

# RM → HARP CONVERSION GUIDE

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## CONVERTING STATISTICS

Removed Em and Me. Other statistics unchanged.

## CONVERTING PROFESSIONS

This is the easiest part. *RM Professions* can be converted to *HARP Professions* using the table below. The Cleric, Fighter, Rogue and Thief all have their equivalent in HARP, so no conversion is necessary.

Animist → Druid \*  
Astrologer → Cleric  
Bard → Harper  
Dabbler → Harper  
Druid → Druid\*  
Illusionist → Mage  
Magician → Mage  
Magent → Warrior Mage  
Mentalist → Harper  
Monk → Warrior Mage or Monk  
Mystic → Mage  
Seer → Cleric  
Sorcerer → Mage  
Warrior Monk → Monk

\* New profession, see page 8.

## CONVERTING NPC RR's

Calculate these normally, using the HARP Rules.

## Base Movement to BMR

BMR = Base Move/8

## HITS

No conversion needed.

## AT and CRIT codes

Removed as they are unnecessary.

## RM (DB) to HARP DB

HARP DB = Rolemaster DB + 40

# CONVERTING NPC SKILL BONUSES

<b>HARP Skill</b>	<b>Rolemaster Skills to be averaged to get approximate HARP skill bonus</b>
Acrobatics	Acrobatics, Juggling, Stilt Walking, Tightrope-walking, Tumbling, Tumbling Evasion
Acting	Acting, Poetic Improvisation
Ambush	Alertness, Ambush, Sense Ambush
Animal Handling	Animal Handling, Animal Healing, Animal Training
Appraisal	Appraisal, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon
Armor	Chain, Plate, Rigid Leather, Soft Leather
Beastmastery	Animal Mastery (animal type), Driving, Herding (animal type)
Chi Defense	Adrenal Defense, Adrenal Deflecting
Chi Focus	Adrenal Balance, Adrenal Concentration, Adrenal Landing, Adrenal Leaping
Chi Speed	Adrenal Quickdraw, Adrenal Speed, Quickdraw
Chi Strength	Adrenal Strength, Power-Striking
Climbing	Climbing, Rappelling, Scaling
Combat Styles, Disarm Foe	Disarm Foe (armed), Disarm Foe (unarmed)
Craft (Architecture)	Architecture, Drafting
Craft (Engineering)	Engineering, Gimmickry, Siege Engineering
Craft (Forgery) (item type)	Forgery (item type)
Craft (Leathercraft)	Leather - Crafts, Skinning
Craft (Metalcraft)	Metal - Crafts (Armor, Black, Gold, Weaponsmith), Metal Lore, Mining
Craft (Painting)	Painting
Craft (Service)	Service
Craft (Sewing/Weaving)	Sewing/Weaving
Craft (Stonecraft)	Mining, Stone-Crafts (Stone Cutting, Stone Carving, Jewelry), Stone Lore
Craft (Trapbuilding)	Trap Building, Trapping
Craft (Woodcraft)	Wood-Crafts
Disguise	Camouflage, Disguise
Duping	Begging, Bribery, Duping, Interrogation, Lie Perception, Propaganda, Seduction
Endurance	Body Development
Foraging/Survival	Dowsing, Foraging, Hunting, Setting Traps, Survival (terrain type)
Healing	Diagnostics ( ), First Aid, Midwifery, Second Aid, Surgery
Herbcraft	Herb Lore, Preparing Herbs, Using Prepared Herbs
Jumping	Diving, Jumping, Pole-vaulting
Linguistics	Language (Two skills for each language)
Locks & Traps	Disarming Traps, Picking Locks
Martial Arts Strike	Boxing, MA Striking (All Degrees), Tackling
Martial Arts Sweeps	Blocking, MA Sweeps (All Degrees), Wrestling
Mental Focus	All Trance Skills (*), Control Lycanthropy, Meditation, Mnemonics, Stunned Maneuvering
Mimicry	Mimicry, Ventriloquism
Mundane Lore (Astrology)	Star-Gazing
Mundane Lore (Weather)	Weather Watching
Navigation	Direction Sense, Mapping, Navigation, Orienteering
Perception	Detect Traps, Locate Hidden, Observation, Surveillance
Play instrument	Play Instrument ( ), Music
Poisoning	Poison Lore, Poison perception, Preparing Poisons, Use/Remove Poison
Public Speaking	Administration, Diplomacy, Leadership, Public Speaking
Runes	Circle Lore, Read Runes, Symbol Lore
Sailing	Boat Pilot, Rowing, Sailing
Spellcasting	Directed Spell, Magic Ritual, Spell List Ranks (Convert to Individual Spells)
Storytelling	Poetry, Tale Telling
Streetwise	Contacting, Mingling, Streetwise
Tracking	Reading Tracks, Tracking
Trading	Basic Math, Scrounging, Trading, Trading Lore
Trickery	Gambling, Hiding Items, Tactical Games, Trickery
	(*) Cleansing, Death, Healing, Sleep

# MONSTER Init

The Monster AQ was looked up and the corresponding Init code was looked up from the table below:

Code	Rate	Init
IN	Inching	-16
CR	Creeping	-12
VS	Very slow	-8
SL	Slow	-4
MD	Medium	+0
MF	Moderately Fast	+4
FA	Fast	+8
VF	Very Fast	+12
BF	Blindingly Fast	+16

# MONSTER ATTACKS

For most non-weapon weaponry attacks, the first letter indicates the size of the attack: T= Tiny, S = Small, M = Medium, L = Large and H = Huge. The next two (or three) letters indicate the type of nonweapon weaponry attack. These were converted to HARP attack types like this:

Ba =(Bash/Ram/Butt/Knock Down/Slug)	→ Krush (Ba)
Bi =Bite	→ Puncture (Bi)
Br = Brawling	→ Brawl
Cl=Claw/Talon	→ Slash (Cl)
Cr =Crush/Fall	→ Krush
Gr =Grapple/Grasp/Envelop/Swallow	→ Grapple
Ho =Horn/Tusk	→ Puncture (Ho)
Mst = Martial Arts Striking	→ MA Strike
Msw = Martial Arts Sweeps & Throws	→ MA Sweep
Pi =Pincer/Beak	→ Puncture (Pi)
St =Stinger	→ Puncture (St)
Ts =Trample/Stomp	→ Krush (Ts)

**Weapon:** Some attacks are treated as weapon attacks using the following code without an attack size prefix.

we ..... General weapon used based on availability	ma ..... mace
ba ..... battle axe	ml ..... mounted lance
bo ..... bola	pa ..... pole arm
bs ..... broadsword	qs ..... quarterstaff
cl ..... club	ro ..... rock(med./large crush)
cp ..... composite bow	rp ..... rapier
da ..... dagger	sb ..... short or horse bow
fa ..... falchion	sc ..... scimitar
ha ..... handaxe	sl ..... sling
hb ..... halbard	sp ..... spear
hcb ..... heavy crossbow	ss ..... short sword
ja ..... javelin	th ..... two hand sword
ky ..... kynac	ts ..... throwing star
lb ..... long bow	wh ..... war hammer
lcb ..... light crossbow	wm ..... war mattock
lk ..... long kynac	wp ..... whip
ln ..... long knife	

# MONSTER RR's

## Stamina

Stamina RR =  $2,5 \times ((RM \text{ level} / 2) + 3) + \text{Size mod.}$

## Will

Will RR =  $5 \times (RM \text{ level} / 4)$

## Magic

Magic RR =  $2,5 \times ((RM \text{ level} / 2) \times (1 / \text{Size mod}) + (RM \text{ Init} / 4)) \times \text{Int mod}$

### Size mod.

T	0,2
S	0,5
M	1
L	1,5
H	2

### Int Mod

INT	Mod	INT	Mod
NO	0	AV	1,55
VL	1,05	AA	1,60
LO	1,10	SU	1,65
LI	1,20	HI	1,70
IN	1,30	VH	1,75
MD	1,45	EX	1,80

# NEW PROFESSION

## DRUID\*

The Druid is a priest, a sage and an outdoorsman. Druids are charged with protecting the wilderness (plants, crops, and animals). Druids recognize that all creatures need food, shelter and protection from harm. They do not tolerate wanton destruction or exploitation of nature for profit, however.

### FAVORED CATEGORIES:

General : 4

Mystical Arts : 4

Outdoor : 6

Physical : 2

Subterfuge : 4 (Ambush, Stalking&Hiding, Poisoning only)

**KEY STATS:** Insight, Reasoning & Agility

**PROFESSIONAL ABILITIES:** Druids gain the *Enhanced Senses* and *Outdoorsman* talents. Druids may learn the following spells: Animal Forms, Calm, Control Animal, Earthen Transmutations, Herbal Enhancements, Hues, Lifekeeping, Major Healing, Natural Trap, Nature's Strength, Nature's Tongues, Neutralize Poison, Path Lore, Plant Disguise, Plant Control†, Plant Growth†, Summon Animal, Summon Elemental†, Summon Faerie†, Traceless Passing, Tree Door, Tree Merge, Tree Skin

## TREASURE CODES

Personally, I prefer the RM treasure code system, and plan to use the *RMSS Treasure Companion* with HARP. But here is an alternative to those who prefer the system used in HARP.

	RM code		HARP Code		
	Wealth	Items	Magic	Money	Mundane
<b>a</b>	VPoor	VPoor	-	-	-
<b>b</b>	VPoor	Poor	-	-	P
<b>c</b>	VPoor	Normal	P	-	N
<b>d</b>	VPoor	Rich	N	-	N
<b>e</b>	VPoor	Very Rich	N	P	R
<b>f</b>	Poor	VPoor	-	P	-
<b>g</b>	Poor	Poor	-	P	P
<b>h</b>	Poor	Normal	P	P	N
<b>i</b>	Poor	Rich	N	P	N
<b>j</b>	Poor	Very Rich	R	P	R
<b>k</b>	Normal	VPoor	-	N	-
<b>l</b>	Normal	Poor	-	N	P
<b>m</b>	Normal	Normal	P	N	P
<b>n</b>	Normal	Rich	P	N	N
<b>o</b>	Normal	Very Rich	N	N	R
<b>p</b>	Rich	VPoor	-	R	-
<b>q</b>	Rich	Poor	-	R	P
<b>r</b>	Rich	Normal	P	R	P
<b>s</b>	Rich	Rich	N	R	P
<b>t</b>	Rich	Very Rich	N	R	R
<b>u</b>	Very Rich	VPoor	-	R	-
<b>v</b>	Very Rich	Poor	-	R	N
<b>w</b>	Very Rich	Normal	N	R	N
<b>x</b>	Very Rich	Rich	N	R	R
<b>y</b>	Very Rich	Very Rich	R	R	R
<b>z</b>	Special	Special	R2	R	-

## CONVERTING SPELL ABILITIES

NOTE: All spells resisted with a Will RR are to be classified "Mental Attacks" .

## SINGLE SPELL CONVERSIONS

Absolution → Drain Life

Locate Flow → skill Arcane Lore (Flows)

## CONVERTING SPELL LISTS TO INDIVIDUAL SPELLS

Open and Closed Essence → Universal

Lofty Bridge → Fly, Landing\*, Long Door

### Animist (→Druid)

Plant Mastery → Plant Growth†, Plant Control †

### Paladin

Exorcisms → Banish Demon†, Repel Demon†

### Astrologer (→Cleric)

Far Voice → Telepathic Communication†

Holy Vision → Dreams

Starlights → Starfires†

Starsense → Presence,

Time's Bridge → Guess, Intuitions, Past Visions

Way of the Voice → Tongues

### Seer

Far Visions → Night Vision, Long Eye

Future Visions → Intuitions, Dreams

Past Visions → Past Visions

Vision Borrowing → Animal Senses†?

Vision Guard → Conceal Presence†, False Scrying†

### Magician (→Mage)

Fire Law → Elemental Ball (Fire), Elemental Bolt (Fire), Fire Wall, Summon Fire Elemental†

Ice Law → Elemental Ball (Ice), Elemental Bolt (Ice), Icy Mist Wall, Ice Wall†, Summon Ice Elemental†

Earth Law → Earthen Transmutations, Spikes, Stone Wall†, Summon Earth Elemental†

Water Law → Elemental Ball (Water), Elemental Bolt (Water), Icy Mist Wall, Summon Water Elemental†, Water Wall

Light Law → Elemental Ball (Light), Elemental Bolt (Light), Light, Projected Light, Summon Light Elemental†

Wind Law → Air Wall, Elemental Ball (Air), Elemental Bolt (Air), Summon Air Elemental†, Stun Cloud, Vacuum

### Mystic (→Mage)

Confusing Ways → Distractions, Fear

Gas Alteration → Air Wall, Elemental Bolt (Air), Summon Air Elemental†, Vacuum

Hiding → Blur, Invisibility

Liquid Alteration → Elemental Bolt (Water), Summon Water Elemental†, Water Wall

Mystical Change → Changing Ways, Misfeel

Solid Alteration → Earthen Transmutations, Summon Earth Elemental†

### Illusionist (→Mage)

Feel-Taste-Smell → Phantasm†

Guises → Changing Ways, Blur, Hues

Illusion Mastery → Phantasm†

Light Molding → Light, Projected Light, Darkness, Elemental Bolt (light)

Mind Sense Molding → Detect Magic, Detect Invisible, Misfeel, Unpresence

Sound Molding → Quiet Ways, Silence†

## **Sorcerer (→Mage)**

Flesh Destruction → Black Channel†  
Fluid Destruction → Summon Water Elemental†  
Gas Destruction → Summon Air Elemental†  
Mind Destruction → Jolts  
Solid Destruction → Summon Earth Elemental†  
Soul Destruction → Demonic Possession†, Drain Life†

## **Monk (→Monk or Warrior Mage)**

Body Reins → Boost Strength, Landing\*  
Body Renewal → Minor Healing  
Evasions → Haste  
Monk's Bridge → Moving Ways  
Monk's Sense → Nightvision†

## **Bard (→Harper)**

Controlling Songs → Spell Song ()†  
Item Lore → Detect Magic, Past Visions  
Sound Control → Quiet Ways  
Sound Projection → Long Whispert

## **Mentalist (→Harper)**

Mentalist Base list → Harper Sphere Spells  
Mind Attack → Jolts and Shock  
Mind Control → Charm, Confusion, Fear, Sleep  
Mind Merge → Telepathic Communication\*†  
Mind Speech → Telepathic Communication\*†  
Presence → Presence  
Sense Control → Distractions

## **Evil Channeling Lists**

Dark Channels → Drain Life, Black Channel†  
Curses → Curse†  
Disease → Disease†

## **Evil Essence Lists**

Dark Contacts → Demonic Consultation† (Force Analysis, Demonic Contact, Force Information)  
Entity Summons → Demonic Gate †

## **Evil Mentalism Lists**

Mind Domination → Transferral, Domination  
Mind Illusions → Misleading, False Sense, Phantom

†New Spell

## COMBINED POISON CRR TABLE

Poison level	No Effect	Mild	Moderate	Severe	Severe	Extreme	Extreme
		d100-20	d100-10	d100	d100+10	d100+20	Fail
1	55	45	35	25	15	5	Max
2	60	50	40	30	20	10	Max
3	65	55	45	35	25	15	Max
4	70	60	50	40	30	20	Max
5	75	65	55	45	35	25	Max
6	80	70	60	50	40	30	Max
7	85	75	65	55	45	35	Max
8	90	80	70	60	50	40	Max
9	95	85	75	65	55	45	Max
10	100	90	80	70	60	50	Max
11	105	95	85	75	65	55	Max
12	110	100	90	80	70	60	Max
13	115	105	95	85	75	65	Max
14	120	110	100	90	80	70	Max
15	125	115	105	95	85	75	Max
16	130	120	110	100	90	80	Max
17	135	125	115	105	95	85	Max
18	140	130	120	110	100	90	Max
19	145	135	125	115	105	95	Max
20	150	140	130	120	110	100	Max
21	155	145	135	125	115	105	Max
22	160	150	140	130	120	110	Max
23	165	155	145	135	125	115	Max
24	170	160	150	140	130	120	Max
25	175	165	155	145	135	125	Max
26	180	170	160	150	140	130	Max
27	185	175	165	155	145	135	Max
28	190	180	170	160	150	140	Max
29	195	185	175	165	155	145	Max
30	200	190	180	170	160	150	Max
31+	+5/level	+5/level	+5/level	+5/level	+5/level	+5/level	

### How to use the combined Poison CRR table

If you are planning to use any *Shadow World* material in your game (I am, that's why this table was made..), you will notice that all poisons in the *Shadow World* are using a different resolution method from the one presented in the *HARP* Rulebook. This table solves the problem.

First, cross-index the poison level with the table. In the *No Effect*-column you see the number the character's Stamina RR roll total must meet or beat in order for the character to suffer no ill effects. Bad Luck? Move one column to the right (*Mild*). If the character's Stamina RR roll total is bigger than or equal to the number in the *Mild* Column, the character suffers *Mild* effects for the poison type (Described in the *Shadow World Master Atlas*). If the number is lower, however, move one column to the right. If the last (*Fail*) column is reached, the character will suffer the maximum effect for the poison (death in many cases).