

Harn Houserules

- If a **WQ check** is called for, the difference between the weapon's WQ and the 3d6 roll is subtracted from the weapon's WQ (WQ 11 and I roll 15, WQ goes down by 4). Usually a WQ check is only called for when a larger, or superior weapon strikes a smaller, or inferior one. The BLOCKING weapon checks first; if it is undamaged, the attacking weapon then checks.
-
- Or you call attack the opponent's weapon (-10 ML on Strike table). If it blocks your weapon, you check (A*d6 + ½ STR) vs blocker's WQ as target number. But attacking weapon must also then check WQ. Use common sense: daggers won't destroy shields.
-
- **SHOCK ROLL (Endurance Test)**: Roll 1d6 per Injury Level of the most recent wound suffered, adding the *Universal Penalty* (excluding the new injury) to the roll. *For example*, Brink the Warrior, who is suffering an S3 injury, is attacked by an enemy and suffers an S2 wound; he must therefore roll 2d6+3 equal to or less than Endurance or fall unconscious. Had the wound been a G4 instead, he would have needed to roll 4d6+3 vs. Endurance. If the Shock Roll does not exceed the character's Endurance, there is no further effect. If the roll exceeds Endurance, the character falls unconscious and falls prone in the hex occupied; any skill, psionic talent or spell the character was engaged in fails critically.
-
- **UNCONSCIOUS**: In a crisis/combat situation, the unconscious character's player rolls **3d6 + Universal Penalty** (including the new injury) on each subsequent turn. If the roll does not exceed the character's Endurance, the character has regained consciousness. If someone attempts to revive the character (e.g. water, slapping, tonic, etc.) the chance of success may be increased at GM discretion. In a non-crisis situation, the character regains consciousness in **(2d6 + Universal Penalty)** minutes. When the character recovers consciousness, the player rolls **3d6 + Universal Penalty**. If this roll exceeds the character's Endurance, the character is in *Shock*; otherwise, he/she functions normally.
-
- At the end of each day, a character who rests for at least 12 hours is permitted to make a Healing Roll for each injury. With MS and CS, rather than reducing the Injury Level by 1 (MS) or 2 (CS), the character accumulates an equal number of *Healing Points* for the wound. When an injury accumulates 5 Healing Points, its severity is reduced by 1 IL.
-
- **Horse MOV** stat is halved for battlemat positioning purposes.
- Note also that **Move** is reduced by only *half* the character's total Encumbrance Penalty (round up), plus all of the Universal Penalty, if any. This is contrary to

the official rule, which subtracts all of the character's Physical Penalty and hence overly penalizes Move.

-
- **"Aiming Points"**: with missile, you can give yourself a special penalty of any chosen value. These are your Aiming Points. Your EML is reduced by this number. If you still hit your opponent, you can modify your roll on the strike location table by a maximum of points equal to your Aiming Points (you can either add or subtract them from the roll, of course).
-

- **Creature sizes**: see BESTIARY 3&4. Large attacks small: impact die increases 1 step per size category. Small attacks large: d6, but impact progression chart worsens (see table)

CSD Equal or Larger					
Asp.	Effective Impact				
B	1+	7+	13+	19+	25+
E	1+	5+	9+	13+	17+
P	1+	6+	11+	16+	21+
F	1+	8+	15+	22+	29+

1 CSD Smaller					
Asp.	Effective Impact				
B	2+	9+	16+	23+	30+
E	2+	7+	12+	17+	22+
P	2+	8+	14+	20+	26+
F	2+	10+	18+	24+	32+

2 CSD Smaller					
Asp.	Effective Impact				
B	3+	11+	19+	27+	35+
E	3+	9+	15+	21+	27+
P	3+	10+	17+	24+	31+
F	3+	12+	21+	30+	39+

3 CSD Smaller					
Asp.	Effective Impact				
B	4+	13+	22+	31+	40+
E	4+	11+	18+	25+	32+
P	4+	12+	20+	28+	36+
F	4+	14+	24+	34+	44+

CSD	Size	STR	END
d2	≤ 1 ft.	≤ 05	04-09
d3	≤ 2 ft.	04-06	05-11
d4	≤ 3 ft.	05-08	06-14
d6	≤ 8 ft.	06-20	08-20
d8	≤ 12 ft.	16-35	10-26
d10	≤ 16 ft.	31-50	12-33
d12	≤ 32 ft.	45-65	14-39
d16	≤ 64 ft.	60-80	18-51
d20	≤ 128 ft.	75-100	22-63

-
- **Fate points**: Every character has 1 fate point, to get out of death once.
- **REMINDER**: In combat, a failed Shock Roll doesn't necessarily mean unconscious; it could mean stunned, crawling on the ground bleeding, lost the will to fight that round, etc, but it equates to the same thing: the victim is downed, prone, and helpless until they come out of it.
-

- **REMINDER:** a T.A. is gained whenever an engaged opponent **fails** a *Shock, Stumble, Fumble, or Weapon Damage* roll.

ARS HARNICA MAGIC

CONVOICATIONS are just like HOUSES in ArM. They provide an overall philosophy of magic that you adhere to. Also, membership in a convocation gives you your Primary CSB in a particular corresponding Form at the same CSB that HM gives to your starting Convocation (eg: Peleahn gives starting CSB in Ignem and Mentem, based on quality of Chantry attended). INCREASE ALL starting CSB's on the Opening CML chart (SHEK-PVAR 7) by x1 (eg: a student at a five star Lyahvi Chantry would have Imaginem at CSB 5, Auram at CSB 4, and the next two Forms at CSB 4 and CSB 3)

A Convocation membership gives you the Primary CSB in a Primary Form, and one secondary CSB in a Secondary Form, based on the Convocation (see below). The Secondary Form's CSB's is one lower than the Primary (so, a Peleahn mage studied in a 4 star Chantry, giving him a CSB4 in Ignem, and CSB3 in Mentem). Then, the mage picks one additional Form at the same value as the Secondary Form, and another Form at yet one less level (the aforementioned Peleahn mage would also get a Form of his choice at CSB2, and another at CSB1). The minimum is CSB1 regardless of Primary skill.

The Convocational Sunsign Modifiers apply to each convocation's Primary and Secondary Forms.

LYAHVI Pr: Imaginem, Sec: Auram
 PELEAHN Pr: Ignem, Sec: Mentem
 JMORVI Pr: Terram, Sec: Aquam,
 FYVRIA Pr: ONE of EITHER Corpus, Animal, or Herbam; one of the other two
 MUST become Secondary
 ODIVSHE Pr: Aquam, Sec: Terram
 SAVORYA Pr: Mentem, Sec: Imaginem
 NEUTRAL Pr: Vim, Sec: Choice of any

ANIMAL SB	AUR	AUR	STA
AQUAM SB	AUR	AUR	DEX
AURAM SB	AUR	AUR	HRG
CORPUS SB	AUR	AUR	VOI
HERBAM SB	AUR	AUR	SML
IGNEM SB	AUR	AUR	AGL
IMAGINEM SB	AUR	AUR	EYE
MENTEM SB	AUR	AUR	INT
TERRAM SB	AUR	AUR	STR
VIM SB	AUR	AUR	WIL

Each mage gets an SB in each of the five Techniques. All start at SBx1, and then 10 points to distribute between the Technique CML's (NOT the SBs) as the mage sees fit.

CREO SB	AUR	WIL	VOI
INTELLEGO SB	AUR	WIL	INT
MUTO SB	AUR	WIL	EYE
PERDO SB	AUR	WIL	STR
REGO SB	AUR	WIL	WIL

Character creation example

Gerold wants to join a Savorya Chantry. His AUR is 13, INT 15, WIL 14, EYE 10, SML 11, VOI 9, STR 8, STA 12. His starting CSB for the chantry will be based on Savorya's primary Form, Mentem (Aur/Aur/Int, or 14). If he makes it into a 5-star chantry, his opening Forms will be Mentem at SBx4 (56); Imaginem (secondary Form) at SBx3 (Im at Aur/Aur/Eye, or $12 \times 3 = 36$); his third Form at the same level as Secondary (he picks Corpus, Aur/Aur/Voi, or $12 \times 3 = 36$); and any other one Form at SBx2 (he takes Vim, $13 \times 2 = 26$).

Then he takes his Techniques: Creo at 12 (SBx1, as all Techniques start out); Intellego at 14; Muto at 12; Perdo at 12; and Rego at 14. He then allocates his free ten points thusly: 4 to Creo, 2 to Muto, 3 to Perdo, and 1 to Rego, giving him a final score of: Creo 16; Intellego 14; Muto 14; Perdo 15; Rego 15.

He then takes as many spell levels (magnitudes) as he has Aura (13 magnitudes worth, in Gerold's case; the equivalent of 65 spell levels in Ars Magica terms). He gets the Neutral spells Dispel (PeVi 5) and Focus (Cr+ Appropriate Form 15) for free.

SPELLCASTING:

FORMULAIC: Add Technique and Form, subtract level of spell (5xMagnitude equals the "spell level") to get final percentile.

SPONTANEOUS: As above, but subtract TWICE the level of the spell.

Eg: Casting a Pilum of Fire (CrIg 20); Caster has 65 Ignem and 16 Creo. $[65+16] - [20] = 61\%$. As spontaneous spell: $[65+16] - [40] = 41\%$.

Or, Gerold casts his "Rising Ire" (CrMe 15) spell, which he has spent at an enemy knight. He adds his Creo of 16 + Mentem of 56 + his Mastery of 9 ($16+56+9= 81$), minus the spell level (because he knows the spell, it's Formulaic) of 15, for a 66% chance of success. If he didn't know the spell, but wanted to cast something very similar, his chance would be 42% ($16+56= 72, -30$).

Level guides for Spontaneous spells:

RANGE	DURATION	TARGET	<i>MAG SENSE</i>
Personal	Momentary	Individual/Circle	<i>Taste</i>
Touch/Eye	Concentration/Diameter	Part	<i>Touch</i>
Voice	Sun/Ring	Group/Room	<i>Smell</i>
Sight	Moon	Structure	<i>Hearing</i>
Arcane Connection	Year (Ritual only)	Boundary (Ritual only)	<i>Vision</i>

NOTES:

Pushing: A caster can add +20 to any non-ritual casting CML by adding +1 Fatigue level to the outcome.

Ignem: Any ignem-based fire attack can be turned into Ethereal Fire by lessening the Magnitude by one level (eg: Pilum of Fire can be made ethereal by making it a 15th level spell instead). Such a spell must be learned as a Formulaic spell separately.

ArM damage conversions: Divide ArM damage stats (+15 etc) by 5 to get the number of d6's rolled as damage (+30 dmg = 6d6)

ArM Soak conversions: Every +1 to Soak = 2 Armor Points against all attacks

ArM Ease Factor conversions: EF 6+= Stat x6; EF 9+=Statx5; EF 12+=Statx4; EF 15+=Statx3 etc

Raw Vis Value: Each pawn of raw Vis (each pawn is of course of a particular Art) bestows a +20 to the casting roll (unless used in Rituals, wherein the Vis is a requirement already)

Fast Casting: To Fast cast at any point during the round, roll Initiative. If successful, cast the spontaneous spell at an additional -20.

Spell Mastery (Optional): Each spell can be improved using experience rolls (each use in a stressful "scene" gains 1 roll towards that particular spell's improvement, as per usual HM3 rules; no SB, just use Tech + Form + Current Mastery Lvl as number to roll over). The "Mastery" number should be tracked separately, to be added to the appropriate Technique/Form combination when casting.

Voice Range:

CANT	BONUS/PENALTY	"VOICE" RANGE
Shouting	+5	VOI x 3
Normal speech	0	VOI
Whispering	-5	VOI / 2
Silence	-10	Caster's hex