

Damage table	Weapon sizes and wound points					Damage categories and hit points		
	T	S	M	L	H	Light	Minor	Major
1 - 10	-	-	-	-	-	1	3	7
11 - 20	-	-	-	-	1	1	3	7
21 - 30	-	-	-	1	1	2	5	9
31 - 40	-	-	1	1	1	2	5	9
41 - 50	-	1	1	1	2	3	6	10
51 - 60	1	1	1	2	2	3	6	10
61 - 70	1	1	2	2	2	4	7	11
71 - 80	1	2	2	2	3	4	7	11
81 - 85	2	2	2	3	3	5	8	12
86 - 90	2	2	3	3	3	5	8	12
91 - 95	2	3	3	3	4	6	9	13
96 - 100	3	3	3	4	4	6	9	13
101 - 105	3	3	4	4	4	7	10	14
106 - 110	3	4	4	4	5	7	10	14
111 - 115	4	4	4	5	5	8	11	15
116 - 119	4	4	5	5	5	8	11	15
120	4	5	5	5	6	9	12	16

Wound point table	Location wound cap - Category wound cap -			
		Light	Minor	major
L.arm	0 - 1			
R.arm	0 - 1			
L.leg	2 - 3			
R.leg	2 - 3			
Abdomen/groin	4 - 5			
Chest/back	6 - 7			
Head	8 - 9			

Wound cap table				
Tiny	Small	Medium	Large	Huge
2	3	3	4	5

Injury table	Penalties			Bleeding and stun		
Weapon size	Light	Minor	Major	Light	Minor	Major
Tiny	- 5	- 5	- 10	1	1	2
Small	- 5	- 10	- 15	1	2	3
Medium	- 10	- 15	- 20	2	3	4
Large	- 15	- 20	- 25	3	4	5
Huge	- 20	- 25	- 30	4	5	6

Wound point system. By karl smith

Presented here is an alternative combat system for **HARP**. Instead of weapons having critical modifiers, they now do wound point damage. Instead of damage caps determined by weapon sizes, there are now wound caps determined by creature sizes.

Wound point table: All wound points inflicted on a character are recorded on this table. Your location wound cap (LWC) is determined by your race's size and can be found on the wound cap table. This number applies separately to each body location on the wound point table (WPT). Your category wound cap is twice this number and applies separately to each damage category on the WPT. I use the "hit locations" rule from the **HARP** supplement **Martial law** to determine wound point (WP) placement; players can also make called shots using the rules from this same book. Initially all hit point damage is taken from the light category of the damage table. When WP's are equal to your LWC, you then figure hit point damage from the next category on the damage table. Any WP's left over after you have reached the LWC for a body part, are carried to the next category on the WPT. WP's carried do not count against the previous categories category wound cap (CWC). When WP's in a category are equal to your CWC, you then use the next category for determining WP placement and hit point damage. Always figure WP damage first before determining hit point damage. When a body location has reached its wound cap (WC) on the major category, or the major categories CWC has been reached, then every WP from then on adds an extra 5 hits of damage. WP's inflicted by creatures/characters with multiple attacks per round do not stack, they overlap. E.G. a fighter is attacking an orc using his 2 weapon combat style. His first attack yields 2 WP's of damage. His second attack in the round yields 3 WP's for a total of 3 WP's of damage for that round. WP's inflicted by multiple creatures/characters in a round, do stack. E.G. 4 orcs attack a fighter. They all inflict 1 WP of damage each against the fighter for a total of 4 WP's of damage that round.

Injury table: For every 2 WP's sustained in a round your character receives 2 random injuries from the injury table. Roll 1D6 for each injury, divide by 2 and round up. 1 = penalty 2 = bleeding 3 = stun. If your character is under attack from multiple foes, determine the severity of each injury by whichever foe has the largest weapon. A player may make a called shot for 1 specific injury type (you don't get a second random injury) by taking a -20 to their attack roll. Note that WP's inflicted by other characters in the round do not stack when determining whether a called shot was successful. E.G. a fighter and a rogue attack an orc, the fighter goes first and inflicts 1 WP. The rogue goes next and decides to make a called shot for stun, he scores 1 wp, he fails to stun the orc. If he had not made a called shot the orc would now be subject to 2 random injuries. Armor limits how many injuries can be inflicted on a character in a round, although called shots on injuries allow a character to surpass these limits.

Armour type	Max injuries per round
unarmored	limitless
Soft leather	10
Studded leather	8
Chain/mail armor	6
Plate/chain armor	4
Plate armor	2

Healing: Keep a record of total bleeding and penalty results in each category. Healing must occur in order of highest category to lowest. All damage in this system is non-specific, there are no broken bones, nerve damage etc, I leave this to the DM's discretion. Before WP's are cleared from a category on the WPT you must completely heal all penalties and bleeding in that category. Injuries in the major category may only be healed using the major healing spell. Injuries in the minor category can be healed using both the minor

and major healing spells. You may also use the healing skill to stop bleeding in the light (and only the light) category, see page 38 of *HARP* for more details. For natural healing, just use the rules as they are on pages 80-81 of *HARP*.

Miscellaneous: The combat action power strike works somewhat differently in this system. Take a -30 to your attack roll, if you score WP damage you get to add 1 extra WP.