighters gain a +10 bonus to any weapon skill of their choice. No weapon skill can have more than a +30 bonus from this ability.

HARPER

As learned in lore as they are in the telling of wild tales, the Harper works a special kind of magic to help support his performances. Since many Harpers are also quintessential wanderers, never tarrying in one area for too long, they subsist solely on the graciousness of their audiences. Harpers are drawn to adventure like moths to a flame, for each experience, each new step along the way is another marvelous story to record.

FAVORED CATEGORIES:

Artistic: 4 **General:** 3
Combat: 3 **Physical:** 3
Influence: 4 **Mystical Arts:** 3

KEY STATS: Reasoning, Insight, & Presence

PROFESSIONAL ABILITIES: Harpers may learn any spell found in the Harper sphere. All Harpers also have the Enhanced Senses and Scholar Talents.



MAGE

An unparalleled weaver of magic, a Mage is both a powerful spell caster and a holder of secret knowledge. Mages have sacrificed countless hours (and sometimes more than mere time) to obtain their mastery of magic. Depending on intense study, magic is not a simple talent, but a skillful art that has been honed to perfection. Many are seekers of power and knowledge.

FAVORED CATEGORIES:

| | | | |
|-----------------------|----|------------------|---|
| Artistic: | 2 | General: | 4 |
| Influence: | 2 | Physical: | 2 |
| Mystical Arts: | 10 | | |

KEY STATS: Reasoning, Insight

PROFESSIONAL ABILITIES: Mages may obtain any spell from the Mage sphere. All Mages have the Sense Magic Talent.

MONK

A master of the body, the Monk is, quite literally, a living weapon. Able to exceed normal mortal limitations through rigorous martial training and intense levels of discipline, learning how to externalize his Chi energy in various ways, a Monk is likely to see any adventure as a personal test. Along the way, a Monk will eagerly seek out opportunities to advance his understanding of the world around them, while at the same time walking the rigid path of his discipline.

FAVORED CATEGORIES:

| | | | |
|-----------------------|---|------------------|---|
| Athletic: | 4 | General: | 3 |
| Combat: | 5 | Physical: | 3 |
| Concentration: | 5 | | |

KEY STATS: Insight, Self Discipline, & Quickness

PROFESSIONAL ABILITIES: Beginning at first level, and then every fifth level thereafter (5th, 10th, etc), Monks gain a +10 bonus to any one Martial Arts style of their choice. No style may have more than a +30 bonus from this ability. Also beginning at first level, and then every third level thereafter (3rd, 6th, etc), the penalty for using Chi Defense is reduced by 5 points (to a minimum of zero). Martial Arts attacks by the Monk are Medium Attacks rather than Small Attacks. Refer to the Monk Attacks below for additional information on a Monk's Martial Arts attack abilities.

RANGER

At home in the wilderness, the Ranger is a friend of nature. Many Rangers accept the role of wardens, guarding those who live in or travel through the hinterlands. Rangers have the skills necessary to survive indefinitely in the wild, and – in their element – can even move undetected. Many are also fierce warriors of unparalleled skill, able to use surrounding terrain to their advantage.

FAVORED CATEGORIES:

| | | | |
|-----------------------|---|--------------------|---|
| Outdoor: | 6 | General: | 3 |
| Combat: | 4 | Subterfuge: | 2 |
| Mystical Arts: | 3 | Physical: | 2 |

KEY STATS: Insight, Strength, & Agility

PROFESSIONAL ABILITIES: Rangers may learn any spell from the Ranger sphere. Beginning at first level, and then every fifth level thereafter (5th, 10th, etc), Rangers gain a +10 bonus to any one Outdoor skill of their choice. No skill may have greater than a +30 bonus from this ability.

ROGUE

Often regarded as a jack-of-all-trades, the Rogue is one of the most versatile characters of all. Rogues are generally skilled in completing tasks that no one wishes them to complete, or finding entrances to places where no one is allowed. Everything to a Rogue is considered a challenge.

FAVORED CATEGORIES:

| | | | |
|-----------------------|---|--------------------|---|
| Athletic: | 3 | General: | 3 |
| Combat: | 3 | Physical: | 3 |
| Mystical Arts: | 2 | Subterfuge: | 3 |
| Outdoor: | 3 | | |

KEY STATS: Insight, Strength, & Agility

PROFESSIONAL ABILITIES: Beginning at first level, and then every third level thereafter (3rd, 6th, etc), Rogues gain a +5 bonus to any one skill from their Favored Categories. No skill may have greater than a +25 bonus from this ability.

THIEF

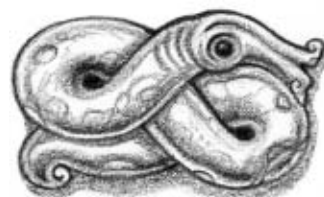
A Thief is a master of subterfuge and deception. Skilled in the arts of larceny, the Thief makes relieving a nobleman of his purse a simple task. Found in every corner of the world, Thieves are drawn to areas of commerce, but are quick to join in an adventure as they find it difficult to resist the lure of gold or treasure.

FAVORED CATEGORIES:

| | | | |
|--------------------|---|-------------------|---|
| Athletic: | 3 | Influence: | 2 |
| Combat: | 3 | General: | 3 |
| Subterfuge: | 6 | Physical: | 3 |

KEY STATS: Insight, Strength, & Agility

PROFESSIONAL ABILITIES: Beginning at first level, and then every fifth level (5th, 10th, etc), Thieves gain a +10 to any one Subterfuge skill of their choice. No skill may have greater than a +30 bonus from this ability. Thieves also gain the talent, Subtle.





WARRIOR MAGE

The Warrior Mage strides boldly between two worlds, equal parts Fighter and Mage. He specializes in magic that aids and enhances his natural martial abilities. A Warrior Mage also maintains a repertoire of spells that give him the necessary edge over his foes.

FAVORED CATEGORIES:

| | | | |
|-----------------------|---|------------------|---|
| Combat: | 6 | General: | 3 |
| Mystical Arts: | 6 | Physical: | 5 |

KEY STATS: Reasoning, Strength, & Agility

PROFESSIONAL ABILITIES: Warrior Mages may learn spells from the Warrior Mage sphere. Beginning at first level, and then every seventh level thereafter (7th, 14th, etc) Warrior Mages gain a +10 bonus to the weapon skill of their choice. No weapon skill may have more than a +30 bonus from this ability.

STEP TWO: GENERATE STATISTICS

HARP uses eight statistics (or stats) to represent a character's natural abilities: Strength, Constitution, Agility, Quickness, Self Discipline, Reasoning, Insight and Presence. The numerical value of these stats can range from 1 to 105. Values over 100 represent extraordinary stats. Select one of the options below to generate your character's beginning stats, and assign the eight numbers as you wish.

Tip: Each Profession values certain stats over the rest. If possible, place a starting value of 90 or higher in these stats.

Next, compare your starting statistical values to the Development Point and Stat Bonus table on p. 4. Record the number of Development Points and skill bonuses received for each stat on your character sheet.

Example: *Keal, a Fighter, has a Strength stat of 90.*

After glancing at the table, Keal's player notes that he receives 8 Development Points and a +8 skill bonus.

This information is recorded on Keal's character sheet.

After you have noted your bonuses, total the number of Development Points received from each stat and double them. At level one, characters receive twice the usual number of Development Points to reflect a solid start in life. You will use Development Points every level to learn new skills and improve old ones, thus expanding your character's abilities.

STRENGTH (St) – Not merely brute force, Strength is an estimation of a character's build and muscular structure. This stat is favored by Fighters of all types.

CONSTITUTION (Co) – Reflecting a character's general health and well-being, Constitution also helps determine stamina, resistance to poisons and diseases, and the ability to weather fatigue and wounds brought about by combat.

AGILITY (Ag) – Characters that exhibit outstanding feats of manual dexterity have a high Agility. This stat is favored by the Rogues and Thieves.

QUICKNESS (Qu) – A measure of reflexes and coordination, Quickness also determines the reaction time of a character. Characters with high Quickness values have increased movement on the battlefield and are adepts at dodging blows.

SELF DISCIPLINE (SD) – Representing inner resolve, dedication, and stubbornness, Self Discipline also helps determine a character's resistance to the machinations of others. Monks value Self Discipline.

REASONING (Re) – The capacity for logical, rational, and analytic thought is governed by a character's Reasoning. Characters with high Reasoning scores seem to be particularly astute and are of sound sense and good judgment. Reasoning is prized by both the Mage and the Warrior Mage Professions.

INSIGHT (In) – Covering the intuitive faculties of a character, Insight is the capacity to discern the true nature of a situation. It also expresses a character's connection to, and understanding of, the world around them. Insight is prized by the Clerics.

PRESENCE (Pr) – A character's bearing, quality of self-assurance, and mien are reflected in his Presence. Those with high Presence scores are full of charm and wit, with a distinct force of personality. Presence also helps determine a character's ability to interact with and influence those around him. Of all the Professions, Harpers value Presence the most.

OPTION ONE

Make 8 percentile rolls until all results are at least 40 or higher. Assign the results to the stats as desired. This option generally produces a character with anywhere from 32 to 61 (or more) Development Points.

Example: *After purchasing a copy of HARP, Robert races home to sit down and create his first character. Selecting human as his Race, and Harper as his Profession, he goes about generating his character's statistics. On a scratch piece of paper, he records his 8 rolls: 48, 93, 76, 51, 88, 62, 45, and 97. Noting that the Harper Profession has three Key Stats (Reasoning, Intuition, and Presence), he makes sure to place his highest three rolls in those attributes, distributing the remaining values as he sees fit. His stats eventually end up looking like this:*

| | | | |
|------------|----|------------|----|
| St: | 45 | SD: | 62 |
| Co: | 48 | Re: | 88 |
| Ag: | 76 | In: | 93 |
| Qu: | 51 | Pr: | 97 |



Example, Cont'd: With his stats in place, Robert looks his character over. Satisfied, he moves on to perusing the available cultures. From his stats we can determine that his character isn't particularly strong or sturdy, but his fingers are nimble from years of practice with his instruments. The character is also particularly level-headed, with a keen insight and an irresistible charm!

OPTION TWO

With this method, a character has 550 points to purchase their 8 stats. All stats start at zero, but can be bought up on a point-for-point basis, unless the desired stat value is 91 or higher. Use the table below to determine the cost per stat point.

| Stat Range | Cost per Point |
|------------|----------------|
| 1-90 | 1 |
| 91-95 | 2 |
| 96-100 | 3 |
| 101-105 | 10 |

Example: Tim wants his first character to be a Fighter. Knowing that Fighters rely upon Strength as one of their primary stats, he decides on a Strength of 96. To raise his character's Strength from 0 to 90 costs 90 points. To raise his stat from 90 to 95 will use up 10 more points ($5 \times 2 = 10$). Then to raise it that last point to 96 will use an additional 3 points. Overall, for his Strength value of 96, Tim has spent 103 of his original 550 points.

This method produces a solid character with Development Points received ranging anywhere between 32 to 42.

| Table 4.1 Development Point and Stat Bonuses | | | | | |
|--|-------|-----|--------|-------|-----|
| Stat | Bonus | DPs | Stat | Bonus | DPs |
| 1-5 | -18 | 0 | 66-70 | 4 | 4 |
| 6-10 | -16 | 0 | 71-75 | 5 | 5 |
| 11-15 | -14 | 0 | 76-80 | 6 | 6 |
| 16-20 | -12 | 0 | 81-85 | 7 | 7 |
| 21-25 | -10 | 0 | 86-90 | 8 | 8 |
| 26-30 | -8 | 0 | 91-95 | 9 | 9 |
| 31-35 | -6 | 0 | 96-100 | 10 | 10 |
| 36-40 | -4 | 0 | 101 | 11 | 11 |
| 41-45 | -2 | 0 | 102 | 12 | 12 |
| 46-50 | 0 | 0 | 103 | 13 | 13 |
| 51-55 | 1 | 1 | 104 | 14 | 14 |
| 56-60 | 2 | 2 | 105 | 15 | 15 |
| 61-65 | 3 | 3 | - | - | - |

OPTION THREE

With this method, a player has 500 plus 10d10 points to spend on purchasing his initial stats. This particular method could produce a character with 600 points (should a player be lucky enough to roll all 10's), or one with a starting pool of only 510 points (should the dice all come up 1's). Refer to the table in Option Two for the cost of raising stats.

Example: Aaron is creating a Ranger for a new campaign. With 10d10 in hand, he rolls and comes up with a 5, 8, 3, 9, 5, 2, 3, 8, 9, and 1. Adding them all, he notes that he has 553 (500 plus the 53 he rolled) to distribute among his stats.

INCREASING STATS

Some players may not be completely satisfied with a character's starting stats. By spending Development Points, a player may increase the value of a stat. The following table details the DP cost for raising stats. A character may not spend more than 20 DP on stats at each level.

| Stat Range | Cost per Point |
|------------|----------------|
| 1 - 90 | 1 |
| 91 -95 | 2 |
| 96-100 | 3 |
| 101-105 | 10 |

Example: John's character has a starting Agility of 80. With Development Points to burn, John wants to raise his character's Agility to 100. It will cost him 10 points to raise his Agility from 80 to 90 and then another 10 points to raise it from 90 to 95. Overall, John has spent 20 Development Points increasing his Agility. He will have to wait until next level to finish raising his Agility.

Note: When raising a stat, you should make the changes to the character sheet first, and then check to see if the increase offered a boost to the stat bonus or to Development Points received. Should the advancement increase the stat bonus, it will affect the total bonuses to skills and any other aspects of your character that may be affected by stat bonuses. If the advancement increases your Development Points, note the change on your character sheet. However, changes do not affect the amount of Development Points you have available for the current level of advancement. Increases to Development Points come into effect the next time the character gains a level.

Characters can also use their Development Points to raise their stats when they go up levels. All of the rules above apply to stat increases at later levels.



STAT BONUSES & DEVELOPMENT POINTS

Each stat receives a bonus based upon its value. These bonuses, plus any other applicable stat bonuses, are used when calculating skills' values or when making Resistance Rolls. The table on page 4 details the bonuses for each stat rating and notes the number of Development Points awarded. This information should be recorded on your character sheet.

Development Points are used to purchase Skills, special options, Talents, or stat increases each time a character advances one level. All Development Points must be spent when they are gained; any unspent Development Points are lost. Many talents and options may be purchased across multiple character levels, meaning a character may begin to pay for a Talent at one level, and then meet the remaining cost on the subsequent level or levels later on in their adventuring career.

Note: Once a Talent has been chosen and partially paid for, you may not spend Development Points on anything else until that particular option is completely paid for.

STEP THREE: CHOOSE A RACE & CULTURE

Select the race and culture that best suits your character.

HARP RACES: Human, Elf, Dwarf, Gnome, Halfling, and Gryx. Each of the six races is distinguished by their own special characteristics, abilities and advantages. For more information on HARP races, refer to Chapter 5. Racial half-breeds are not included as individual character races. Instead, for a character to be of mixed blood, the player must devote Development Points towards purchasing a Blood Talent. These special talents award several of the natural advantages and abilities of another race due to ancestry.

Blood Talents allow for the standard Half-Race player character, as well as a multiple of unusual Races. Chapter 7 covers the abilities gained through Blood Talents in detail.

HARP CULTURES: Dwarven (Deep Warrens), Gnomish (Shallow Warrens), Sylvan (Elvish or Gryxian), Nomadic, Rural, Urban, Halfling (Underhill). Each cultural group gives a character skills that are usually learned during an adolescent period. Record these skill ranks on your character sheet. For more information on **HARP** cultures, refer to Chapter 5.

RACIAL CHARACTERISTICS

Once you have selected your race, record the information below on your character sheet. This table details the bonuses and features for each of the 6 **HARP** races. An explanation of the items included on the table can also be found below.

Racial Stat Modifiers – These racial modifiers are added to the character's natural stat bonuses and should be recorded in the proper column on the stats section of the character sheet.

Endurance – Endurance is the amount of damage (or "Concussion Hits") a character can endure. This bonus is added to the character's Endurance skill when figuring the character's total Concussion Hits. See Chapter 6 for the full description of this skill.

Power Points – Power Point Development is used to calculate the number of Power Points available to a caster. These Power Points are what the caster would use to cast any spells that they know. This bonus adds directly to the skill and helps determine the character's total number of Power Points. See Chapter 6 for the full description of this skill.

Resistance Bonuses - Some races are naturally able to shrug off the effects of wounds and fatigue, weariness of the mind, and magic more easily than others. These racial bonuses are added to the proper Resistance skill (see Chapter 6) whenever a Resistance Roll is made.

- **Stamina** – This racial bonus helps resist the effects of poisons, diseases, and other physical ailments. This bonus is added to the **Resistance: Stamina** skill.
- **Will** – This racial bonus helps resist mental

Table 5.1 Racial Characteristics

| Race | Racial Stat Modifiers | | | | | | | | | Power Points | Resistance Bonuses | | |
|----------|-----------------------|----|----|----|----|----|----|----|-----------|--------------|--------------------|------|-------|
| | St | Co | Ag | Qu | SD | Re | In | Pr | Endurance | | Stamina | Will | Magic |
| Dwarf | +2 | +5 | +0 | +0 | +4 | +0 | +0 | +0 | +50 | +10 | +20 | +10 | +0 |
| Elf | +0 | +0 | +1 | +3 | +0 | +1 | +2 | +4 | +20 | +40 | +5 | +5 | +20 |
| Gnome | +0 | +2 | +2 | +2 | +0 | +2 | +0 | +3 | +25 | +35 | +10 | +5 | +15 |
| Gryx | +4 | +3 | +0 | +0 | +2 | +0 | +0 | +0 | +45 | +15 | +20 | +5 | +5 |
| Halfling | -2 | +3 | +4 | +4 | +0 | +0 | +0 | +0 | +35 | +25 | +15 | +15 | +0 |
| Human | +* | +* | +* | +* | +* | +* | +* | +* | +30 | +30 | +10 | +10 | +10 |

* - Humans do not have fixed racial bonuses. Players of a human character have 8 points to divide any way they like between the 8 racial stat bonuses. No stat may have a bonus greater than +3.



effects such as those caused by spells. This bonus is added to the **Resistance: Will** skill.

- **Magic** – This racial bonus helps resist effects that are magical in nature (outside of spells that affect the mind, as above). This bonus is added to the **Resistance: Magic** skill.

RACIAL DESCRIPTIONS

DWARF

Lovers of precious stones, metals and gems, Dwarves make excellent crafters whose works are of exquisite beauty. They generally prefer to live in or near areas where precious stones abound. Dwarves are a long-lived race, with the average being from 300 to 400 years of age. Dwarves normally create their own societies mirroring the Deep Warren culture, but may be found among any culture.

APPEARANCE: Dwarven males stand around 4' 5" tall, with females ranging slightly less (4' 3"). A very stocky race, Dwarves look as though they had been compressed, their bodies instead expanding in width. Often weighing twice what would be expected for someone their size, Dwarves generally average 200 pounds.

SPECIAL ABILITIES:

Dark Vision (Greater)

Dense Musculature

Stone Sense

ELF

Highly attuned to the natural world around them, Elves maintain a deep reverence for nature and strive to live in harmony with it at all times. Elves view the existence of magic as simply another aspect of nature, and thus share a deeper affinity for it than many other races. Easily the longest lived of all the races, Elves usually live to be over 500 years of age, with some instances of Elves who have survived over 600 years! Elven societies are normally structured closely following the Sylvan culture, but can be found in any culture.

APPEARANCE: Elves average 5' 6" tall, with females of the race ranging only a few inches shorter. All have very lithe forms with Elven males weighing around 120 pounds. Elves have upswept ears which top off in delicate points. Males of the race are unable to grow beards, and what little body hair they do have is extremely fine. All Elves have finely chiseled features, and this combined with the thinness of their bodies, often makes them seem overly delicate.

SPECIAL ABILITIES:

Enhanced Senses

Quiet Stride

Night Vision

GNOME

Gnomes are filled with the insatiable curiosity for knowledge. They adore unraveling puzzles and solving enigmas, and desire to learn facts about every subject possible. Gnomes consider magic to be the pinnacle of all mysteries, so it is not uncommon to find Gnomish spell casters of all sorts. Gnomes have been known to live as long as 300 years, although they average closer to 250 years. Gnomes prefer the Shallow Warrens Culture.

APPEARANCE: Gnomes resemble miniature humans, averaging 4' in height, with females ranging only a few inches shorter. Gnomes of all ages have wrinkled, leathery skin.

SPECIAL ABILITIES:

Dark Vision (Lesser)

Natural Camouflage

Sense Magic

GRYX

Though their fearsome appearance suggests a savage mind, the Gryx are a peaceful race, preferring to tend to their gardens and crafts. It is rare to find a Gryx in a violent profession, although it does occasionally happen. The Gryx have an average lifespan of about 80 years, although a few exceptional individuals have lived as long as 95 years. Gryx can be found in any community, but prefer the Sylvan, Underhill, or Rural cultures.

APPEARANCE: Gryx stand about 6' in height, with females ranging only a few inches shorter. All Gryx are extremely muscular and are very large by racial standards, often weighing between 250 and 300 pounds.

Despite their best intentions, the Gryx are an unsightly race. Their skin is dark and blotchy, and their hair is coarse. A low, protruding brow, deep set eyes, a flattened, upturned nose and tusk-like teeth often find them mistakenly labeled as monsters by other races at first sight.

SPECIAL ABILITIES:

Lightning Reflexes

Dense Musculature

Night Vision

HALFLING

Halflings generally dislike direct confrontation, partly due to their status as the smallest of the civilized races. Natural wanderers, Halflings have no true homelands, preferring instead to journey from place to place. It is rare for a Halfling to settle down in a single location for more than a mere handful of years. Halflings tend to live between 100 and 150 years of age, with very few reaching 180 years old. Halfling societies are most often structured



around a Nomad culture. Those Halflings that have finally settled down often prefer the Underhill culture.

APPEARANCE: The smallest of the civilized races, Halfling males stand approximately 3' in height, with females ranging a few inches shorter. Halflings run the gamut of body types, being anywhere from slender to overweight.

SPECIAL ABILITIES:

Blazing Speed

Extremely Nimble

Natural Immunity.

HUMAN

The most adaptable of all civilized races, Humans strive to build and expand, reaching above and beyond their current means. Unfortunately, this drive to succeed often puts them in direct conflict with both the other races of the world and even other Humans during the course of their lives. Humans live an average of 100 years, although some exceptional individuals may live to see 110 years of age. Humans have no specific racial culture having constructed communities based on a wide variety of cultures. As such, Humans may hail from any culture, although Rural and Urban are the two most common

APPEARANCE: Humans come in a wide variety of body shapes, sizes, and colors of skin. Human males stand around 5' 10" in height, with females generally ranging 8 inches shorter. Humans have a wide variety of body types.

SPECIAL ABILITIES:

Profession Adaptability – Being extremely adaptable, all Humans receive a 5 point discount on the number of Development Points necessary for a change of Profession, requiring only 15 points instead of the normal 20.

Bonus Skill Ranks – Humans excel in learning skills at a young age. Their astute nature merits a one time bonus of 5 ranks, which may be spent on skills found in any of the character's Favored Categories (See Chapter 3 Professions for details on Favored Categories).

Skill Specialization – With minds capable of unwavering focus, Humans may select one skill during character generation to receive a +10 bonus.

RACIAL HYBRIDS

Many players prefer to customize their characters by creating a character with a mixed racial heritage. To do so, the player should select one race to be the primary influence for the character. Players may then use their DPs to purchase one Greater or two Lesser Blood Talents to become either the hybrid of two races (such as the Half-Elf), or to have the heritage of several races!

The original race selected becomes a

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

| Cost | Talent |
|------|--------------------------|
| 1 | Dwarven Blood (Lesser) |
| 2 | Dwarven Blood (Greater) |
| 1 | Elven Blood (Lesser) |
| 2 | Elven Blood (Greater) |
| 1 | Gnomish Blood (Lesser) |
| 2 | Gnomish Blood (Greater) |
| 1 | Gryx Blood (Lesser) |
| 2 | Gryx Blood (Greater) |
| 1 | Halfling Blood (Lesser) |
| 2 | Halfling Blood (Greater) |
| 1 | Human Blood (Lesser) |
| 2 | Human Blood (Greater) |

DWARVEN BLOOD (LESSER)

Select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities.

- Dark Vision (Greater)
- Dense Musculature
- Stone Sense

Cost: 1

DWARVEN BLOOD (GREATER)

Select any two of the following to replace any two of the character's normal racial Special Abilities.

- Dark Vision (Greater)
- Dense Musculature
- Stone Sense
- The character's Dwarven blood has a strong influence on his physique, determination, and lifespan.
 - Constitution: +2
 - Self Discipline: +2
 - Average the lifespan of both your races

Cost: 2

ELVEN BLOOD (LESSER)

Select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities.

- Enhanced Senses
- Quiet Stride
- Night Vision

Cost: 1



ELVEN BLOOD (GREATER)

Select any two of the following to replace any two of the character's normal racial Special Abilities.

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

Cost: 2

GNOMISH BLOOD (LESSER)

Select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities.

- Dark Vision (Lesser)
- Natural Camouflage
- Sense Magic

Cost: 1

GNOMISH BLOOD (GREATER)

Select any two of the following to replace any two of the character's normal racial Special Abilities.

- Dark Vision (Lesser)
- Natural Camouflage
- Sense Magic
- The character's Gnomish blood has a strong influence on his bearing, build, and lifespan.
 - Presence: +1
 - Constitution: +1
 - Average the lifespan of both your races

Cost: 2

GRYX BLOOD (LESSER)

Select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities.

- Lightning Reflexes
- Dense Musculature
- Night Vision

Cost: 1

GRYX BLOOD (GREATER)

Select any two of the following to replace any two of the character's normal racial Special Abilities.

- Lightning Reflexes
- Dense Musculature
- Night Vision

- The character's Gryx blood has a strong influence on his brawn, build, and lifespan.
 - Strength: +2
 - Constitution: +1
 - Average the lifespan of both your races

Cost: 2

HALFLING BLOOD (LESSER)

Select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities.

- Blazing Speed
- Extremely Nimble
- Natural Immunity

Cost: 1

HALFLING BLOOD (GREATER)

Select any two of the following to replace any two of the character's normal racial Special Abilities.

- Blazing Speed
- Extremely Nimble
- Natural Immunity
- The character's Halfling blood has a strong influence on his build, finesse, and lifespan.
 - Constitution: +1
 - Agility: +1
 - Average the lifespan of both your races

Cost: 2

HUMAN BLOOD (LESSER)

Select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities.

- Profession Adaptability
- Bonus Skill Points
- Skill Specialization

Cost: 1

HUMAN BLOOD (GREATER)

Select any two of the following to replace any two of the character's normal racial Special Abilities.

- Profession Adaptability
- Bonus Skill Points
- Skill Specialization
- The character's Human blood has a strong influence on his flexibility for learning and lifespan.
 - The character has 3 points to divide between a minimum of 2 stats.
 - Average the lifespan of both your races.

Cost: 2



ADOLESCENT SKILL RANKS

The following table lists any skills obtained during a character's adolescence, having grown up within a particular culture. Record the number of skill ranks gained in the appropriate column of the skills section on the character sheet. Totaling a character's skill bonuses is covered in Chapter 6.

STEP FOUR: BUY SKILLS & TALENTS

You've now come to the most important step in character creation: spending Development Points to purchase of skills, talents and special options. Review the

Master Skill (Table 6.3) and Master Talent (Table 7.1) lists first, and then start by making some notes about the type of things you would like your character to be able to do. You should also check out the Special Options and Fate Points. Skill, Talents, and Special Options are covered in Chapters 6 & 7. Even though you will be starting with twice the normal number of DP's, chances are that you will have to pick and choose your skills and talents carefully, because you won't have enough points to buy everything you want. **HARP** also a limit to how many ranks per level a character can purchase in a single skill.

Starting Languages

| Culture | Languages |
|-----------------|---|
| Deep Warrens | Racial Tongue (S 6/W 5), Common (S 4/W 3) |
| Shallow Warrens | Racial Tongue (S 6/W 5), Common (S 4/W 3) |
| Sylvan | Racial Tongue (S 6/W 5), Common (S 4/W 3) |
| Underhill | Racial Tongue (S 6/W 5), Common (S 4/W 3) |
| Nomad | Racial Tongue (S 6/W 5), Common (S 4/W 3) |
| Rural | Racial Language (S 6/W 5), Common (S 4/W 3) |
| Urban | Common (S 6/W 5), one additional language (S 4/W 3) |

Table 5.5 Adolescent Skill Ranks

| Cultural Skills | Deep Warrens | Shallow Warrens | Sylvan | Underhill | Nomad | Rural | Urban |
|---------------------|--------------|-----------------|--------|-----------|-------|-------|-------|
| Ambush | 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| Animal Handling | 0 | 0 | 0 | 0 | 2 | 1 | 0 |
| Appraisal | 1 | 2 | 0 | 0 | 0 | 0 | 2 |
| Armor | 2 | 0 | 1 | 0 | 1 | 1 | 1 |
| Attunement | 0 | 2 | 1 | 0 | 0 | 0 | 0 |
| Climbing | 1 | 1 | 2 | 2 | 0 | 0 | 0 |
| Crafts * | 3 | 0 | 0 | 2 | 0 | 3 | 3 |
| Endurance | 3 | 1 | 1 | 2 | 2 | 1 | 1 |
| Healing | 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| Herbcraft | 0 | 0 | 1 | 0 | 1 | 1 | 0 |
| Jumping | 0 | 1 | 0 | 1 | 0 | 0 | 1 |
| Locks & Traps | 2 | 0 | 0 | 2 | 0 | 0 | 0 |
| Lore (Local Region) | 1 | 2 | 1 | 2 | 1 | 2 | 2 |
| Navigation | 0 | 0 | 0 | 0 | 2 | 1 | 1 |
| Perception | 1 | 2 | 1 | 2 | 1 | 1 | 1 |
| Riding | 0 | 0 | 1 | 0 | 2 | 1 | 0 |
| Runes | 1 | 2 | 2 | 0 | 0 | 0 | 1 |
| Stalking & Hiding | 0 | 3 | 3 | 3 | 1 | 1 | 1 |
| Swimming | 0 | 0 | 1 | 1 | 1 | 2 | 2 |
| Tracking | 0 | 0 | 2 | 0 | 2 | 1 | 0 |
| Weapon Skills** | 3 | 1 | 2 | 1 | 2 | 1 | 2 |
| Weapon Skills *** | 2 | 2 | 1 | 2 | 2 | 2 | 1 |

*Select one craft skill

**Select one melee weapon group

***Select one missile weapon group



Table 7.1 Master Talent List

| Cost | Talent | Cost | Talent |
|------|-----------------------|------------|------------------------------|
| 10 | Accelerated Healing | 25 | Night Vision |
| 20 | Additional Profession | 20 | Outdoorsman |
| 20 | Ambidexterity | 10 | Physick |
| 30 | Arcane Power | 20 | Quiet Stride |
| 10 | Artistic | 15 | Reduced Sleep Requirement |
| 15 | Athletic | 15, 30, 45 | Regeneration |
| 25 | Bane | 10 | Scholar |
| 15 | Blazing Speed | 15 | Scope Skills (radius) |
| 30 | Dark Vision (Greater) | 15 | Scope Skills (targets) |
| 15 | Dark Vision (Lesser) | 15 | Sense Magic |
| 25 | Dense Musculature | 35 | Shapechanger |
| 40 | Eloquence | 10 | Shield Training |
| 30 | Enhanced Scent | 10 | Skill Specialization |
| 10 | Enhanced Senses | 15 | Spatial Skills |
| 25 | Enchantment Cure | 15 | Speak with Magical Creatures |
| 10 | Extremely Nimble | 20 | Speak with Normal Animals |
| 30 | Familiar | 10 | Speed Loader |
| 25 | Giantism | 20 | Subtle |
| 30 | Instinctive Defense | 10, 20, 30 | Succor |
| 10 | Lightning Reflexes | 20 | Temporal Skill |
| 15 | Neutral Odor | | |

Table 6.3 Master Skill List

| Category | Skills | Stats | Resolution | Category | Skills | Stats | Resolution |
|----------------------|----------------------|--------|----------------|----------------------|--------------------|-------|----------------|
| Artistic | Acting | Pr/In | All-or-nothing | Influence | Duping | Pr/In | RR |
| | Dancing | Ag/Pr | All-or-nothing | | Public Speaking | Pr/In | All-or-nothing |
| | Mimicry | Pr/SD | All-or-nothing | | Trading | Pr/In | Percentage |
| | Play Instrument† | Pr/Ag | All-or-nothing | Mystical Arts | Arcane Lore† | Re/Re | All-or-nothing |
| | Singing | Pr/In | All-or-nothing | | Attunement | In/In | All-or-nothing |
| | Storytelling | Pr/In | All-or-nothing | | PP Development | In/SD | Special |
| Athletic | Acrobatics | Ag/SD | All-or-nothing | | Runes | Re/In | All-or-nothing |
| | Climbing | Ag/St | All-or-nothing | | Spell Casting† | SD/* | Special |
| | Contortions | Ag/SD | All-or-nothing | Outdoor | Animal Handling† | Pr/In | All-or-nothing |
| Combat | Brawling | St/Ag | Combat | | Beastmastery | In/Pr | All-or-nothing |
| | Combat Styles† | Varies | Varies | | Foraging/Survival† | In/Re | All-or-nothing |
| | Martial Arts Strikes | St/Ag | Combat | | Horticulture | Re/In | All-or-nothing |
| | Martial Arts Styles† | SD/* | Combat | | Navigation | Re/In | All-or-nothing |
| | Martial Arts Sweeps | St/Ag | Combat | | Riding† | Ag/SD | All-or-nothing |
| | Weapon Skills† | St/Ag | Combat | | Sailing | Ag/Re | All-or-nothing |
| Concentration | Chi Defense | SD/In | All-or-nothing | | Tracking | SD/In | All-or-nothing |
| | Chi Focus | SD/St | Bonus | Physical | Armor | St/Ag | Special |
| | Chi Speed | SD/Qu | All-or-nothing | | Endurance | Co/SD | Special |
| | Chi Strength | SD/St | Bonus | | Jumping | St/Ag | All-or-nothing |
| | Mental Focus | SD/SD | Bonus | | Swimming | St/Ag | All-or-nothing |
| General | Appraisal† | Re/In | All-or-nothing | Subterfuge | Ambush | SD/Ag | All-or-nothing |
| | Crafts† | Re/Ag | All-or-nothing | | Disguise | Pr/SD | All-or-nothing |
| | Healing | Re/In | All-or-nothing | | Locks & Traps | In/Ag | All-or-nothing |
| | Herbcraft | Re/In | All-or-nothing | | Pick Pockets | Ag/Qu | All-or-nothing |
| | Linguistics† | Re/In | Special | | Stalking & Hiding | SD/Ag | All-or-nothing |
| | Mundane Lore† | Re/Re | Varies | | Poisoning | In/SD | All-or-nothing |
| | Perception | In/SD | Percentage | | Sniping | SD/Ag | All-or-nothing |
| | Resistance† | */* | Special | | Streetwise | Pr/In | All-or-nothing |
| | Rope Mastery | Re/Ag | All-or-nothing | | Trickery | Pr/SD | RR |
| | Signaling | Re/In | All-or-nothing | | | | |

† = A skill that may be learned multiple times for a different specialization each time it is learned.



Note: First level characters get double Development Points.

Tip: Use Training Packages to stretch your Development Points. The rules for creating Training Packages are described below and in Chapter 7.

All skills are purchased at either 2 or 4 points per skill rank. A skill's cost is based on your chosen Profession. Any skill in a favored category is purchased at 2 Development Points per skill rank and any skill located in a non-favored category costs 4 Development Points per skill rank. The total numerical value of a skill is increased as "skill ranks" are purchased. The first 10 ranks in a skill give a bonus of +5 per rank.

Buying Talents: Talents represent special abilities or training. You can purchase as many talents as you wish. Refer to Chapter 7 for an exhaustive list of talents and their corresponding Development Point cost.

| Maximum Number of Ranks per Level | | | | | |
|-----------------------------------|--------|-------|--------|-------|--------|
| Level | #Ranks | Level | #Ranks | Level | #Ranks |
| 1 | 6 | 11 | 36 | 21 | 66 |
| 2 | 9 | 12 | 39 | 22 | 69 |
| 3 | 12 | 13 | 42 | 23 | 72 |
| 4 | 15 | 14 | 45 | 24 | 75 |
| 5 | 18 | 15 | 48 | 25 | 78 |
| 6 | 21 | 16 | 51 | 26 | 81 |
| 7 | 24 | 17 | 54 | 27 | 84 |
| 8 | 27 | 18 | 57 | 28 | 87 |
| 9 | 30 | 19 | 60 | 29 | 90 |
| 10 | 33 | 20 | 63 | 30 | 93 |

| Table 6.2 Skill Rank Progression/Skill Rank Bonus Table | | | | | |
|---|-------|-------|-------|---------|----------|
| Ranks | Bonus | Ranks | Bonus | Ranks | Bonus |
| 0 | -25 | 11 | +52 | 22 | +72 |
| 1 | +5 | 12 | +54 | 23 | +73 |
| 2 | +10 | 13 | +56 | 24 | +74 |
| 3 | +15 | 14 | +58 | 25 | +75 |
| 4 | +20 | 15 | +60 | 26 | +76 |
| 5 | +25 | 16 | +62 | 27 | +77 |
| 6 | +30 | 17 | +64 | 28 | +78 |
| 7 | +35 | 18 | +66 | 29 | +79 |
| 8 | +40 | 19 | +68 | 30 | +80 |
| 9 | +45 | 20 | +70 | 31 | +81 |
| 10 | +50 | 21 | +71 | +1 rank | +1 bonus |

TOTALING SKILL BONUSES

Your Total Skill Bonus is the sum of:

Skill Rank Bonus – This is the total bonus from the number of ranks you have in a skill.

Stat Bonus – You add the stat bonus from both stats listed to your Total Skill Bonus. Some skills use only a single stat, so add it twice.

MQ (Magical/Quality) – This is anything from a high quality item, or a magical item that gives a bonus to

this skill. You may add bonuses from both quality items and magical items.

Special – This is any bonus received that does not fall within one of the other bonus categories.

Example: *Nynyve has 6 ranks in Locks & Traps, giving her a bonus of +30. She also has a stat bonus of +6 in her Insight stat, and a +9 in Agility and a set of high quality (+10 non-magical) set of lock picks., This gives Nynyve a total bonus of 55 (30 + 9 + 6 + 10).*

Calculate your character's total skill bonus: Total the bonus for your character's skill ranks and add it to the appropriate stat bonus to determine your total skill bonus.

Example: *Jurgis, a Thief, has 4 ranks in his Locks & Traps skill, which is governed by the Agility and Insight stats. His stat values in Agility and Insight are both 90, which, as he notes, gives him a +8 skill bonus from each stat. His final total in the Locks & Traps skill is 36 ((4 x 5 [Rank Value]) + 8 + 8).*

SPECIAL STARTING ITEMS

During character creation only, the Player may also spend the character's Development Points on the acquisition of certain special starting items. The following list gives the most common types of items and their Development Point costs.

| Item | Cost |
|---------------------------|------|
| Bonus Item I | 5 |
| Daily Item I | 5 |
| Loyal Domesticated Animal | 5 |
| Loyal Unusual Creature | 15 |
| Spell Adder (+1) | 10 |
| Power Point Adder (+1) | 15 |
| Nobility | 20 |
| Law Enforcement Ability | 20 |
| Heir | 15 |

FATE POINTS

Sometimes the character needs an extra edge, just that little push to give him what he needs to succeed in a maneuver, or perhaps that critical he received would kill him outright. Fate Points are a mechanism by which the Player can give additional aid to their character.

Every character starts off with 3 Fate Points and has the chance to purchase more. For a cost of 5 Development Points, you can purchase one Fate Point for your character, up to a maximum of 5 Fate Points total. A Gamemaster may also award your character a Fate Point for a spectacular maneuver, or an idea that greatly aided the accomplishment of the goal of the party. Fate Points may only be used for certain effects, as listed below.



- For 1 Fate Point, the player may add a special modifier of +50 to any one roll that he makes for his character.
- For 2 Fate Points, the player may add a special modifier of +100 to any one roll that he makes for his character.
- For 1 Fate Point, the player may add a special modifier of +50 to his Defensive Bonus for one round.
- For 2 Fate Points, the player may add a special modifier of +100 to his Defensive Bonus for one round.
- For 1 Fate Point, the player may have 25 subtracted from any one critical his character receives.
- For 2 Fate Points, the player may have 50 subtracted from any one critical his character receives.

Fate Points may only be used in situations where success or failure will have an immediate and important impact on the character such as during a confrontation of some sort; they may not be used for something as mundane as the crafting of an item or other non-stressful situations.

TRAINING PACKAGES

A Training Package is a group of related skills that are learned together, and then purchased at a dis-

count. These packages reflect special teaching and training offered by organizations and guilds, or a special “curriculum” designed by a player that reflects his character’s special interests and goals. Organizations that might offer training packages include mages guilds, knightly orders, thieves guilds, and crafts guilds.

STEP FIVE: PURCHASING EQUIPMENT

Each character begins the game with 10 +1D10 gold pieces (gp) which can be used to purchase equipment. An extensive equipment list is located in Chapter 8.

STEP SIX: FINAL TOUCHES

By this point, your character has a collection of numbers that describe his or her abilities at a wide variety of tasks. However, the numbers are still lifeless without the intangible aspect of character to back them up. Consider a few important details about your character. What does he or she look like? What sort of attitude do they present to the world? What motivates them? Fleshing out these facts about your character will ultimately help bring him or her to life!

Congratulations – you have just finished your first **HARP** character. Now get out there and get playing!



TABLE 8.1 GENERAL EQUIPMENT

| Good/Item | Cost | Weight (lbs) | Production Time | Notes |
|-----------------|-------|--------------|-----------------|-----------------------------------|
| Arrows (20) | 4 cp | 3 | 1 day | |
| Backpack | 2 cp | 2.5 | 1 day | 1 cu' approximately 20 lbs |
| Bedroll (light) | 2 cp | 5.5 | .5 day | wool blanket |
| Bedroll (heavy) | 7 cp | 9.5 | 1 day | wool and fur |
| Boots | 1 sp | 3.5 | 3 days | — |
| Brush (writing) | 1 cp | .25 | 4 hours | capped, 4" stem, hair |
| Bucket | 4 cp | 2.5 | 1 day | Copper, 3 gallons |
| Caltrops (5) | 8 cp | 2 | 1 day | iron |
| Candle | 1 cp | .25 | .5 days | Lights 10' radius, burns 2 hours. |
| Case | 4 sp | 1 | 2 days | Water resistant |
| Cask | 24 cp | 5 | 1.5 days | 4 gallons. Wood. |
| Chain | 6 cp | 9 | 1 day | 10' length. Iron |
| Chalk (10) | 2 cp | .25 | 2 hours | — |
| Charcoal | 2 cp | 1 | .5 days | hot 4-hour fire. |
| Chisel | 9 cp | 1 | 1 day | Iron, -40 dagger |



| | | | | |
|---------------------|-------|-----|----------|---|
| Cloak | 9 cp | 2.5 | 1 day | — |
| Climbing Pick | 28 cp | 2 | 1 day | Iron, -15 mattock |
| Coat | 15 cp | 7 | 2 days | — |
| Crossbow Bolts (20) | 11 cp | 3 | 2 days | — |
| Fire-starting bow | 1 cp | .5 | 1 hour | Starts fire in 5 minutes |
| Flint and Steel | 1 cp | .5 | .5 days | Starts fire in 3 minutes |
| Frame pack | 4 cp | 3.5 | 1.5 days | 2 cu' (approx. 45 lbs.) |
| Gloves | 2 cp | .5 | 1 day | heavy leather, lined. |
| Grappling hook | 1 sp | 1 | 1 day | Iron. Grip fails on 01-03 |
| Hammer | 1 sp | 1 | 1 day | Iron. -30 mace |
| Hammock | 1 cp | 2.5 | 3 days | Rope with wood spreaders, Iron hooks. |
| Harness | 1 sp | 4 | 2 days | Leather/iron. Includes bit, reins |
| Hat | 6 cp | 1 | 1 day | Leather |
| Herbal Bandoleer | 2 sp | 2.5 | 1 day | Holds up to 24 doses of herbs. * |
| Hood | 2 cp | .5 | .5 days | Covers head and shoulders |
| Ink | 1 cp | .25 | 1 day | Black. Non-soluble |
| Ladder | 3 cp | 15 | 2 days | Wood. 10' bears 400 lbs. |
| Lantern | 12 cp | 1.5 | 4 days | Lights 25' radius; holds 1 pint oil (6 hrs) |
| Lock Pick Kit | 1 sp | .5 | 2 days | +5 bonus |
| Mirror | 35 cp | .5 | 1 day | 6"x4" Glass/silver |
| Nails (20) | 1 cp | .5 | 3 hours | Iron. 3" long |
| Oil flask | 3 cp | 1 | 1 day | Includes 1 pint oil (6 hours) |
| Padded Undercoat | 6 cp | 2.5 | 2 days | — |
| Padlock | 23 cp | 1 | 2 days | Iron with 2 keys |
| Pants | 3 cp | 1.5 | 1 day | — |
| Paper (10) | 12 cp | .25 | 1 day | 12"x6" |
| Parchment (10) | 2 sp | .25 | 1 day | 12"x6" |
| Pegs (10) | 1 cp | 2 | 2 hours | Wood |
| Pitons (10) | 2 cp | 2.5 | 1 day | Iron |
| Plank | 1 cp | 12 | 4 hours | Wood. 10' long Bears 350 lbs |
| Pole | 1 cp | 7.5 | 3 hours | Wood 10' long |
| Pot (cooking) | 7 cp | 2.5 | 1 day | Iron. Holds 2 gallons |
| Quill pens (10) | 1 cp | .25 | 2 hours | Goose |
| Quiver | 1 cp | .5 | 1 day | Holds 20 arrows/bolts |
| Rope | 4 cp | 6 | 3 days | Hemp. 50' |
| Rope (superior) | 12 cp | 3 | 5 days | Reinforced Hemp. 50' |
| Sack | 1 cp | 2.5 | 2 hours | Holds 50 lbs. 3 cu' |
| Saddle | 5 sp | 11 | 6 days | Includes stirrups and blanket |
| Saddle bag | 8 cp | 5 | 2 days | Holds 15 lbs. 1.5 cu' |
| Saw | 23 cp | 2.5 | 2 days | Iron. 24". Wood tool |
| Scabbard (belt) | 25 cp | 1 | 1 day | Holds 1 one handed weapon |
| Scabbard (shoulder) | 3 sp | 1.5 | 1 day | Holds 1 two handed weapon |
| Shirt | 3 cp | 1 | 1.5 days | — |
| Spade | 16 cp | 3.5 | 1 day | Iron. Wood shaft |
| Sundial | 3 sp | 1 | 2 days | Iron. Approximate time |
| Surcoat | 9 cp | 1.5 | 1.5 days | — |
| Tarp | 1 cp | 4 | 2 hours | Canvas. 5'x8' |
| Tent | 2 sp | 9 | 2 days | Canvas. 5'x8' 2 man |
| Tinderbox | 1 cp | .25 | .5 days | Wood. Enough for seven fires |
| Torch | 1 cp | 1 | 1 hour | Lights 20' radius (6 hours) |
| Vial | 2 cp | .25 | 2 hours | Glass. Holds 4 oz. |
| Water skin | 1 cp | .25 | 6 hours | Holds 1 pint (1 lb) |
| Weapon Belt | 5 cp | 1 | .5 days | Holds 2 scabbards and 3 pouches |
| Wedge (staying) | 1 cp | 1 | 1 hour | Hardwood |
| Wedge (splitting) | 3 cp | 3 | 2 hours | Iron |
| Wire (10 gauge) | 9 cp | 3 | 5 hours | Iron, 100' |
| Whistle | 2 sp | .5 | 1 day | Wood/iron. 4" Range 1+ miles |

* Herbs in an Herbal Bandoleer may be taken in a single round. If the character has one hand free, he may take an herb while performing other actions without requiring a Maneuver Roll or acquiring a penalty to the other action.



TABLE 8.4 WEAPONS

| Item | Cost | Weight | Production Time | Attack Size/Type | Fumble |
|-----------------------|-------|--------------|-----------------|---------------------------------------|----------------|
| Bastard Sword | 20 sp | 3-5 lbs | 4 days | (1h) Medium Slash (2h) Large Slash | 01-03 01-04 |
| Battle Axe | 13 sp | 4-7 lbs | 2 days | Large Slash | 01-04 |
| Bola | 5 sp | 2-4 lbs | 1 day | Small Crush | 01-05 |
| Boomerang | 2 sp | 0.5 lbs | 12 hours | Small Crush | 01-05 |
| Broadsword | 10 sp | 2-4 lbs | 3 day | Medium Slash | 01-03 |
| Claymore | 20 sp | 3-5 lbs | 3 days | (1h) Medium Slash (2h) Large Slash | 01-03 01-04 |
| Club | 1 cp | 2-4 lbs | 6 hours | Medium Crush | 01-02 |
| Composite Bow | 17 sp | 2-3 lbs | 14 days | Medium Puncture | 01-03 |
| Cudgel | 5 cp | 3-5 lbs | 12 hours | Large Crush | 01-02 |
| Cutlass | 9 sp | 2-4 lbs | 2 days | Medium Slash | 01-03 |
| Dagger | 3 sp | 0.75 lbs | 1 day | Small Slash | 01-02 |
| Darts | 1 sp | 0.5-1 lbs | 12 hours | Tiny Puncture | 01-03 |
| Dirk | 4 sp | 0.75 lbs | 1 day | Small Slash | 01-02 |
| Falchion | 15 sp | 3-4 lbs | 3 days | Medium Slash | 01-03 |
| Flail | 19 sp | 3-6 lbs | 5 days | Large Crush | 01-06 |
| Foil | 21 sp | 2-3 lbs | 5 days | Small Puncture | 01-03 |
| Hand axe | 5 sp | 1-3 lbs | 1 day | Small Slash | 01-02 |
| Harpoon | 25 cp | 4-8 lbs | 1 day | Large Puncture | 01-04 |
| Heavy Crossbow | 25 sp | 6-10 lbs | 16 days | Large Puncture | 01-02 |
| Javelin | 3 sp | 3-4 lbs | 1 day | Medium Puncture | 01-04 |
| Jo | 3 cp | 2-4 lbs | 12 hours | Medium Crush | 01-04 |
| Katana | 23 sp | 4-6 lbs | 5 days | (1h) Medium Slash (2h) Large Slash | 01-03 01-04 |
| Lance | 5 sp | 8-15 lbs | 1 day | Large Puncture | 01-04 |
| Light Crossbow | 11 sp | 3-6 lbs | 7 days | Small Puncture | 01-02 |
| Long Bow | 10 sp | 2-3 lbs | 9 days | Medium Puncture | 01-03 |
| Long Sword | 18 sp | 3-4 lbs | 4 days | Medium Slash | 01-03 |
| Mace | 6 sp | 2-4 lbs | 2 days | Medium Crush | 01-02 |
| Main Gauche | 12 sp | 1-2 lbs | 3 days | Small Slash | 01-02 |
| Mattock | 6 sp | 3-5 lbs | 2 days | Medium Crush | 01-03 |
| Morning Star | 16 sp | 2-4 lbs | 2 days | Medium Crush | 01-05 |
| Nunchaku | 4 cp | 1-2 lbs | 1 day | (1h) Medium Crush (2h) Large Crush | 01-05 01-06 |
| Pick | 4 sp | 3-5 lbs | 2 days | Large Puncture | 01-03 |
| Pilum | 10 sp | 4-6 lbs | 2 days | Large Puncture | 01-04 |
| Pole Arms | 14 sp | 5-10 lbs | 2 days | Large Puncture | 01-04 |
| Quarterstaff | 5 cp | 2-4 lbs | 1 day | Large Crush | 01-04 |
| Rapier | 22 sp | 2-3 lbs | 5 days | Medium Puncture | 01-03 |
| Saber | 9 sp | 2-4 lbs | 2 days | Medium Slash | 01-03 |
| Sai | 13 sp | 1-2 lbs | 4 days | Small Puncture | 01-03 |
| Scimitar | 10 sp | 2-4 lbs | 3 days | Medium Slash | 01-03 |
| Short Bow | 6 sp | 2-3 lbs | 3 days | Small Puncture | 01-03 |
| Short Sword | 7 sp | 2-3 lbs | 2 days | Small Slash | 01-02 |
| Shuriken | 4 sp | 0.25-0.5 lbs | 1 day | Tiny Puncture | 01-03 |
| Sling | 9 cp | 1 lb | 12 hours | Small Crush | 01-04 |
| Spear | 23 cp | 2-4 lbs | 1 day | Large Puncture | 01-04 |
| Tiger Claw | 10 sp | 1 lb | 1 day | Small Slash | 01-02 |
| Tomahawk | 4 cp | 1-3 lbs | 12 hours | Small Slash | 01-02 |
| Tonfa | 9 cp | 1-2 lbs | 1 day | Small Crush | 01-02 |
| Trident | 4 sp | 4-6 lbs | 2 days | Large Puncture | 01-04 |
| Two-Handed Sword | 20 sp | 4-8 lbs | 5 days | Large Slash | 01-04 |
| Two-Handed War Hammer | 20 sp | 4-8 lbs | 4 days | Large Crush | 01-04 |
| War Hammer | 15 sp | 4-7 lbs | 2 days | Medium Crush | 01-02 |
| War Mattock | 15 sp | 4-8 lbs | 2 days | Large Crush | 01-03 |



TABLE 8.5 FULL SETS OF ARMOR

| Good/Item | Cost | Armor Base | DB | Weight (lbs) | Prod |
|-----------------------|--------|-----------------|-----|--------------|----------|
| Soft Leather Armor | 10 sp | Soft Leather | +20 | 10- 20 | 8 days |
| Studded Leather Armor | 25 sp | Rigid Leather | +30 | 15- 30 | 15 days |
| Chain Mail Armor | 65 sp | Chain Mail | +40 | 35- 50 | 2 months |
| Plate/Chain Armor | 150 sp | Plate/Chain Mix | +50 | 55 - 70 | 3 months |
| Plate Armor | 200 sp | Plate | +60 | 60- 85 | 4 months |

TABLE 8.6 SHIELDS

| Good/Item | Cost | Armor Base | DB | Weight (lbs) | Prod |
|---------------|-------|------------|---------|--------------|--------|
| Wall Shield | 9 sp | Shield | +20/+40 | 25 - 30 | 7 days |
| Full Shield | 7 sp | Shield | +15/+30 | 15 - 20 | 6 days |
| Normal Shield | 55 cp | Shield | +10/+25 | 10 - 15 | 5 days |
| Target Shield | 35 cp | Shield | +5/+20 | 5 - 10 | 3 days |
| Buckler | 20 cp | Shield | +0/+15 | 1 - 4 | 2 days |





Table 8.7 Individual Armor Pieces

| Soft Leather | DB | Cost | Weight (lbs) | Production time |
|----------------------|-----------|-------------|---------------------|------------------------|
| Helm | 2 | 1 sp | 0.5-1 | 1 day |
| Gorget | 2 | 1 sp | 2 | 2 days |
| Pauldrons | 2 | 1 sp | 2 | 2 days |
| Gauntlets | 2 | 1 sp | 0.5 | 2 days |
| Bracers | 2 | 1 sp | 0.5 | 1 day |
| Cuirass | 6 | 3 sp | 5-7 | 2 days |
| Greaves | 2 | 1 sp | 1 | 1 day |
| Boots | 2 | 1 sp | 1 | 1 day |
| Shirt | 8 | 4 sp | 5-10 | 1 days |
| Rigid Leather | DB | Cost | Weight (lbs) | Production time |
| Helm | 3 | 3 sp | 1 | 1 day |
| Gorget | 3 | 3 sp | 2 | 2 days |
| Pauldrons | 3 | 3 sp | 3 | 2 days |
| Gauntlets | 3 | 3 sp | 0.5 | 3 days |
| Bracers | 3 | 3 sp | 0.5 | 1 day |
| Cuirass | 9 | 8 sp | 5-7 | 4 days |
| Greaves | 3 | 3 sp | 2-3 | 1 day |
| Boots | 3 | 3 sp | 3 | 3 days |
| Shirt | 12 | 10 sp | 8-9 | 6 days |
| Chain Mail | DB | Cost | Weight (lbs) | Production time |
| Helm | 4 | 7 sp | 4 | 6 days |
| Gorget | 4 | 7 sp | 2-3 | 1 day |
| Pauldrons | 4 | 7 sp | 5 | 2 days |
| Gauntlets | 4 | 7 sp | 1 | 2 days |
| Bracers | 4 | 7 sp | 2 | 1 day |
| Cuirass | 12 | 20 sp | 20 | 20 days |
| Greaves | 4 | 7 sp | 5 | 2 days |
| Boots | 4 | 7 sp | 3 | 3 days |
| Shirt | 16 | 26 sp | 20-25 | 30 days |
| Plate/Chain | DB | Cost | Weight (lbs) | Production time |
| Helm | 5 | 15 sp | 2-3 | 1 days |
| Gorget | 5 | 15 sp | 3-4 | 4-6 days |
| Pauldrons | 5 | 15 sp | 4 | 6 days |
| Gauntlets | 5 | 15 sp | 1 | 8 days |
| Bracers | 5 | 15 sp | 4 | 2 days |
| Cuirass | 15 | 45 sp | 15-20 | 21 days |
| Greaves | 5 | 15 sp | 3-4 | 3-5 days |
| Boots | 5 | 15 sp | 3 | 3-5 days |
| Shirt | 20 | 60 sp | 25-30 | 35 days |
| Plate | DB | Cost | Weight (lbs) | Production time |
| Helm | 6 | 20 sp | 2-3 | 1 days |
| Gorget | 6 | 20 sp | 3-5 | 4-6 days |
| Pauldrons | 6 | 20 sp | 4-5 | 6 days |
| Gauntlets | 6 | 20 sp | 1 | 8 days |
| Bracers | 6 | 20 sp | 4-5 | 2 days |
| Cuirass | 18 | 60 sp | 18-20 | 21 days |
| Greaves | 6 | 20 sp | 4-5 | 3-5 days |
| Boots | 6 | 20 sp | 3 | 3-5 days |
| Shirt | 24 | 80 sp | 30-35 | 35 days |