

Using Rolemaster criticals with the HARP combat system

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Contents

Introduction.....	1
Changes to the attack tables.....	1
System adjustments.....	2
Ambush & Sniping skills.....	2
Bane Talent.....	3
Divine Hammer and Hammer Strike spells.....	3
Elemental Ball spells.....	3
Fumble and spell results requiring a critical roll.....	3
Weapon's Fury spell & Of Slaying items.....	3
Optional: Additional damage when breaking Damage Caps.....	3
The new Attack Tables.....	4
Crush Attacks.....	4
Puncture Attacks.....	5
Slash Attacks.....	5
Grapple Attacks.....	6
Martial Arts Striking Attacks.....	6
Martial Arts Sweeps Attacks.....	7
Unbalancing Attacks.....	7
Large Creature Attacks.....	8
Huge Creature Attacks.....	8
Heat Attacks.....	9
Cold Attacks.....	9
Electrical Attacks.....	10
Impact Attacks.....	10
External Poison Attacks.....	11
Internal Poison Attacks.....	11

Introduction

The core HARP combat system from HARP Second Edition is a combat system that is very concise, with all its combat tables basically fitting on less than 10 pages, and with its combat resolution can be done very quickly since only one dice roll is required per attack action.

But those who used Rolemaster's Arms Law before might feel that it also would be nice to have a greater variety of critical results, plus it might be good to add an option allowing all weapons – not only large and huge attacks – to achieve a fatal critical result with one blow. The only way HARP's core combat system does allow this, is via the exception that unmodified rolls of 99 or 00 remove the damage cap.

Changes to the attack tables

The following attack tables can be used to replace the existing critical tables of the HARP core

combat system. They are very close to the original HARP critical tables in that they yield a similar number of concussion hits. Each attack table also has a reference to the Arms Law / Spell Law critical table to use with its attacks. Most other HARP combat rules, e.g. regarding Damage Caps and Weapon Size remain in place. What changes are the attack tables and criticals.

Since (almost) all Rolemaster critical rolls may yield a fatal result, and even Tiny attacks can achieve a critical result using the tables below, all attacks may now, with a lucky roll, kill with one blow. The downside is that determining the critical requires an additional roll, which typically is the case for results of 31 or more on these tables.

A result on the table gives the number of concussion damage inflicted on the foe plus, optionally, a critical severity ("A"- "E") which must be rolled on the given critical table. The result of that second roll is then also applied. Some of the "A" criticals contain an additional modified (-25 or -50), which must be added to the critical roll, reducing the result. For Large and Huge creatures, the "Critical" column contains a modifier to the critical roll instead of a critical severity. The column used on the Arms Law critical table is determined by the type of weapon being used (normal, magical etc.).

Please note that the Rolemaster Critical Tables contain result types that do not appear on the HARP Critical Tables. This include e.g. Must Parry, Stun & No Parry or Out results. These results are applied as explained in the Rolemaster Arms Law rulebook.

Example 1:

Ben the warrior, wielding his magic sword, is fighting an orc. On his first attack against the orc, Ben's modified attack roll totals to 63. On the Slash Attack Table, this yields 18 hits and an A Slash critical. His critical roll is a 61, which reads +3 hits, 2 bleeding and -10 to activity on the A column of the Arms Law Slash Critical Table. His next attack totals to 41, which, on the Slash Attack Table, gives a result of 13 hits and an A critical, modified by -25. The player rolls a 42, applied the -25 modified and looks up the result of 17 on the "A" column of the Slash Critical Table, reading +1 hit and his opponent must parry for one round.

Example 2:

Now Ben has to fight a troll, a large creature. His first attack on the troll is a lucky roll that results in a modified attack roll of 84. On the Large Creature Attack Table this results in 19 concussion hits for the troll and a critical that gets modified by +5. Ben's player rolls a 93 for the critical. With the +5 modification this gives a roll of 98. Such results, which fall into the 96-00 range (before or after applying modifications), are Open-Ended on that critical table and so Ben's player rolls again, this time a 27. So the total critical roll is $93+5+27=125$. On the "Magic" column of the Arms Law Large Creature Critical Table (Ben is still wielding his magic sword) this results in a strike to the head of the troll, knocking the beast out for three hours and adding +20 hits and giving Ben a +10 to his next attack. A lucky strike...

System adjustments

Ambush & Sniping skills

Upon successfully using these skills, the character can modify the critical roll up or down, up to the number of ranks in the skill instead of always having to add the full number of ranks.

Example:

Arid the thief is trying to ambush an orc sentry. He successfully sneaks behind the orc and also makes a successful Ambush skill check. With modifications for surprise and the attack from behind, the modified attack roll with his dagger totals for 132, capped at 120 instead of 90, since the Ambush roll was successful, negating the damage caps. An attack of 120 on the Puncture Attack Table results in 36 concussion hits and an E critical modified by +5. The player then rolls a 42 for

the critical and adds the +5 modification from the attack table for a sub-total of 47. Since Arid has 14 ranks in Ambush, he may then modify this roll by up to +/- 14 on the critical table i.e. he may choose any critical from 33 to 61. 56 seems a nice result to the player since it includes one round of Stun & No Parry, so that this is what the player decides should be the final critical. A 56-60 on the "E" column of the Arms Law Puncture Critical Table results in a blow to the side, 6 more concussion hits 1 round of stun & no parry and 5 hits per round. So the orc is not dead yet and might cry out an alarm. Had Arid had five more ranks in Ambush he might have modified the critical up to a 66, which would have been an instant kill...

Bane Talent

When a character with this talent makes an attack that includes a critical roll, then the critical is rolled on the Slaying column of the Arms Law Large Creature Critical Table for normal sized and large creatures. For huge creatures the Slaying column of the Super Large Creature Critical Table should be used.

Divine Hammer and Hammer Strike spells

These spells only double the concussion damage from the attack tables and not the damage from the critical strikes.

Elemental Ball spells

The HARP core rules specify that only one critical roll is made for all targets. With this system one *attack roll* is made for all targets, with the center target receiving a bonus of +20 to this roll. Critical rolls on the appropriate Rolemaster Critical Tables are made separately for each target.

Fumble and spell results requiring a critical roll

Some fumble results or spells indicate that a critical roll should be made to determine damage. E.g. the Shock spell from the Mage Sphere causes a Tiny Electricity critical when not scaled up. Such a Tiny Critical now equates to an A critical on the appropriate Arms Law/ Spell Law critical table. A small critical uses the B column, a medium critical the C column, a large critical the D column and a huge critical the E column. If no attack size is given, then the C column is being used.

Example:

Tyler the Warrior Mage is trying to block a passage again a group of goblins. He scales a Guardian Blades spell up to a small attack and succeeds in casting it. When the goblins come close to the blade barrier, the leader decides to try to rush through. The small attack results in a "B" critical on the Arms Law Slash Critical Table. The critical rolled is a 74 which slashes some muscles in the goblin's calf and leaves him so badly wounded that his comrades don't dare to follow him until the spell runs out.

Weapon's Fury spell & Of Slaying items

The Weapon's Fury spell has a scaling option to inflict slaying criticals. Similar as with the Bane Talent mentioned above, the Slaying column of the (Super) Large Creature Critical Table should be used. The same is true for weapons or other items that inflict a slaying critical.

Optional: Additional damage when breaking Damage Caps

For some it might be disappointing that the Attack Tables end at 120 and no further damage is done, even on very high rolls. This is not only true for attacks of Huge size, but also for e.g. a very high attack roll for a dagger attack, which can only deliver 21 concussion hits and a 'C' Puncture critical and never more. If you want to allow for a bit more damage in such cases, let the following rule apply:

For every full 30 points that the Damage Cap was exceeded add +5 concussion hits to the normal maximum result and also add +5 to the critical roll.

Example: Ben the warrior has already wounded the goblin he is fighting. On his next attack with his sword he rolls a 97, followed by a 70, resulting, after adding his OB and subtracting the goblin's DB, in a final Adjusted Attack Roll of 172. The Damage Cap for his sword, a medium weapon, is 100, with a result of 29 concussion hits and a 'D' Slash critical. Since this Damage Cap is exceeded by 72 points, two times a full 30 points and a bit more, this damage is increased to 39 concussion hits and a 'D' Slash critical modified by +10.

The new Attack Tables

Crush Attacks

Use Arms Law “Krush” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	4	
11 – 20	6	
21 – 30	8	
31 – 40	10	A-50
41 – 50	12	A-25
51 – 60	14	A
61 – 70	16	A
71 – 80	19	B
81 – 85	21	B
86 – 90	23	C
91 – 95	25	C
96 – 100	27	D
101 – 105	29	D
106 – 110	31	E
111 – 115	33	E
116 – 119	35	E+5
120	39	E+5

Puncture Attacks

Use Arms Law “Puncture” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	4	
11 – 20	6	
21 – 30	8	
31 – 40	9	A-50
41 – 50	11	A-25
51 – 60	13	A
61 – 70	15	A
71 – 80	17	B
81 – 85	19	B
86 – 90	21	C
91 – 95	23	C
96 – 100	25	D
101 – 105	26	D
106 – 110	28	E
111 – 115	30	E
116 – 119	32	E+5
120	36	E+5

Slash Attacks

Use Arms Law “Slash” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	4	
11 – 20	7	
21 – 30	9	
31 – 40	11	A-50
41 – 50	13	A-25
51 – 60	16	A
61 – 70	18	A
71 – 80	20	B
81 – 85	22	B
86 – 90	24	C
91 – 95	27	C
96 – 100	29	D
101 – 105	31	D
106 – 110	33	E
111 – 115	36	E
116 – 119	38	E+5
120	42	E+5

Grapple Attacks

Use Arms Law “Grapple” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	1	
01 – 10	2	
11 – 20	3	
21 – 30	4	
31 – 40	5	A-50
41 – 50	6	A-25
51 – 60	7	A
61 – 70	8	A
71 – 80	10	B
81 – 85	11	B
86 – 90	12	C
91 – 95	13	C
96 – 100	14	D
101 – 105	15	D
106 – 110	16	E
111 – 115	17	E
116 – 119	18	E+5
120	21	E+5

Martial Arts Striking Attacks

Use Arms Law “Martial Arts Strikes” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	1	
01 – 10	3	
11 – 20	4	
21 – 30	6	
31 – 40	7	A-50
41 – 50	9	A-25
51 – 60	10	A
61 – 70	12	A
71 – 80	13	B
81 – 85	14	B
86 – 90	16	C
91 – 95	17	C
96 – 100	19	D
101 – 105	20	D
106 – 110	22	E
111 – 115	23	E
116 – 119	25	E+5
120	28	E+5

Martial Arts Sweeps Attacks

Use Arms Law “Martial Arts Sweeps” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	1	
01 – 10	2	
11 – 20	3	
21 – 30	4	
31 – 40	5	A-50
41 – 50	6	A-25
51 – 60	7	A
61 – 70	8	A
71 – 80	10	B
81 – 85	11	B
86 – 90	12	C
91 – 95	13	C
96 – 100	14	D
101 – 105	15	D
106 – 110	16	E
111 – 115	17	E
116 – 119	18	E+5
120	21	E+5

Unbalancing Attacks

Use Arms Law “Unbalancing” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	1	
01 – 10	2	
11 – 20	3	
21 – 30	4	
31 – 40	5	A-50
41 – 50	6	A-25
51 – 60	7	A
61 – 70	8	A
71 – 80	10	B
81 – 85	11	B
86 – 90	12	C
91 – 95	13	C
96 – 100	14	D
101 – 105	15	D
106 – 110	16	E
111 – 115	17	E
116 – 119	18	E+5
120	21	E+5

Large Creature Attacks

Use Arms Law “Large Creature” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	4	
11 – 20	6	
21 – 30	8	
31 – 40	9	
41 – 50	11	
51 – 60	13	
61 – 70	15	
71 – 80	17	+0
81 – 85	19	+5
86 – 90	21	+5
91 – 95	23	+10
96 – 100	25	+10
101 – 105	26	+15
106 – 110	28	+15
111 – 115	30	+20
116 – 119	32	+20
120	36	+20

Huge Creature Attacks

Use Arms Law “Super Large Creature” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	1	
01 – 10	3	
11 – 20	4	
21 – 30	5	
31 – 40	6	
41 – 50	8	
51 – 60	9	
61 – 70	10	
71 – 80	12	
81 – 85	13	-5
86 – 90	14	-5
91 – 95	15	+0
96 – 100	17	+0
101 – 105	18	+5
106 – 110	19	+5
111 – 115	20	+10
116 – 119	22	+10
120	25	+10

Heat Attacks

Use Spell Law “Heat” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	5	
11 – 20	7	
21 – 30	10	
31 – 40	12	A-50
41 – 50	14	A-25
51 – 60	17	A
61 – 70	19	A
71 – 80	22	B
81 – 85	24	B
86 – 90	26	C
91 – 95	29	C
96 – 100	31	D
101 – 105	33	D
106 – 110	36	E
111 – 115	38	E
116 – 119	41	E+5
120	45	E+5

Cold Attacks

Use Spell Law “Cold” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	4	
11 – 20	7	
21 – 30	9	
31 – 40	11	A-50
41 – 50	13	A-25
51 – 60	16	A
61 – 70	18	A
71 – 80	20	B
81 – 85	22	B
86 – 90	24	C
91 – 95	27	C
96 – 100	29	D
101 – 105	31	D
106 – 110	33	E
111 – 115	36	E
116 – 119	38	E+5
120	42	E+5

Electrical Attacks

Use Spell Law “Electricity” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	3	
01 – 10	5	
11 – 20	8	
21 – 30	11	
31 – 40	13	A-50
41 – 50	16	A-25
51 – 60	19	A
61 – 70	21	A
71 – 80	24	B
81 – 85	27	B
86 – 90	29	C
91 – 95	32	C
96 – 100	35	D
101 – 105	37	D
106 – 110	40	E
111 – 115	43	E
116 – 119	45	E+5
120	50	E+5

Impact Attacks

Use Spell Law “Impact” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	4	
11 – 20	6	
21 – 30	8	
31 – 40	10	A-50
41 – 50	12	A-25
51 – 60	14	A
61 – 70	16	A
71 – 80	19	B
81 – 85	21	B
86 – 90	23	C
91 – 95	25	C
96 – 100	27	D
101 – 105	29	D
106 – 110	31	E
111 – 115	33	E
116 – 119	35	E+5
120	39	E+5

External Poison Attacks

Use Spell Law “Heat” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	3	
01 – 10	5	
11 – 20	8	
21 – 30	11	
31 – 40	13	A-50
41 – 50	16	A-25
51 – 60	19	A
61 – 70	21	A
71 – 80	24	B
81 – 85	27	B
86 – 90	29	C
91 – 95	32	C
96 – 100	35	D
101 – 105	37	D
106 – 110	40	E
111 – 115	43	E
116 – 119	45	E+5
120	50	E+5

Internal Poison Attacks

Use Spell Law “Heat” criticals.

Roll	Concussion hits	Critical
(-19) - (-10)	1	
(-9) – 0	2	
01 – 10	5	
11 – 20	7	
21 – 30	10	
31 – 40	12	A-50
41 – 50	14	A-25
51 – 60	17	A
61 – 70	19	A
71 – 80	22	B
81 – 85	24	B
86 – 90	26	C
91 – 95	29	C
96 – 100	31	D
101 – 105	33	D
106 – 110	36	E
111 – 115	38	E
116 – 119	41	E+5
120	45	E+5