
Genin's Paper Trail

Number One

September 1994

Welcome to the very first issue of Genin's Paper Trail, a quarterly newsletter for diehard fans of the HårnMaster™ role-playing system! Contained within it and further issues are new rules and tips to add even more exciting realism and smooth playability to your HårnMaster campaigns. Also, there are regular updates on upcoming (and unofficial) expansion modules for the HårnMaster rules, a readers' forum, articles of fiction, and the occasional bit of humour thrown in for good measure. I hope that you will find everything in this newsletter to be informative or entertaining, or both.

As with all role-playing rules, it is the Gamemaster's privilege to allow a new rule into his or her campaign. Just because there is a new rule in here doesn't mean that it must automatically override the original rules or your own house rules.

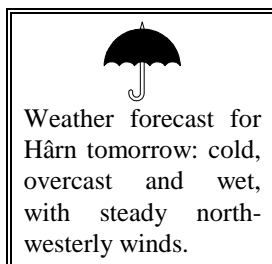
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Bill Gant

RETHEM FACES CIVIL WAR!

The Kingdom of Rethem has never been noted for peace and stability. Since Arlun the Barbarian swept down from the north with his horde of Kuboran warriors and became Rethem's first king in 635, the region has been characterised by revolts, assassinations, wars and political intrigue. And now, it appears that the "black-souled and evil" kingdom in western Hårn is about to face yet another civil war.

King Chafin III has often been described as a "bold, competent, ruthless and amoral" man, who succeeded his cousin Chafin II by murdering his uncle Mykkel Araku and his female cousin Wyrede, both of whom had better claims to the throne. He has managed to reaffirm the fealty (or at least the neutrality) of Earl Barzak of Ithiko and Earl Lenesque of Techen, as well as three Agrikan fighting orders, but Earl Lynnaeus of Tormau, one of the most powerful men in Rethem, remains of doubtful loyalty.



Weather forecast for Hårn tomorrow: cold, overcast and wet, with steady north-westerly winds.

The Earl of Tormau detests the king, accusing him of plotting to seize some of his lands, and has been secretly funding the continuing conflict between the Agrikan order of the Copper Hook and the Laranian order of the Checkered Shield on the southern border of Rethem. He hopes that this would lead to a war between Kanday and Rethem, which might allow him to make a separate peace with the

(Continued from page 1)

Kandians and either destroy Chafin III, establish an independent kingdom, or become a major power in an expanded Kanday. The earl has also been carefully preparing an army in case civil war occurs instead, and has in his care the king's second cousin Saval Lynnaeus (son of Wyrede). It is likely that in the event of a civil war, the earl would attempt to place Saval, who is but a child, on the throne of Rethem, thereby making the Earl of Tormau the effective ruler of the kingdom.

King Chafin III, who has been in power since 715, seeks to unite Rethem and redress the "wrongs" suffered at the hands of Kanday during Ezar's War (682-697). To do this, he must first ensure that Saval and his sister Hesela (who both have better claims to the throne than Chafin III) are eliminated, and that the Earl of Tormau is neutralised, if not destroyed. Time is running out, since two of the king's most loyal Agrikan fighting orders base their support on their hope that he will stabilise Rethem soon and lead the crusade they favour, and they grow impatient. Likewise for the Earl of Tormau, his ever-increasing army of Ivinian and Kuboran mercenaries grows restless for battle. Civil war seems inevitable.

The ageing Earl of Ithiko is an implacable enemy of the Earl of Tormau, who seized Ithius keep from him in 713, and is a staunch supporter of the king. The Earl of Tormau regards Ithiko as "the first tree to be felled" in the civil war. Although Ithiko has nowhere near the military might of Tormau, the castle's close proximity to Arketh keep - the headquarters of the violent Agrikan fighting order of the Companions of Roving Doom, which is almost fanatically loyal to the king - is reason enough for Tormau to treat an assault seriously.



The young Earl of Techen is likely to remain completely neutral in the event of a civil war. This is a sore point for the king, since the earl is extremely wealthy and potentially the most powerful noble in Rethem.

If civil war occurs, it is likely to be initiated by the king. 722 is probably a good time to begin; the king's fortifications at Shostim castle will have been completed by then, and it is also the year of the Ukhila, the Agrikan Octennial Games, which may be seen as auspicious for the king's Agrikan supporters. Perhaps Chafin III will attempt to seize Weseda keep in Zabinshire, which was built by the Earl of Tormau in 711 without royal approval. In a counter-attack, Tormau may march down to Ithiko and besiege the castle, to try and control all of Hohnamshire. In any case, the king will be somewhat at a disadvantage: the Earl of Techen will probably provide no assistance; the Company of the Copper Hook will be preoccupied in its conflict with the Checkered Shield; and the Sheriff of Hohnam at Winen keep will probably ally with the Earl of Tormau. The war promises to be very bloody.

The Price of Clothing

Adventurers! Why wear boring, undyed cloth when you can have bright colours and beautiful patterns? After all, no-one can command respect by wearing peasant rags. Wearing tasteful clothing may even provide a bonus to communication skills in appropriate circumstances (up to +20 EML). The following shows the increase in the price of a garment according to colour/pattern:

Embroidered: +40%	
Richly embroidered: +70%	
Undyed cloth: +0%	Blue: +45%
Brown: +20%	Red/orange/pink: +45%
Green: +25%	Purple/violet: +120%
Yellow: +35%	Bleached white: +35%
Black: +35%	Motley: +45%

Lifting Loads

When attempting to lift a load that is heavier than 25% of the character's body weight, success or failure is determined on **3d6**. The chance of success is generated as follows:

$$3d6 \text{ chance} = \frac{\text{Effective Strength}}{\text{Load Mass (lbs)}} \times 50$$

Effective Strength is the character's Strength attribute, minus the Endurance Index. Load Mass is simply the weight of the object being lifted. Round off to the nearest integer. The lifter must roll equal to or less than this chance (on 3d6) to successfully lift the load.

If lifting with two hands, double the chance. If carrying the weight on the shoulders, multiply the chance by 3. Do this before rounding off.

If more than one person is attempting to lift the load, combine the effective Strengths.

DID YOU KNOW...?

It is possible to attack a door (or any inanimate object) up to **4** times in a combat round?

- Attacker's turn: Melee Attack vs Ignore.
- If the attack hits, a Tactical Advantage is gained. The attacker may strike again (Melee Attack vs Ignore).
- Door's turn: Ignore vs Counterstrike (effectively a Melee Attack (attacker) vs Ignore (door)).
- If the Counterstrike succeeds, a Tactical Advantage is gained. Another strike may be made against the door (Melee Attack vs Ignore).

When lifting a load, there is a chance of injury. If the lifter fails his/her roll by **10** or more points, he/she strains his/her back for 2d6 IPs (H6 Healing Rate). In addition, a roll of **16** or **17** is always a failure, and a roll of **18** indicates a strained back as well.

It is possible to successfully lift a weight, only to find it too heavy to hold. Once a load is lifted, the character *immediately* rolls 3d6 to determine whether he/she drops it. Use the same formula as above, except replace effective Strength with effective **Endurance**. The load is held with a success, must be lowered to the ground (or dropped) with a failure (or on a roll of 16 or 17), and is automatically dropped if the roll is at least 10 points greater than the chance of success (or on a roll of 18). A dropped load may land on the foot (Dodge!) and/or inflict a strained back injury at GM discretion.

These rules replace those on lifting loads on Skills 9 of HârnMaster.

GUNMASTER



The complete small arms combat system for Contemporary HârnMaster. Hârn just got deadlier.

Available now.

Reaching Up

The maximum height a character can reach with his/her hands is 1.5× his/her height. The Jumping skill can be used instead if desired.



PAMESANI WISDOM

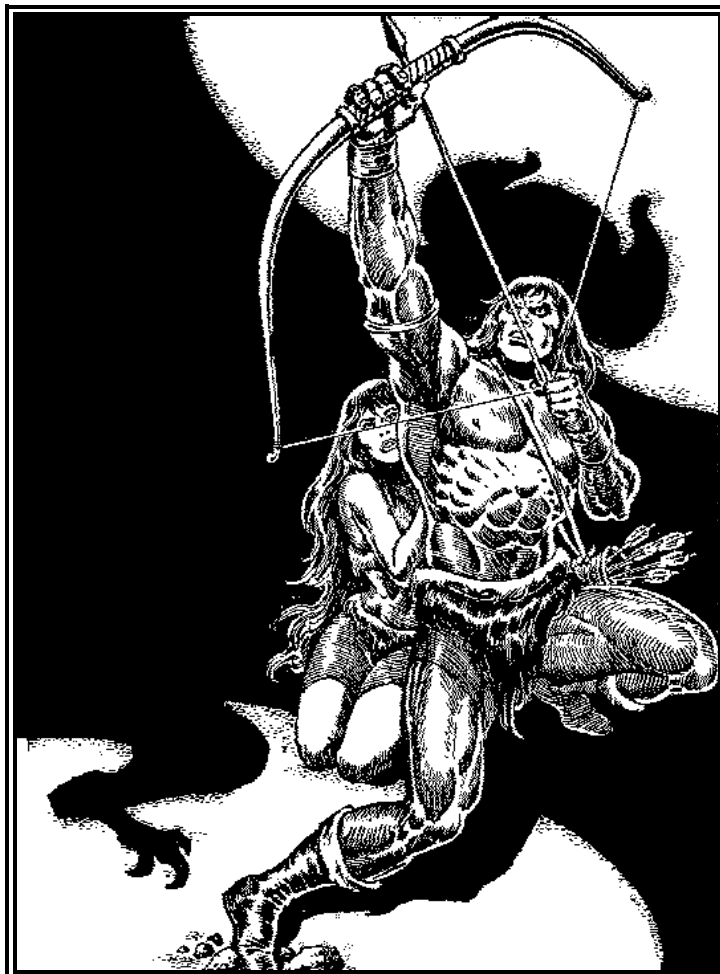


Pamesani Wisdom is a regular feature in Genin's Paper Trail, and is devoted entirely to improving HârnMaster's combat system.

Sharpened Weapons

Any bladed weapon can be sharpened to increase its Edge and Point aspects (if any) by +1 Impact. However, this is at the cost of reducing the Weapon Quality (WQ) by 1 point. It is even possible to increase Impact by +2 instead, but WQ falls by 3 points.

If the weapon's WQ ever decreases, the bonus for the sharpened blade is lost. Likewise, if the weapon breaks and is later restored, the bonus is negated. Of course, further sharpening can provide the +1 or +2 Impact bonus again, in exchange for a reduction in WQ by -1 or -3 respectively.



Shields

- ⊙ The Armour Protection (AP) of a shield is equal to its WQ, regardless of aspect.
- ⊙ When blocking missiles, modify the shield's EML by the appropriate adjustment below:
 - Buckler -10 EML
 - Knight/Round Shield... +0 EML
 - Kite Shield..... +10 EML
 - Tower Shield +20 EML
- ⊙ If a shield blocks a missile, a weapon damage check must be made using **2d6**. If the shield is forced to make a check and the roll exceeds WQ, the shield's WQ is reduced by 1, and the defender suffers the amount exceeding WQ plus the missile's base Impact to a random location. (If the weapon damage roll equals the shield's WQ, the defender suffers no injury but the shield's WQ drops by 1.)

Example: A WQ 10 buckler blocks a WQ 7 shortbow arrow (base Point Impact = 6). A weapon damage check on 2d6 is made for the arrow, and is successful. Because the arrow succeeded, the buckler must now make a check as well. Unfortunately, the roll is 12, resulting in the buckler's WQ falling to (10-1=) 9, and the defender suffering (12-10+6=) 8 Point Impact to a random body location.

If the base Impact of the missile contains bonus dice (eg. 14+1d4), that bonus is added to the shield's weapon damage check.

The Reaction Roll

Whenever a character is faced with a situation so surprising that he/she might not be able to react in time, the player must roll 1d100 against the character's effective Initiative. Sometimes, an Awareness EML roll is required before even the Reaction Roll can be made. Reaction Rolls are affected by physical penalty. See below for an interpretation of the levels of success:

CS	Recovers immediately. Character may react (eg. defend) at full EML.
MS	Caught off-guard. Character may react (eg. defend) at half EML.
MF	Surprised. Character must Ignore that turn!
CF	Completely surprised! Character must Ignore for an entire combat round!

Examples of situations causing Reaction Rolls are: the character fails a Stumble roll and falls; the character is ambushed; a friend unexpectedly attacks the character; and so on.

Defending Against Missile Attacks

Missile attacks can be classified under two categories: **Type I** and **Type II**.

A *Type I* missile is a thrown missile such as a javelin, or any large missile with a velocity of about 100 metres per second or less. When defending against a Type I missile, the defender may Block/Dodge at *full* EML.

A *Type II* missile is a small (diameter ≤ 20 millimetres), fast, device-propelled missile such as an arrow or sling stone. When defending against a Type II missile, the defender must Block/Dodge at *half* EML.

If the defender is unaware of the missile (eg. the attacker is not within 45° of the defender's facing), see below for his/her automatic defences:

Unaware target is...	Defence is...
Stationary/Walking	Ignore!
Running/In combat	½ Dodge EML (¼ if Type II)
Dodging/Leaping	Full Dodge EML (½ if Type II)

Foregoing Tactical Advantages

The winner of a Tactical Advantage (TA) may forego it without any penalty. A character might do this if he/she expects the opponent to Counterstrike, for example.

Overextension

▲ *Defending another*

You can overextend your shield or weapon to try and protect another character occupying the same hex as yourself.

The overextension penalty is **-10 EML**, and Blocks are treated normally. Any A* results tend to affect the person you are trying to protect, although there is a 30% chance your overextended arm is struck instead (roll on the Arm Strike Location table). The person you are protecting may *not* defend, but can attack at *half* his/her Weapon Attack Class (WAC).

The Weapon Defence Class (WDC) of your weapon is reduced by 1 (except shields, which are not affected).

Note that when you overextend as a defence, you are Blocking. No other form of defence is permitted.

▲ *Attacking*

You may overextend any thrusting weapon with a WAC of 4+, to increase your range by +1 hex. Your Engagement Zone does *not* increase, however.

The overextension penalty is **-10 EML** from your attack. Also, your WAC is *halved*.

Your opponent may defend normally, but may not Counterstrike unless his/her weapon is also capable of overextension.

If your previous action was to overextend, you suffer a **-10 EML** penalty to your defences. ■

Searching...



When searching for concealed or mechanically hidden objects, use the average of **Eyesight** and **Touch**, multiplied by a value between 1 and 7, minus physical penalty.

To conceal an object through mundane means, roll 1d100 against the average of **Intelligence** and **Touch**, multiplied by **4** (or Lockcraft EML averaged with either Carpentry, Masonry or Metalcraft EML, if creating a mechanically hidden feature). The searcher's multiple depends on the "Value Enhancement" (re: Skills 7) achieved by the concealer:

Value Enhancement	Searcher's Multiple
1.0	×7
1.1+	×6
1.3+	×5
2.0+	×4
3.0+	×3
4.0+	×2
6.0+	×1

Example: Corluun attempts to hide a shortsword in a debris-strewn chamber. His Target Level is $((Int+Tch)/2) \times 4$. He achieves MS, which equates to a Value Enhancement of 1.3. Therefore, anyone searching the chamber would need to succeed on a roll against $((Eye+Tch)/2) \times 5$ to find the weapon.

Of course, the smaller the object and the more hiding places available, the easier it is for the concealer. The concealer's multiple can be increased from 4 to 5, 6 or 7. Conversely, trying to hide a large object in an area with few hiding places, in a short space of time, could reduce the concealer's multiple to as low as 1 (or perhaps 0).

The searcher may add 50% Lockcraft ML (if he/she has the skill) to the searching multiple when searching for mechanically hidden objects.

Hiding

When attempting to hide oneself, a Stealth EML roll is required, adjusted by terrain modifiers. However, the level of success is only against a 180° arc (three adjacent hexes); it drops by one level (eg. MS becomes MF) for the remaining 180°.

New Skill: Catching

Dex Agl Eye (Hir +2, Tar/Nad +1) SB4

[Automatic] Physical Skill

The natural ability to catch objects that have been propelled at or near (1 hex away from) the character. If the object is 1 hex away, assess a -10 EML overextension penalty. If the object has been hurled at the character to cause injury (eg. a javelin), a *Critical Success* must be achieved (re: Weapon Block vs Missile Attack table).

The Luck Roll

When a completely random situation is to be resolved for a character, a Luck Roll is made.

Method: **Roll 1d100 twice.**

If the result of the second roll equals or is less than the result of the first, the situation is favourable for the character (ie. he/she is lucky).

Example: Suran falls off a cliff. It is possible that she might land in some bushes, on jagged rocks, or simply on the grassy earth. No skill can determine what Suran will land on, so a Luck Roll is required. With CS/MS Suran lands in the bushes, suffering less injury; with MF she lands on the ground, suffering normal injury; but with CF she lands on the rocks, which may prove to be fatal. Suran's player rolls 36 on the first 1d100 roll, then rolls a 12 (MS). Suran luckily lands in some bushes, which break her fall somewhat.

Your Horoscope

Ulandus

(4 Nuzyael - 3 Peonu)

Unexpected developments could cause you to revise or even abandon your plans.

Aralius

(4 Peonu - 2 Kelen)

You will have plenty of energy and enthusiasm, although the response of others might seem discouraging.

Feniri

(3 Kelen - 3 Nolus)

You may experience some tension, possibly due to some earlier omission.

Ahnu

(4 Nolus - 4 Larane)

There could be some confusion, so make sure that others are in the picture before you make a move in shared activities.

Angberelius

(5 Larane - 6 Agrazhar)

People's sense of humour may seem rather weak, and quite small differences could lead to bickering.

Nadai

(7 Agrazhar - 5 Azura)

Your life may appear disorganised, with unexpected comings and goings.

Hirin

(6 Azura - 4 Halane)

Things may not turn out as you expected, though surprises should tend to be in your favour.

Tarael

(5 Halane - 3 Savor)

Influences tend to highlight your personality and imagination,

helping to ensure that people listen to your ideas.

Tai

(4 Savor - 2 Ilvin)

A minor setback could take some time to sort out.

Skorus

(3 Ilvin - 2 Navek)

You may have to rely on your own resources to get through what has to be done as there is a risk that expected support may not materialise.

Masara

(3 Navek - 1 Morgat)

Tempers could be short, due perhaps to changes of mind or mechanical failure.

Lado

(2 Morgat - 3 Nuzyael)

You may not get much encouragement from others in suggested activities, so be prepared to go your own way and attend to your own affairs.

a low-fantasy setting such as 8th century Hâr. However, there are other worlds in the Kethrian family, and at least one of them (Terra) does make use of them (Terra) does make use of guns. What would happen if a Kethiran appeared in Terra through a Godstone, and encountered some of this alien technology?

GunMaster is simply a set of realistic and playable rules for the HârMaster role-playing game. Because I happen to like the HârMaster system so much, I developed the small-arms combat system so that my players and I could enjoy Call of Cthulhu and other modern-day campaigns using HârMaster rules. It was never intended to bring firearms into medieval Hâr.

If you are really keen to use a gun combat system in Hâr, I am developing a module called "Gargun with Guns", which lets players play gun-toting gargun on the streets of contemporary Hâr...

Letters
to the
Editor

(Send your letters by e-mail to gant@wantree.com.au)

Dear Bill,

Why did you develop a gun combat system such as GunMaster? Isn't it just a tad anachronistic?

Geldamas of Vathrisaal

I totally agree that a gun combat system has no place in



Aacudoon a brew!

(Tavernology in HårnMaster)



To determine the effects of inebriation on a character, two things must be known: **Alcohol Tolerance (AT)** and **Burn Rate (BR)**.

$$AT = (\text{Str} \times \text{End} \times \text{Frame Multiple})$$

$$BR = (\text{End} \times \text{Burn Factor})$$

A character's Alcohol Tolerance determines the amount of Alcohol Potency Points (APP) that can be consumed before he/she becomes drunk. The higher the Alcohol Tolerance, the lower the effects of intoxication. The Burn Rate is the amount of APP that the body will naturally burn off in an hour; the higher the Burn Rate, the faster a character recovers from the effects of intoxication.

The Frame Multiple and Burn Factor are derived from the character's Frame. See below:

Frame	Frame Multiple	Burn Factor
Scant	0.8	1.7
Light	0.9	1.6
Average	1.0	1.5
Heavy	1.1	1.4
Massive	1.2	1.3

Obese characters must average their Frame Multiple with the weight multiplier caused by obesity (1.2 to 1.7) to determine the actual Frame Multiple.

A typical NPC (11 Strength, 11 Endurance, Average Frame) would have an Alcohol Tolerance of **121**, and a Burn Rate of **17**.

If the character has not eaten for 6 to 12 hours, reduce the Alcohol Tolerance by 20%. If he/she has not eaten for more than 12 hours, reduce AT by 40%.

The effects of inebriation depend on the amount drunk in relation to the character's Alcohol Tolerance. Beverages typically have the following Alcohol Potency Points:

Ale (per tankard):	40
Beer (per tankard):	32
Cider (per tankard):	24
Mead (per tankard):	48
Wine (per goblet):	32
Brandy (per goblet):	96

Note that a tankard contains 1 pint (1/8 of a gallon), and a goblet contains half a pint.

Cumulative APP as a % of AT	State of intoxication	Special penalty	Chance to stay conscious	Chance to stay alive
60%+	Tipsy	-10 EML	End × 9	N/A
100%+	Drunk	-30 EML	End × 7	N/A
133%+	Staggering	-60 EML	End × 5	N/A
167%+	Blind Drunk	-100 EML	End × 3	N/A
200%+	Dead Drunk	-150 EML	End × 1	End × 6
250%+	Dying	N/A	0%	End × 3
300%+	Dead	N/A	0%	End × 1

As more drinks are consumed, the Alcohol Potency Points total increases. This in turn raises the character's state of intoxication, causing him/her to operate at a special penalty to all skills (see the table above). Alcohol Potency Points are burned off at the character's Burn Rate per hour.

The *chance to stay conscious/alive* roll is made on 1d100 when enough APP have accumulated to take the character into a higher state of intoxication, or every hour (whichever is sooner). If the character engages in energetic activity, check every 10 minutes. If a character sculls a very strong drink quickly, he/she could rise by 2 or possibly 3 higher states of intoxication before a *chance to stay conscious/alive* roll is made!

If the *chance to stay conscious* roll is a *Marginal Failure* but less than twice the chance, the character throws up instead of passing out. With a

Critical Failure, the character vomits *and* passes out! Unconscious characters sleep for the maximum number of hours of sleep required by the character (2d4+3 hours) plus 1d6 hours.

A character who reaches "Dying" will be sick for (6-(End/4)) days (min. 1 day). A "Dead" character will be sick for (20-End) days (min. 1 day). While sick, all EMLs are halved (at best).

The next day (only), the character may suffer from **hangover**. The chance of avoiding hangover equals the *chance to stay conscious* (at the point when the character stopped drinking). If hung over, any sudden activity will force the character to make an End×5 roll on 1d100; failure indicates he/she becomes sick!