



HARP ERRATA & FAQ

The purpose of this document is to provide the player with any errata found within the HARP rulebook and to provide clarifications to several aspects of HARP that may have been slightly confusing.

Professions

Cleric – The Cleric has the ability to select two skill categories to be Favored Categories. The categories selected may be the same category, or may be existing categories so long as the selected categories fit with the focus of the deity that the Cleric worships. This means that the GM has final say in regards to the categories selected just as he does in the spells selected for the Cleric.

Fighter – The Fighter gains his bonus to the entire Weapon Group, not to an individual weapon. This is the same ability that the Warrior Mage has.

Warrior Mage – The Warrior mage gains his bonus to his entire Weapon Group, not to an individual weapon. This is the same ability that the Fighter has.

Multiple Professions – When taking an additional profession, the character is able to select one professional ability from those that the new profession has. Access to a Sphere of spells is a professional ability, and is not automatically gained, it must be selected if the character wants it. Also, when selecting the professional ability of a newly added profession, it should not be the same as a professional ability gained from an earlier profession.

Example: *Gavin's Fighter has gained a level. He decides to add Warrior Mage as a new profession. Gavin cannot select the bonus to his weapon skills as his professional ability for Warrior Mage as he already receives it from his Fighter profession. He can, however, select access to the Warrior Mage Sphere of spells.*

Races

Greater Blood Talents – The Greater Blood Talents for each race offers four options from which the character may select any two. The bullet points all belong to the fourth option listed in the descriptions. Thus a character selecting the last option gets any and all stat bonus modifiers plus they get to average the life-spans of the two parent races.

Skills

Armor – There is one skill for the various types of armor. This skill is not learned separately for each type of armor. It applies equally to any armor worn.

Combat Styles & Maneuvers (Two Weapon Combo) – This is a single skill that allows you to use two weapons in conjunction with each other, and without fouling one weapon with the other. The idea behind this skill is for the character to have two different weapons, from different weapon groups, such as a rapier and a dagger. The skill is written broadly to allow it to cover different variations.

There is a talent in Martial Law that allows a character to have more than a single primary weapon within a weapon group. This talent could allow two different weapons from the same group to be used. It is recommended that if this is allowed, that the skill rank requirement be changed so that the character is required to 1.5x the number of ranks in the appropriate weapon group as he has in this skill. Thus, if a character who wants to use a Short Sword and a dagger as his TWC, he must first purchase the Talent from Martial Law (5 DP – allows a second weapon to be made a primary weapon for a weapon group. This cannot be changed like the default primary weapon may be). Then if he has 10 ranks in TWC, he must have at least 15 ranks in the Short Blades in order to use this Combat Style.

Talents

As indicated in the chapter on Talents, a talent may only be acquired by a character once, unless otherwise indicated in the Talent description. If a character receives a specific Talent through his race or profession selections, it counts against him acquiring that Talent at a later date. However, it is important to point out that certain race and profession combinations may give a character the same Talent more than once. These are described on page 48 of the revised HARP rulebook. However, in regards to Blood Talents, since the character gets to select which abilities are gained from the Blood Talent, he must follow the rules about Talents being acquired only once.

Should a character select something like a Human Fighter, and then decide to take the Gryxian Blood Talent, he is not allowed to take Lightning Reflexes as he has already acquired that Talent from his profession.



Combat Actions

Some Combat Actions may be used in conjunction with Combat Styles & Maneuvers while other may not. The following is a list of clarifications on when Combat Actions may be performed. Combat Actions marked with an asterisk (*) may be found in, or have expanded versions in Martial Law, all others being in the HARP core rules.

For Combat Actions that may be used with a Combat Style & Maneuver, any modifiers are applied to the Style's total bonus before a character's OB is determined. This means that if a Combat Action can be used with a style such as Two Weapon Combo, and it gives a -10 modifier, then the modifier is applied to the style bonus before determining the OB for the two attacks allowed.

Basic

Blade Slap – This action may be used with Combat Styles.

Charging – This action may be used with a Combat Style, however, the action itself only allows for one attack so any additional attacks from a Combat Style, such as Two Weapon Combo, are lost.

Disarm Foe – This action may be performed in conjunction with a style, but it replaces all attacks from the style with the disarm attempt.

Disengage from Melee – This action specifies that the character may not attack when using this action, but the character may use the style.

Dodge – This action is not tied to an Offensive Bonus.

False Disengage* – This may be used with Combat Styles, but the character is limited to only a single attack if successful.

Fencing Slash – This action may be used with Combat Styles.

Full Parry – This action may be used with Combat Styles, however the bonus applied is limited to the bonus of the style itself. The character does not get the bonus to his DB twice.

Haft Bash* – This action may be used with Combat Styles.

Hold at Bay – This action may be used with Combat Styles so long as the criteria for the action are met. For characters defending against this action, if they are using a Combat Style, such as Two Weapon Combo, the amount used is subtracted from both attacks just like when Parrying.

Jab* – This action may be used with Combat Styles.

Knockdown* – This action may not be used with Combat Styles.

Mounted Charge* – This action may be used by itself or with the Mounted Combat style, but not with other Combat Styles.

Move & Attack – This action limits the character to only a single attack. It may be used with Combat Styles, but no additional attacks are allowed.

Multiple Parry – This action may be used with Combat Styles. Please note that no matter how many attacks a

style permits, only the one skill bonus is used (i.e. either the skill for the weapon group, or the style bonus).

Parry – This action is part of an attack. If a character parries and then does a sudden dodge or other action that is not the rest of the attack, the character must roll to see if they fumble their weapon. If the character fails this roll, which uses the remainder of the OB as a negative modifier, then they lose the benefits of parrying for the remainder of the round.

Pommel Bash* – This action may be used with Combat Styles.

Press & Melee – This action may be used with Combat Styles.

Power Strike – This action replaces the normal attack. If used with a Combat Style that allows multiple attacks, it over-rides the style to allow for only a single attack.

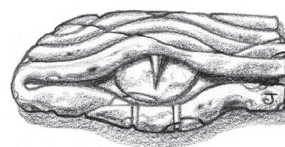
Stave Jab – This action may be used with Combat Styles.

Shield Bash – This action is outside the normal usage of a shield, and therefore may not be used with a Combat Style. A Shield Bash has an attack size based on the size of the shield. Bucklers do a Tiny Crush, Target and Normal Shields do a Small Crush or Small Martial Arts Sweeps/Unbalancing Critical (wielder's choice), and Full and Wall Shields do a Medium Martial Arts Sweeps/Unbalancing Critical.

Subdual – This action may be used with Combat Styles.

Shield Parry* – This action may not be used with Combat Styles.

Sudden Dodge – This action is used by aborting another action for this one, and carries over into the next round as well. If the other action includes a Parry or other multi-part action, but the character has not made his attack yet, this is treated as if the character had already taken his action for the round, thus costing him his action for the next round.



Weapon Bind – This may be used with a Combat Style, but if used so, the character loses other benefits of the style accordingly, such as a second attack with Two Weapon Combo.

Advanced

Double Slash* – This action may be used with Combat Styles; however it limits the character to the two attacks with a single weapon, leaving the second weapon unused.

Fencing Bind* – This action is specifically designed for use with the Two Weapon Combo Combat Style. It may also be used with the Paired Weapons Combat Style, but the character loses the benefits of the style when doing so.

Missile Parry* – This action may be used with Combat Styles, but as always, the amount added to the parry is



subtracted from the overall skill bonus. If the character is using a style that allows two weapons, he does not get a separate parry for each weapon; they count as a single weapon for this maneuver.

Reverse Stroke* – This action may be used with Combat Styles.

Set Against Charge* – This action may not be used with Combat Styles.

Shield Bypass (Minor)* – This action may be used with Combat Styles, but the bonus applies only to the weapon performing the Shield Bypass while the OB modifier applies to both weapons.

Stave Sweep* – This action may be used with Combat Styles.

Expert

Multiple Strike* – This action may not be used with Combat Styles that allow multiple weapons or multiple attacks.

Ranged Disarm* – This action may not be used with Combat Styles.

Shield Bypass (Major)* – This action may be used with Combat Styles, but the bonus applies only to the weapon performing the Shield Bypass while the OB modifier applies to both weapons.

Spinning Slash* – This action may not be used with Combat Styles that allow multiple Weapons.

Swift Strike* – This action may be used with Combat Styles.

Legendary

Iron Broom* – This action may be used with Combat Styles.

Triple Slash* – This action may not be used with Combat Styles that allow multiple Weapons.

Whirlwind Attack* – This action may be used with Combat Styles.

Miscellaneous

Vision & Limited Visibility

There is, in the **HARP** rulebook, some disagreement about how far a character with normal vision can see at night. The following distances are to be considered errata concerning those distances. The rules for vision beyond normal illumination still apply. The following table shows the distances that may be seen under the different natural lighting conditions. Visibility distances due to fog, rain, or snow apply equally no matter what type of vision that the character has.

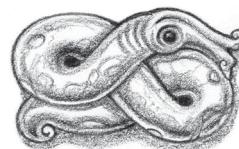
Magic Items

In the revised **HARP** rulebook on page 160, there is some minor confusion as

to what a generic magical bonus increment actually is. There are two separate pieces in determining the bonus of an item. The first is the number of increments that the item has and the second is the increment value.

These two items are multiplied to gain the total bonus of the item. A generic magical bonus increment is nothing more than what it sounds like. It is a bonus increment where the bonus is generic, and not tied to a specific feature or quality of the item. There are quality bonus increments that are gained through excellent craftsmanship, and there are material bonus increments that come from the material used in making an item. A magical bonus increment comes from an enchantment or other spell and supplies bonus increments by way of magic.

The Increment Value of an item is normally a +5. Thus if an item does not have any bonus increments, it has no bonus. If it has 2 bonus increments, this means that it has ($2 \times 5 = 10$) a +10 bonus. Armor works slightly differently. A full suit of armor is treated as a single item for the purpose of bonuses. If you only have a portion of the armor, then you only get a portion of the bonus that a full suit would have. This is explained in more detail in Chapter 10 of the revised **HARP** rulebook.



Monster Ability Descriptions

The following Monster Ability Description is missing from page 155 of the revised **HARP** rulebook. **Constitution Drain:** Upon a successful strike by an Undead, it drains an amount of Constitution from the character struck if he fails a Resistance Roll (RR), the difficulty of which is determined by the Class of Undead. The base RR is 100, and then it is increased by 10 for each Class of the Undead (i.e. Class I = RR(110), Class II = RR(120), etc.). Upon a failed RR, the character loses an amount of Constitution equal $1d5$ ($1d10$ divided by 2, rounded up) plus a number equal to the Class of the Undead. Thus a Class I Undead will drain 2-6 points of Con, while a Class V Undead would drain 6-10 points.

Limited Visibility

Lighting Condition	Normal Vision	Night Vision	Dark Vision*
Full to half moon	50 yards (150 feet)	500 feet	200 feet
Less than half full moon	25 yards (75 feet)	250 feet	100 feet
Starlight, new moon, or heavy clouds blocking the moonlight.	10 yards (30 feet)	100 feet	50 feet

* = The benefits of Dark Vision have already been taken into account in the distances listed in this table.