

Lens of Pvara

Hârn for Prism

These notes describe how to use the *Hârn* setting, particularly the magic system, with **Prism**. All references herein are to *HârnMaster Core 2nd Edition* with *HârnMaster Magic* and *HârnMaster Religion*.

Character Creation

Characters are created according to **Prism** rules normally. The following notes elaborate on points, idiosyncrasies, aptitudes, and skills.

Development Points

Development points depend on how many opportunities for experience and learning are in the character's background. GMs may let the background of the characters dictate the development points, or assign development points and require backgrounds be adapted to suit. This chart shows typical DP levels for various mastery levels of Shek-Pvar.

DP	Shek-Pvar
300	Mavari (Apprentice)
500	Satia-Mavari (Senior Apprentice)
700	Shenava (Journeyman)
1500	Viran (Master)

Stats

You can convert *HârnMaster* 3-18 attribute values to **Prism** values using the chart on the right; use the values in parentheses when converting from **Prism** to *HârnMaster*. Also note the following correlation between *HârnMaster* attributes and **Prism** stats:

Prism	<i>HârnMaster</i>
Strength	Strength
Endurance	Stamina
Dexterity	Dexterity
Quickness	Agility
Intelligence	Intelligence
Perception	Eyesight, Hearing, Smell
Will	Aura
Resistance	Will

Prism	<i>HârnMaster</i>
-5	3
-4	4
-3	5
-2	6-7 (7)
-1	8-9 (9)
0	10-11 (10)
1	12-13 (12)
2	14-15 (14)
3	16
4	17
5	18

Idiosyncrasies

Chantry Association (+10): Generally only available to Virana and Shenava. A chantry provides living quarters and food as well as servants and apprentices. Chantry members get significant assistance in research, including help from other members, laboratory use, and access to tomes and artifacts for study. Outsiders tend to go to chantries when looking to employ shek-pvar. Chantry members in good standing can expect similar hospitality from other chantries. In general, chantry members have many connections. To remain a member, most shek-pvar must pay rent, though esteemed Virana only need to make voluntary (but encouraged) donations. Members must also defend their chantry and assist other members.

Clerical Rank (variable): The character has been trained at a church and been granted an appropriate clerical rank. Cost is acolyte (+2), priest (+10), master (+12), high priest (+15), bishop (+20), primate or cardinal (+30), pontiff (+40). (Different churches have different ranks; use these point costs as a guideline.) Clerical rank grants the character authority in the eyes of the lay public to make pronouncements on behalf of her god, to perform ceremonies and rituals, and to do ritual invocations. Clerics can also call on assistance from other clerics of their church and allied churches, and can expect sympathy and limited assistance from followers of their god. They also can expect enmity, or even violent opposition, from clerics and followers of opposed gods. Clerics have a strict responsibility to follow the will of their god and church before their own; those who violate this responsibility will not remain a cleric for long! No one with Clerical Rank may also be a Multiple Worshipper. See also Starting Piety and Social Class.

Extra Income (variable): Characters with a profession (other than being an itinerant adventurer) will have some income, but most of it will be used to cover expenses of living, yielding no net profit. For each character point spent on this ability, the character earns a profit (after all expenses) of 2s/month, or 1s/month for a profession that doesn't require the character to be present doing the work (e.g., a landowner earning income from lands farmed and administered by others).

Godlessness (-15): The character is not a follower of any god, and has 0 piety points. He will never gain or lose piety points (unless he loses this weakness). Cannot be taken with the Starting Piety or Clerical Rank idiosyncrasies.

Half-Sindarin (+15): The character is a crossbreed between human and Sindarin (elf). It is the player's responsibility to reflect this in the area of attributes (slightly higher endurance, dexterity, quickness, perception, and will), aptitudes, and skills; points from these differences are **not** included in this ability. Half-Sindarin often have the Voice and Attractiveness abilities. They are somewhat resistant to human diseases (+10 to resistance to disease) and many are long-lived (buy the Longevity ability separately) but are never ageless. They do need some sleep, about half as much as humans. Amongst humans, and sometimes Sindarin, they are treated as second-class citizens, and are often unwelcome. See the Hârn materials for information on Sindarin personality, behavior, social structure, and description.

Khuzdul (+15): The character is a Khuzdul (dwarf). It is the player's responsibility to reflect this in the area of attributes (significantly higher strength, endurance, and resistance; slightly higher dexterity and perception; lower will), aptitudes, and skills; points from these differences are **not** included in this ability. Their average lifespan is 200-300 years. Female khuzdul are rare. Amongst humans, khuzdul are treated as second-class citizens, and are often unwelcome. See the Hârn materials for information on Khuzdul personality, behavior, social structure, and description.

Laws of the Shek-Pvar (-7): Includes the five laws as well as the Oath of Peace.

Multiple Worshiper (5 per additional god): Character is a follower of multiple gods, and has separate piety point totals for each. Start with 20 piety points to distribute amongst the multiple gods, or buy more using the Starting Piety ability. The gods worshipped must be at least somewhat compatible.

Psionics: Psionics are not currently supported directly by these rules. Players can simulate psionics by using conventional **Prism** idiosyncrasies. Hârnian psionics may be added at a later date.

Renegade Shek-Pvar (-100): Having violated the Laws of the Shek-Pvar, the character is now hunted and very likely to be dead soon. Generally this is not available to player characters.

Shek-Pvar Superstition Stigma (-3): Normal people tend to shun those known to be shek-pvar.

Sindarin (+25): The character is a Sindarin (elf). It is the player's responsibility to reflect this in the area of

attributes (slightly higher strength and endurance; significantly higher dexterity, quickness, perception, and will), aptitudes, and skills; points from these differences are **not** included in this ability. Sindarin often have the Voice and Attractiveness abilities. They are ageless and immune to human diseases. They do not sleep, but spend an equivalent amount of time in a meditative trance, only half-conscious. Amongst humans they are treated as second-class citizens, and are often unwelcome. See the Hârn materials for information on Sindarin personality, behavior, social structure, and description.

Social Class (variable): Base costs are: slave (-30), serf (-20), unguilded (0), guilded (+5), cleric (+5), noble (+30), and up for higher noble ranks. Modifiers include: bastard (-5), eldest son (+5), adopted (-3), inheritance (variable), outcast (-3), estranged (-2), and family favorite (+2).

Starting Piety (variable): This idiosyncrasy may only be purchased at character creation; thereafter, piety points are gained and lost according to in-game actions without any impact on character points. Characters by default start with 20 piety points, and may exchange 1 character point for 2 piety points at character creation. (E.g., starting with a piety 10 is a -5 point weakness, and one with a piety of 50 is a +15 point ability.) For those with Clerical Rank, the rate is 10 piety points per character point, but they may only buy up, not down. Characters with the Godlessness weakness already have their piety points reduced to 0 permanently and cannot buy this idiosyncrasy.

Starting Wealth (variable): Starting wealth depends on social class: slave 1d, serf 8d, unguilded 4s, cleric 4s, guilded 8s, noble £8 or more for higher-ranked nobles. Multiply starting wealth by the number of character points spent on this ability. As a weakness this subtracts 10% of starting wealth per point. Most starting wealth will typically be in the form of equipment; however, typical clothes and any guild credentials can be assumed without any expenditure of starting wealth. Changes in wealth made during play do not affect character points.

Sunsign (0 or +5): All characters have a sunsign (cost 0). Characters born on a cusp (cost +5) gain the bonuses of both sunsigns (see the Skills section on page 3). Sunsigns may affect character personalities.

Voice (variable): Determines the quality and pleasantness of the character's voice. Costs are unbearable (-7), unpleasant (-5), average (0), pleasant (+5), excellent (+7), and unearthly (+10). Adds a modifier to singing skill equal to the point cost, to mimicry and voice impersonation at two thirds of the point cost, and to persuasion and influence skills at half the point cost.

Skills

Characters get bonuses to certain skills based on their sunsigns. Characters who are born on a cusp (see Idiosyncrasies above) get bonuses from two sunsigns. On the skills listed below and their children skills (not including action bonuses), add a +1 in the Idio column:

Sunsign	Skills
Ulandus	Holistic Healing, Handcrafting Wood, Tracking, Survival
Aralius	Tracking, Climbing, Agriculture, Botany
Feneri	Handcrafting Stone, Handcrafting Metal, Handcrafting Ceramics and Glass, Classical Engineering, Graphic Arts, Emergent Care
Ahnu	Fundamental Questions, Administration, One-Handed Clubs, Two-Handed Clubs
Angberelius	One-Handed Slashes, Two-Handed Slashes, Close Combat Weapons
Nadai	Acrobatics, Dagger, Persuasion, Ambush
Hirin	Stealth, Blowgun, Contortions, Intimidation
Tarael	Dancing, Hand Movement, Stealth, Finding Clues, Pseudoscience, Judge of Character

Sunsign	Skills
Tai	Academic Techniques, Mathematics, Trivia, Understanding People, Languages, Body Control
Skorus	Alchemy, Brewing, Persuasion, Voice, Music
Masara	Swimming, Physicianship, Body Attacks, Fundamental Questions
Lado	Swimming, Sea Vehicles, Fishing, Body Defense

In addition to the above, sunsigns affect the difficulty modifiers of shek-pvar skills (see page 5) and act as bonuses to ritual skills (see page 10).

All Hârníc languages are difficulty modifier -3. Literacy is handled differently than in other worlds and in the default **Prism** skill trees; each “script” (written language form) can be used for any language, and represents knowledge of how to transliterate sounds (more than words) in written form. Thus, each is a depth 2 Action Bonus skill with Difficulty Modifier -2, found alongside the spoken languages (not under them). In use you can combine any spoken language skill with any script skill to read or write that language using that script. Thus, the relevant skill tree branch looks like this:

Language {IP}

- Hârníc {IP, -3}, Orbaalese {IP, -3}, Jarinese {IP, -3}, etc.
- Lakise^{AB} {-2}, Runic^{AB} {-2}, Selenian^{AB} {-2}

Shek-Pvar Skills

These skills belong to the MIND & MAGIC aptitude:

convocation {W, variable}

- individual spell {W, variable}

Every shek-pvar has one primary convocation, the one he learned when being apprenticed. Though a shek-pvar can attune to the other convocations in time, which one is primary never changes (short of becoming a Gray Mage; see page 6). The shek-pvar's years of apprenticeship, and his attunement to his primary convocation, are reflected by the depth-1 convocation skill, which has a difficult modifier of +3. All the shek-pvar's spells in that convocation, plus all neutral (gray) spells, are trained as children of this convocation skill. For instance, a character who apprenticed as a Lyahvi shek-pvar might record the following on his skill sheet:

Lyahvi (primary) {W, +3}

- Hlandor's Lamp (L1) {W, -2}
- Magick Hand (N1) {W, +1}

The convocation skill itself represents apprenticeship, understanding of the fundamentals of the convocation, and (most importantly) *attunement* to the element of that convocation. Except in extraordinary circumstances (with GM's approval), shek-pvar may never have more than one point of training in this skill. Gaining that one point takes years, and requires the shek-pvar to go through all the rigors of apprenticeship, as described on [Shek-Pvar 3, 6, and 16](#). (However, the shek-pvar need not roll to achieve attunement – the spending of the development points to gain that one point of training is sufficient.)

After apprenticeship and primary convocation attunement are completed, the shek-pvar might seek to attune to other convocations. This creates a new skill tree for each convocation, on which all spells for that convocation will go. (Neutral spells always stay on the primary convocation.) The shek-pvar must meet the requirements described on [Shek-Pvar 16](#); in particular, in addition to getting the approval of senior shek-pvar, he must always attune to secondary (adjacent) convocations before attuning to tertiary ones, following the wheel of the elements.

The difficulty modifier for the convocation skill for other convocations is +5 for a secondary (adjacent) convocation, +9 for a tertiary convocation, and +13 for a diametric convocation. As with the primary convocation, the shek-pvar can only gain one point of training in the convocation skill, and that one point is sufficient to attune the shek-pvar to that element. If the Lyahvi shek-pvar discussed above set out to attune to Savorya, this might appear on his character sheet:

Savorya (secondary) {W, +5}
• Mage Mark (S1) {W, +4}

As shown above, spell skills should always be recorded with their convocation and complexity level on the character sheet. For instance, a character sheet might include “Figure of Autmos (Odivshe V)”. This can be abbreviated as follows: “Figure of Autmos (O5)”.

Spell Skill Difficulty Modifiers

The difficulty modifier for a spell skill depends on both the character’s convocation and sunsign, relative to the convocation of the spell. The complexity level of the spell is also a factor. SB Modifiers described on [Shek-Pvar 6](#) may be applied in the negative as difficulty modifiers. In other words, the spell skill’s difficulty modifier is equal to the sum of three factors:

- the spell complexity level; e.g., a level III spell starts with +3
- convocation: 0 primary, +2 neutral, +4 secondary, +8 tertiary, +12 diametric convocation
- the opposite of the sunsign modifier found on the Convocational Sunsign Modifier chart (see [Shek-Pvar 6](#))

For example, Karveth, a Jmorvi Shek-Pvar born under Ahnu, wants to train in a Peleahn II Level spell. His difficulty modifier is calculated as follows. Secondary convocation = +4, sunsign modifier -2, and a complexity modifier +2, for a total difficulty modifier of +4.

Spell Research

Inventing a spell is handled the same as learning an existing spell, with a few small differences. First, the spell design must be drafted, in accordance with the HårnMaster rules (see [Shek-Pvar 14](#)). The GM should evaluate the spell and negotiate the details with the player as described therein. The result of this is a spell’s convocation and complexity level along with its description and statistics.

Second, the character must procure the appropriate research facilities and spend the appropriate amount of time. Again, the rules on [Shek-Pvar 12-15](#) will give suitable guidelines for these requirements.

Finally, the player adds the spell to the character sheet just as if the character were learning, not inventing, the spell. (It is recommended that a letter **i** be appended to the convocation/complexity code to indicate that the spell was invented; e.g., a Lyahvi spell of complexity 3 would be “**(L3i)**”). However, in the Misc

column of the skill sheet, the player should add a negative number equal to the complexity level plus 5. For instance, for a complexity 3 spell, the Misc column would read -8.

The spell cannot be cast until the Total is at least a 1. Thus, a certain amount of development points (i.e., time and effort) must be invested before the spell becomes usable. This time and effort represents the work of actually inventing the spell. When the Total reaches 1, the spell works and can be used; however, the caster still needs to invest more effort into learning and refining it. At the GM's discretion, a Total of 1 might represent a spell that has been perfected, but a caster who has not yet learned to use it; or a spell that is workable, but needs refinement, so that the spell and its caster's skill at it are developed in parallel. The net result is usually the same.

Becoming A Gray Mage

To become a Gray Mage, a shek-pvar must be very advanced in skill and expertise. Generally, only shek-pvar who have been Virani for years will be eligible. The specific requirements are:

- The shek-pvar must be attuned to all six convocations.
- At least two spell skills in each convocation must have a total skill of at least 15.
- At least two spell skills in the primary convocation must have a total skill of at least 20.
- At least three neutral spell skills must have a total skill of at least 20.
- The shek-pvar must know at least five spells belonging to each convocation, plus at least five neutral spells, each with a total skill of at least 6.
- The shek-pvar must have a Disquisition created by a Gray Mage describing the Gray Metamorphosis ritual, or must be mentored by a Gray Mage.
- The shek-pvar must spend at least ten full days on meditation, study, and research.

A talented shek-pvar could probably reach this level with about 1400 development points, if he chose his spell skills solely to get to this point as quickly as possible. But a typical shek-pvar who needs to learn spells for their own values would likely have much higher development points before he met these requirements. Once all these requirements are met, the shek-pvar can add a new convocation skill tree to his character sheet:

Neutral (Gray Mage) {W, +7}

The shek-pvar must invest enough development points to gain exactly one point of training in this skill. (Like other convocation skills, he can gain no more than one point of training.) At this point, the shek-pvar has completed the Gray Metamorphosis and attuned to the gray (neutral) perspective on magic. (This process cannot be reversed.) At this point, some radical transformations take place on the shek-pvar's character sheet:

- Move all spell skills from the old convocation parent skills to the new Neutral parent skill.
- Recalculate all spell skill difficulty modifiers as if all convocations were neutral. Do not change the training value – instead, recalculate how many development points are needed to achieve that level of training. This will usually lead to a decrease in effort and total development points spent (though it will lead to an increase for spells in the old primary convocation).
- Remove the old convocation skills entirely from the character sheet.
- The last two steps will usually have caused the character's spent development points to decrease considerably. Divide the decrease in development points in half. One half is thrown away – reduce the character's total development points by that much. (This represents effort spent on

attunements and refinements of spell skills that no longer apply to the character's new attunement, and are lost.) The other half can be spent immediately by the player only on spell skills. (These represent some of the previous effort being applicable, and enhanced in impact due to the shek-pvar's deeper insight into the fundamentals of magic.)

- In the extremely rare case that the total development points is not a decrease, the shek-pvar must *reduce* spell skills to make up the difference.

The result should be that the character's development point total awarded and spent decrease (by the same amount), but that many spell skills increase their totals.

In addition to these improvements, the Gray Mage can now invent neutral spells, research and cast any spell in any convocation, and teach Gray Power to other mages. Gray Mages are highly esteemed by other shek-pvar.

Spellcasting

All Shek-Pvar spells have various characteristics, such as range, casting time, duration, and bonus effects, which depend on the HårnMaster values CML or CSI. To calculate these, multiply the **Prism** skill by 5 for the CML, then divide the CML by 10 and round down for the CSI. All other values can be calculated as specified in the spell descriptions based on these.

Calculating all these CMLs and CSIs, and then using them to calculate all these other values can be tedious. To facilitate this process, a spreadsheet is provided which allows these calculations to be entered once and then maintained, even after the character gains more skill in each spell. Printing this sheet will provide a convenient "cheat sheet" view of a character's spells and their casting times, ranges, and durations. (You can even sort and filter the spreadsheet in different ways.)

To add new spells to this sheet, simply copy another row on the bottom if necessary, then fill in the fields. You'll need to adjust the formulae in the white cells for casting time, range, and duration; see the existing formulae for examples of how to make them depend on CSI, CML, and values that change at different CML value ranges, and to convert hexes to feet, and rounds to seconds. Fill in the yellow Skill column with the character's skill, and the rest of the values should fill in accordingly.

Casting Time

The spell's casting time determined using the spell description or spreadsheet will be given in seconds, minutes, hours, or even days. A shek-pvar must maintain concentration throughout the spellcasting process.

When a spell is being cast during combat or other initiative, the sequence is as follows. The shek-pvar determines, when it's her action, what spell to cast, and begins the process. The GM uses the casting time to determine a pushback, possibly a very large one, at five phases to the second. For instance, if the spell will take 15 seconds to cast, that's a 75-phase pushback. The caster is assumed to be concentrating during this entire pushback. When the pushback is over (i.e., when the shek-pvar's action comes up again), the spellcast roll is made as described below. Fatigue costs are paid at this time. If the spell is successful, it takes effect immediately. In any case, unless otherwise specified, the shek-pvar can immediately choose and take another action (including starting another spell).

Optionally, a spellcaster in a hurry can cut the casting time (i.e., the pushback) by expending more fatigue. This can generally only be done on spells that take less than a few minutes to cast, at the GM's discretion. Extra fatigue cost is paid up front, before the spellcasting pushback, and is not returned if something interrupts the spell. If the spellcasting result says no fatigue is spent, this doesn't "refund" the extra fatigue cost of hurrying the spell. Divide the spellcasting time by the number of points of extra fatigue being spent (so you need to spend at least two extra points to have any effect).

Interrupted Spells

If the shek-pvar's concentration is interrupted during the pushback, the spell is ruined. No fatigue is expended (though any fatigue expended previously to hasten the spellcasting or for other reasons is not returned). Since the pushback is interrupted, the phase of the shek-pvar's next action is recalculated as ten phases after the phase of the interruption.

The Spellcast Roll

When the casting time is over, make a skill roll using the spell skill's value. Subtract the character's current fatigue level as well as any penalties due to wounds, distraction, etc. (The modifiers in the magic column of the **Prism** maneuver modifiers chart may be used.) EML penalties specified in the spell description are divided by five and rounded off. Results are as follows:

Roll	Result
to -6	Extraordinary Failure: Caster loses the ability to use magic for the rest of the day and takes a misfire at +20. (See Shek-Pvar p.11 for descriptions of misfires.)
-5 to 1	Fumble: The spell not only fails but misfires (as above). The caster gains two points of fatigue and cannot act on his next action.
2 to 16	Failure: The spell fails, and the caster gains a point of fatigue.
17 to 18	Partial Success: The spell fails but no fatigue cost is paid.
19 to 20	Near Success: The spell goes off, but it's not quite right. At the GM's discretion, it is less effectual than MS results, or has a side effect, or costs 2 fatigue instead of 1. The caster loses his next action regaining concentration.
21 to 22	Unrelated Success: Spell fails at no fatigue cost, but something else happens to the caster's benefit.
23 to 35	Success: Spell is cast at a fatigue cost of 1. Use MS results.
36 to 50	Critical Success: Spell is cast at no fatigue cost. Use CS results.
51 and up	Extraordinary Success: Spell is cast at no fatigue cost (use CS results), and the caster is "in the zone" and gets +5 to next two cast rolls. The GM may replace the "in the zone" result with an additional improvement to the efficacy of the spell.

Spell Results

Most spell descriptions can be used as written. The following notes will assist in adapting spells to **Prism**:

Armor: Enhancing armor (as in Tharasin's Ward J5) gives a -1 per enchantment level against attacks made against that armor, rather than changing the armor type.

Attribute Alteration: Some spells provide temporary or permanent changes to the caster's or target's attributes. Every two points of attribute change are equivalent to one point of the corresponding **Prism** stat. See Stats on page 1 for correspondences between stats.

Attribute Tests: Spells whose results depend on attributes of the caster or target can be evaluated by converting the corresponding **Prism** stat to a HârnMaster attribute level. See Stats on page 1 for correspondences between stats and a conversion table; since some **Prism** stat values correspond to multiple HârnMaster values. When results depend on an attribute test (typically specified as an attribute and a multiplier, e.g., Will $\times 2$), make a maneuver roll adding the equivalent stat plus three times the multiplier.

Azure Hand: Gives A (MS) or C (CS) cold criticals on touch.

Balm of Gresan: This spell can do any *one* of the following: reduce blood loss by 1 hit per round, restore 5 hit points, reduce a temporary penalty by 2, reduce a permanent penalty by 1, or provide five days of healing towards recovery of a broken bone, torn muscle, or other specific injury.

Barl's Cloak: Gives the subject AT20.

Beam of Nolar: Attacks as a shock bolt.

Bolts of Dag: Requires a touch and inflicts a C heat critical on contact.

Breath of Dhivu: Attacks as a cold ball.

Convocational Attunement: A character may be assumed to be attuned to a convocation if he has at least one spell of that convocation trained with a skill of at least 5.

Elemental Fiends: For spells which create elemental fiends, see the Creatures section on page 14 for statistics conversions.

Haste: Spells that increase movement (like Aidan's Hastening P2) reduce Delay by the same amount. (E.g., a 50% increase in movement means multiply Delay by 2/3; a 100% increase means halve the Delay.) While ambitious GMs might want to increase bleeding proportionately, it's probably not worth it; just apply bleeding on the normal upkeep phases.

Hexes: One hex of distance equals five feet.

Mental Conflict: Each participant rolls and adds double his Will, and the higher total wins.

Movement Rates: Multiply by ten.

Orb of Zatarra: Attacks using the Sling chart with heat criticals, but is limited to critical levels A-C.

Rounds: One round equals ten seconds or 50 phases.

Sea of Fire: Does B (with MS) or D (with CS) heat criticals to anyone within the sea of fire.

Shock Roll: Ignore shock rolls, but watch for the rolls for unconsciousness due to fatigue.

Skill Development: Spells which cause skill development rolls allow the caster to roll and add 20-skill (using the existing skill value). On success, the caster gains 1 point of training in that skill, and however many DP are necessary to pay for that one point of training. Some spells may automatically grant points of training, or allow unknown skills to be opened to a particular SB level. Divide points of training by five, but apply SB levels directly as training points, and in all cases, also grant however many DP are required to pay for the increases in skills.

Enriched Magic

The GM should choose which, if any, of the enhanced magic rules on [Shek-Pvar 19-23](#) to use. Many specify optional EML modifiers; as always, these are divided by five and rounded off before applying. The following notes concern their adaptation to **Prism**:

Music and Dance: Characters can add half of their relevant music or dance skill (rounded down) to their spellcasting roll.

Convocation Scripts: Each symbol set is treated as a Language skill of difficulty modifier -1, where the skill represents both spoken and written forms of the language.

Form Risk: Any result of Partial Success or less becomes the next lower result. That is, Partial Success becomes Failure, Failure becomes Fumble, Fumble becomes Critical Failure, and Critical Failure becomes Extraordinary Failure.

Form Repair: Available on Partial Success and Failure results only. If the second roll is a Partial Success or lower, it becomes the next lower result, as with Form Risk. The fatigue cost for the spell is paid on both castings plus 1 additional point is paid at the second casting.

Spellbinding: As described on [Shek-Pvar 22](#).

Written Foci: As described on [Shek-Pvar 22](#).

Memorization: Characters may develop a skill in a spell with an additional -2 to its difficulty modifier by not memorizing it but only learning it from a grimore. At a later time, the character may choose to memorize the spell by adding three to the spell's difficulty. This doesn't change the effort, but it does change how much training is earned from that effort, and therefore the character's skill in that spell will decrease. (Additional expenditure of effort can return the spell to its former skill level.)

Individual Spell Skills: This optional rule is not necessary in **Prism**.

Religion

Ritual Skills

These skills belong to the KNOWLEDGE aptitude, and replace the Fundamental Questions skill tree:

individual deity {W, +4} *represents understanding of the ineffable nature of the deity*

- Ritual {W} *most characters will have some knowledge of this, not just clerics*
- Counseling {W}, Sermons {W}
- specific invocations {W, variable}

The depth 1 skill exists for each of the gods separately; it represents understanding of that god, his philosophy, his many manifestations and incarnations, and his ineffable nature. Most non-clerics will only have one or at most two points in this skill, and even clerics may not have many more than that. Sunsigns give bonuses (recorded in the Idio column) as listed on [Religion 7](#) (tribal religions are not modified by sunsigns).

The ritual skill reflects knowledge that a particular deity's church, and the rituals used by that god and church. Most people, even laypersons, will have some knowledge of these rituals. Clerics need to have an

extensive knowledge of rituals. They may also be skilled in counseling and sermons (see [Religion 7](#) sidebar).

Individual invocation skills are learned from the list for that deity, and the common invocations. (Note that while each god has a Baptism invocation, they are different from one another, so while the invocation is common, it must be trained separately for each deity.) The difficulty modifier for an invocation equals the invocation's Circle minus 3.

Multiply the character's skill for a given god by 5 for the character's RML for that god (as used in other places in these rules). RSI is the result of dividing RML by 10 and rounding down. The same is done for individual invocation skills.

Clerics will invariably also be trained in the church's languages and scripts and, where appropriate, their temple tongues.

Learning ritual invocations require not only an expenditure of development points, but also an investment of piety points. This *does not include* invocations learned during character creation! The cost is 5 piety points per Circle of the invocation. However, no "learning roll" is required; simply pay the development and piety points, and add the skill to the character sheet. (Naturally the character also needs to have been taught the invocation by a church, mentor, or holy scripture, or be given it directly by a god. In fact, a god may grant an invocation skill by direct divine revelation with reduced or eliminated costs in DP and piety points!)

While ritual invocations and shek-pvar spells are fundamentally different within the world of Lythia, the game rules for resolving them are very similar. Therefore, for the same reasons as described for shek-pvar skills on page 7, ritual invocations are listed on a spreadsheet that helps resolve casting time, range, duration, and other values.

Piety Points

Apart from the idiosyncrasies regulating starting piety points and clerical investment (see Idiosyncrasies on page 1) the rules on piety points described on [Religion 3 and 4](#) can be used as written. See also the Piety Accumulation note in the sidebar on [Religion 11](#).

Divine Intervention

Rules for divine intervention can be used as described on [Religion 5 and 6](#). Prayers give a +1 to a skill roll for every 5 piety points invested, up to a maximum of +4 for 20 piety points.

Ritual Invocations

Resolving the performance of an invocation is almost identical to spellcasting (see page 7) with the following exceptions.

Ritual invocations do not cause fatigue since the deity, not the cleric, provides the energy. They do sometimes cost piety (as indicated on the results chart below). In addition, piety can be spent (at the beginning of the invocation's pushback) to increase the odds of success; five piety points buys a +1 to the skill roll.

The Circle Modifier can be ignored. Other modifiers such as consecrated ground, invocation preparations, morality, and environment modifier are divided by five and rounded off before being applied. The results of the roll are as follows:

Roll	Result
to -6	Extraordinary Failure: Cleric loses 25 piety points and cannot do any ritual invocations for the rest of the day. At the GM's option, the deity may instead require the cleric to perform some service before being able to do invocations (but will give back the 25 piety points on successful completion of the service).
-5 to 1	Fumble: The cleric gains two points of fatigue and loses 20 piety points, and is stunned one round.
2 to 16	Failure: The invocation fails at a cost of 10 piety points.
17 to 18	Partial Success: The invocation fails but no piety point cost is paid.
19 to 20	Near Success: The invocation goes off, but not quite as intended. At the GM's discretion, it is less effectual than MS results, or has a side effect, or is provided by the deity with conditions, or costs 20 piety points instead of 10. The cleric loses his next action regaining spiritual balance.
21 to 22	Unrelated Success: The invocation fails, but the deity intervenes in some other way of benefit to the deity (and usually, but not always, the cleric).
23 to 35	Success: The invocation works at a piety cost of 10. Use MS results.
36 to 50	Critical Success: The invocation works with no piety cost. Use CS results.
51 and up	Extraordinary Success: The invocation works with no piety cost and CS results. In addition, the deity intervenes for additional benefit (to the deity and probably also the cleric). Alternately the cleric gains 20 piety points.

Invocation Results

Most invocation descriptions can be used as written. The following notes will assist in adapting invocations to **Prism**:

Agrik's Respite: An MS result is the same as Balm of Greshan; otherwise as noted.

Ak-Syt's Peace: Subject is immune to stuns and loss of consciousness (from critical damage or hit point loss) for the duration of the spell.

Armour of Okayra: Gives a +2 DB to any armor or clothing worn by the subject.

Attribute Alteration: Some invocations provide temporary or permanent changes to the cleric's or target's attributes. Every two points of attribute change are equivalent to one point of the corresponding **Prism** stat. See Stats on page 1 for correspondences between stats.

Attribute Tests: Invocations whose results depend on attributes of the cleric or target can be evaluated by converting the corresponding **Prism** stat to a HårnMaster attribute level. See Stats on page 1 for correspondences between stats and a conversion table; since some **Prism** stat values correspond to multiple HårnMaster values. When results depend on an attribute test (typically specified as an attribute and a multiplier, e.g., Will $\times 2$), make a maneuver roll adding the equivalent stat plus three times the multiplier.

Awe: Changes the affected targets' next action by CS:+20, MS:+10, MF:0, CF:-20.

Bandage of St. Perelyne: Stops all bleeding and heals 10 hit points. Also reduces any single wound's

penalty by 5, or heals it completely on CS.

Bellow of the Aklash: Attacks as a potency 10 (MS) or 15 (CS) poison on every action that a target spends inside the cloud; success renders the target unable to act due to nausea.

Blade of Sycanus: Critical strikes cause an additional heat critical of the same severity level.

Cure Disease: The target rolls and adds his Endurance and +10 (MS) or +20 (CS), and subtracts the severity of the disease; on success the disease is driven off over the course of several hours.

Elemental Fiends: For spells which create elemental fiends, see the Creatures section on page 14 for statistics.

Emyn's Cut: Any slash critical does additional one hit per round of bleeding.

Eynwif's Apple: Increases the natural healing rate by 20% (or 50% for CS) until the current injuries are healed.

Fakang's Edge: The battleaxe does additional slash criticals at the same severity.

Flame of Gashang: Critical strikes of severity B or better cause an additional heat critical one severity level less.

Flames of the V'hir: Invoker does D heat criticals on contact.

Habraen's Well: Blessed water does D electricity criticals to ethereals or demons.

Herald of the End of Life: Sword becomes +3 (+4 vs. Agrikans) and does additional Impact criticals of one severity level lower.

Kilina's Whip: Does a C (MS) or E (CS) stun critical to the target.

Larani's Charge: Any lance or spear attack by a Laranian within range does an extra Impact critical of the same severity.

Morality: As *Prism* lacks a Morality or Alignment statistic, the GM will need to adjudicate which characters have sufficient morality when a spell requires it, based on behavior and idiosyncrasies.

Oathbinder: Sword becomes +10 for Laranians, -20 to non-Laranians.

Passage to Tirithor: As Cure Disease.

Peoni's Aid: Stops all bleeding, reduces hit point loss by 10, and reduces any one penalty-inducing wound by 10. It will also preserve damaged organs and hasten their healing. On a CS result it completely heals the wound.

Pillar of Fire: Does an E heat critical against the target. (On CS results, does two separately-rolled E heat criticals. On CF, the invoker gets an E heat critical.)

Protection of Angcaradina: Gives a +2 DB (+3 against heat or fire) to any armor or clothing worn by the subject.

Searing Hand: Attacks using the Sling chart with heat criticals, but is limited to critical levels A-C.

Serpent of the Claw: On any attack with a critical, does an additional potency 15 poison attack; if the poison is successful, the target will lapse into unconsciousness in five minutes. Every hour thereafter the poison rolls another attack; two failures will mean recovery, while three successes means death, and failures and successes cancel each other out.

Shield of Amana: Provides subject with a -5 to any fire attack.

Shield of Hyvrik: Gives a bonus DB equal to RSI to any use of a checkered shield.

Skill Development: Invocations which cause skill development rolls allow the cleric to roll and add 20-skill (using the existing skill value). On success, the cleric gains 1 point of training in that skill, and however many DP are necessary to pay for that one point of training. Some invocations may automatically grant points of training, or allow unknown skills to be opened to a particular SB level. Divide points of training by five, but apply SB levels directly as training points, and in all cases, also grant however many DP are required to pay for the increases in skills.

Suerlji's Defense: At the end of the duration the subject takes a D stun critical.

Talagaad's Honor: Berserk combatants must attack with no parry and take the most aggressive action available. Attacks are at +4.

Talons of Gekrish: Any critical strike does additional bleeding (1 hit point for A severity, 2 for B, etc.).

Thunder of Armahn: Any critical result with the subject whip will grant a round of stun/no-parry in addition to the listed critical, and causes horses to bolt unless controlled by a -6 Riding skill roll.

Tirrala's Cure: Target heals 5 (for MS) or 10 (for CS) types of instances of damage. A single instance could be: up to 5 hit points lost; a point of bleeding, burn, or frostbite; or a penalty up to -5 (but it will not reduce a higher-penalty wound). Will not regrow a destroyed organ or body part, or cure any fatal wound.

Tirrala's Touch: This spell can do any *one* of the following: reduce blood loss by 1 hit per round for wounds up to 2 hits per round; restore 3 hit points; reduce a temporary penalty by 1; or provide 2 days of healing for a minor wound such as a sprain or strain. It has no effect on broken bones, torn muscles, organ damage, bleeding wounds of 3 hits per round or more, or other serious wounds.

Touch of the V'hir: Causes 4 (MS) or 6 (CS) rounds of stun; on a CF causes 5 to the invoker.

Valamin's Sleep: Attacks as potency 18; success puts victims to sleep.

Conversion Notes

Creatures

To convert the combat stats for a Hârníc creature, use the following conversions.

<i>Prism</i>	HârnMaster
Stats	For human-like creatures with attributes within the 3-18 range, the most accurate results are obtained by using the conversion charts in the Stats section on page 1. In other cases (or when in a hurry), multiply the corresponding HârnMaster stat by 2/3, round off, and subtract 7.
Skills	For attack skills see Attacks below. For other skills, divide by five and round off.
Delay	For human-like creatures, use the Quickness determined above to calculate Delay normally. For non-human creatures, use 80 - Init.
Movement Rate	5 × MOV

<i>Prism</i>	HårnMaster
Movement Skill	GM's discretion; assign as a skill value reflecting how good the creature is at movement (not speed but coordination and technique; an elephant can move as fast as a lion, but can't control the movement anywhere near as well). If pressed for time, use Dodge ÷ 5, rounded down.
AT	Choose the most appropriate AT based on the creature's actual armor or body coverings. Most animals will be 1 (normal skin, e.g., a small dog), 3 (light hide, e.g., a deer or big dog), 4 (heavy hide, e.g., a bear or elephant), 11 (half-hide plate, e.g., a rhinoceros or alligator), or 12 (full-hide plate, e.g., a turtle or small dragon). For creatures that have better defensive abilities than those reflected by the appropriate AT, use that AT anyway, then add to the DB to make up the difference.
DB	Dodge ÷ 6 rounded off. If a shield skill is listed, divide by 5 and round off for the shield skill, then calculate shield DB normally based on the size/type of shield. See below for shield equivalencies.
Attacks	Divide skill values by five and round off. For animal attacks, use Grapple for Squeeze attacks; Claw for Scratch; Horn for Tusks; Trample/Stomp for Hooves; and Bash for Antlers, Fins, Nose, etc. Assign size by GM's discretion (Tiny for cat-sized or smaller, Small for smaller than humans, Medium for human-sized, Large up to horse-sized, and Huge beyond that). Attacks are often the same size as the creature, but don't have to be; a huge creature with a biting mouth the same size as a cat's would have a Small Bite attack. See also below for stats for unusual Hårnic weapons.
Hit Points	4 × END
Heal, Clot	Only used for regenerating creatures so almost always 0. Otherwise, each value is the percentage of lost hit points, or of hits per round of bleeding, which will be healed during each upkeep phase. The most potent regenerators will be at about 40% heal, and clot values are generally less than heal values.
Other Notes	Special attacks must be adapted on a case-by-case basis; some will use a spell attack chart (e.g., a dragon's breath might attack as a Fireball). If an attack is given as a percentage chance of something happening, divide this by five, round off, and use as a potency attack.

Strike location tables may be ignored. Alternately, the GM can use them as provided, then choose an appropriate critical (or keep rolling criticals until one comes up that can be made to fit the rolled location), in cases where the strike location is particularly important or very different from a human body shape.

Shield	Melee	Missile
Buckler	3	2
Knight Shield	3	3
Roundshield	4	4
Kite Shield	5	5
Tower Shield	6	8

Weapon	Attacks As	Fumble	WS
Ball and Chain	Morning Star	2	+3
Battlesword	Two-Handed Sword	0	+3
Blowgun	Sling -4 with puncture crits AT:+2/+1/0/+2/-1, R:25:0/50:-4/100:-8	0	-2/+5
<i>Estoc</i>	Rapier +2	-4	-4
Falcastra	Polearm -2	2	+5
Glaive	Polearm -1	2	+5

Weapon	Attacks As	Fumble	WS
Grainflail	Club +2	-4	+1
Hartbow	Longbow, R:15:+4/150:0/300:-6/450:-8/600:-10	0	-4/+2
Hatchet	Handaxe -1	-4	0
Keltan	Main Gauche	-12	-2
Longknife	Dagger +2 melee, -2 thrown	-12	-4
Mang	Broadsword +1	-4	-1
Mankar	Shortsword	-10	-1
Maul	Club +6, melee only	0	+4
Nachakas 1H	Morning Star -1	0	+1
Nachakas 2H	Flail -1	0	-1
Net	Grapple	0	0
Pike	Polearm +1	2	+5
Poleaxe	Polearm	2	+5
Shorkana	Handaxe -1 thrown only	-12	0
Sickle	Scimitar -4	0	+4
Staff Sling	Sling +4	0	0/+3
Taburi	Dagger +2, thrown only	-12	-6
Warflail	Flail	2	+5

NPCs

Characters whose skills, statistics, and other character sheet attributes are important should be recreated using the normal character creation rolls. Characters who only need combat stats and/or a few skills can be converted using the same rules as provided above for creatures.

Skill Checks

Adventures sometimes include skill checks (in those with d20 content, these are readily recognizable as a conversion is provided). Use the most appropriate skill in *Prism*; for rolls against a stat, use double the stat plus 10 in place of a skill. If a modifier is given, divide it by five and round off. For instance, an "Awareness -50%" roll might turn into a Detect Ambush at -10 (if it's an ambush to be detected), or a roll against (Perception×2+10) at -10 for a more general case.

Poisons

Poisons are generally presented in severity from H1 to H5; convert this to a potency by multiplying by 5. (A potency is used by the poison as if it were a skill; the poison rolls, adds the potency, and subtracts the target's resistance to poison, and the result is indexed on the maneuver chart.)