

2nd EDITION

HÂRNMASTER™

Levels-to-Points Conversion System

By: Bill Gant, 1996

This conversion system replaces all Fatigue, Injury and Bloodloss Levels with the more familiar Points system. A Level is simply a grouping of 5 Points - although it has the benefit of increasing the speed of combat, many players dislike the loss in detail.

Encumbrance

[Combat 2]

Encumbrance is the effect of Load on a character's physical activities.

$$\text{Encumbrance} = (\text{Load} \div \text{Endurance}) \times 5$$

Round off to the nearest whole number.

Combat Fatigue

[Combat 4]

Fatigue is already allowed for in the Encumbrance Penalty and may generally be ignored in short-term combat situations.

However, the GM can assess a special Fatigue Penalty to a character who enters combat immediately after having performed some strenuous physical activity. Generally, a character is assessed a number of Fatigue Points for every 2 minutes (12 combat rounds) of energetic activity, equal to his/her Fatigue Rate.

$$\text{Fatigue Rate} = (\text{Load} \div \text{Endurance}) \text{ or } 1, \text{ whichever is greater}$$

Round off to the nearest whole number.

Also, after every 2 minutes of active combat, all applicable characters are assessed a Fatigue Penalty equal to Fatigue Rate.

Fatigue can be eliminated through rest; after every 3 minutes (18 combat rounds) of rest, each character reduces the cumulative Fatigue Penalty by one sixth Stamina. That is, a character with STA 3-8 reduces the Fatigue Penalty by 1 FP every couple of minutes; a character with STA 9-14 recovers Fatigue at a rate of 2 FP; and a character with STA 15-20 removes Fatigue at a rate of 3 FPs. Note that unconscious characters are *not* considered to be resting.

The Injury Levels generated on the Injury Table can be converted to Injury Points as follows:

INJURY LEVEL	INJURY POINTS
M1	1d10
S2	1d10+5
S3	1d10+10
G4 / K4	1d10+15
G5 / K5	1d10+20

The interpretation is as follows:

1 - 10 Injury Points = Minor Injury

11 - 20 Injury Points = Serious Injury

21 - 30 Injury Points = Grievous Injury

Note that it is possible to inflict an S2 wound and only cause a Minor Injury, or a G4/K4 wound and cause only a Serious Injury. These represent injuries that look far worse than they actually are, although systemic shock may still cause instant death (hence, 16-20 IPs K4 wounds still require a 4d6 Kill Roll).

Note the following:

- Limbs become unusable at 21+ Injury Points.
- Bleeders occur at 21+ Injury Points, at a rate of 1 Bloodloss Point per round.
- Universal Penalty is now the total of Injury and Fatigue Points divided by **5** (round off). Physical Penalty is equal to Universal Penalty plus one fifth Encumbrance, again rounding off to the nearest whole number.

$$\text{Universal Penalty} = (\text{Injury Points} + \text{Fatigue Points}) \div 5$$

$$\text{Physical Penalty} = \text{Universal Penalty} + (\text{Encumbrance} \div 5)$$

- Shock and Kill Rolls are affected only by the Injury *Level*. That is, an S3 wound will still cause a 3d6 Shock Roll (plus Universal Penalty), regardless of the Injury Points suffered.
- **Healing Rolls** are made daily: **MS** = reduce Injury Points of wound by 1; **CS** = reduce Injury Points of wound by 2. Sindarin make 2 Healing Rolls per wound each day.

Bleeders

[Combat 14]

Each Grievous injury from a Blunt, Edge or Point strike results in a Bleeder. The victim accumulates one Bloodloss Point (1 BP) each round - even if unconscious - for *all* such wounds, and may eventually bleed to death. BPs for all wounds are recorded on the Combat Profile as a single injury called Bloodloss. The effects of Bloodloss are given below:

- If total BPs exceed $\text{END} \times 3$, the victim lapses into Shock;
- If total BPs exceed $\text{END} \times 4$, the victim falls into a coma;
- If total BPs exceed $\text{END} \times 6$, the victim dies.

Emergency treatments can be made to stem Bloodloss; bleeding is halted if a first aider achieves a success on Physician EML +50 (one attempt per round).