

## HÂRNMASTER CORE RULES

**CHARACTER 15** (Correction): Occupational Skills. The following skills should be at the levels shown:

**Unguided**

Animal Trainer: Hidework/3  
 Cook/Servant: Textilecraft/4  
 Fisherman: Fishing/6, Seamanship/5  
 Gladiator: Unarmed/6  
 Herdsman: Tracking/4, Survival/4  
 Hunter/Trapper: Tracking/5, Foraging/4, Survival/4, Hidework/3  
 Longshoreman: Seamanship/3  
 Sage/Tutor: Folklore/5  
 Teamster: Woodcraft/3  
 Thatcher: Woodcraft/4  
 Toymaker: Woodcraft/5, Hidework/3

**Guided**

Charcoaler: Survival/4, Woodcraft/3  
 Clothier: Textilecraft/5, Hidework/4  
 Embalmer: Woodcraft/3  
 Glassworker: Ceramics/3  
 Harper/Skald: Folklore/5  
 Hideworker: Hidework/5, Textilecraft/3  
 Innkeeper: Brewing/5  
 Lexigrapher: Hidework (Parchment/Vellum)/5  
 Locksmith: Woodcraft/3  
 Mason: Woodcraft/4  
 Miner: Woodcraft/3  
 Ostler: Hidework/4  
 Pilot: Weatherlore/5, Seamanship/4  
 Potter: Ceramics/5  
 Salter: Survival/4, Fishing/4  
 Seaman: Seamanship/5, Fishing/4, Weatherlore/4  
 Shipwright: Woodcraft/4, Seamanship/3  
 Tentmaker: Textilecraft/4, Hidework/4  
 Thespian: Acting/5  
 Thief (Lia-Kavair): Acrobatics/3  
 Timberwright: Survival/4  
 Woodcrafter: Hidework/3

**Noble**

Lady: Drawing/3

**CHARACTER 15** (Clarification): Inkcraft, a skill common to Lexigraphers, was listed in the Occupational Skills Table but omitted from the skill descriptions.

**Inkcraft** EYE SML INT Sko +2, Tai +1 SB×1

Knowledge of the properties of various types of ink and the processes involved in their manufacture and storage. Ink recipes are often closely-guarded secrets, and superior inks are highly sought after. [Training time: 1 Month]

**CHARACTER 23** (Correction): Cleric Occupation Skills. The following skills should be at the levels shown:

All: Folklore/4, Drawing/3  
 Agrik: Initiative/5, Unarmed/5, Club (Mace)/5  
 Ilvir: Drawing/4  
 Larani: Initiative/5, Unarmed/5  
 Morgath: Hidework (Human Skin)/3, Woodcraft (Masks)/3  
 Naveh: Initiative/5, Unarmed/6, Acrobatics/4  
 Peoni: Weatherlore/4, Textilecraft/3  
 Sarajin: Initiative/5, Unarmed/5, Seamanship/3  
 Save-K'nor: Drawing/4  
 Siem: Foraging/4, Survival/4, Weatherlore/4

**CHARACTER 23** (Correction): "Church of Save-K'nor" sidebar. The corrected skills for the two elite orders are:

Rydequelyn: Acting/4, Acrobatics/4  
 Shea-al-Aecor: Rhetoric/5

**CHARACTER 24** (Correction): Cleric Optional Skills. The list should read:

**Optional Skills:** Acting/3, Alchemy/2, Astrology/2, Cookery/4, Dagger/4, Dancing/3, Herblore/2, Hidework/3, Mathematics/2, Musician/2, Riding/2, Runecraft/2, Skiing/2, Sling/2, Spear (Staff)/4, Survival/4, Swimming/2, Tarotry/2, Unarmed/5, Weatherlore/4.

In the "Cleric Skills (Example)" sidebar. The last two Free skills Takar opens should be Weatherlore/4 to ML44 and Textilecraft/3 to ML36.

**CHARACTER 26** (Correction): Satia-Mavari Occupational Skills. The following skills should be at the levels shown:

All: Folklore/5  
 Peleahn: Metalcraft/2, Weaponcraft/2  
 Fyvria: Foraging/4, Survival/4, Tracking/3  
 Odivshe: Fishing/4, Seamanship/3, Brewing/3

The Optional Skills list should read:

**Optional Skills:** Acting/3, Alchemy/2, Astrology/2, Cookery/4, Dancing/3, Dagger/4, Hidework/3, Mental Conflict/4, Musician/2, Riding/2, Runecraft/2, Skiing/2, Sling/2, Staff/4, Survival/4, Swimming/2, Tarotry/2, Unarmed/5, Weatherlore/4.

In the "Beginning Skills (Example)" sidebar, the Free skills Caswalon opens should include Folklore/5 to ML60, Foraging/4 to ML40, Survival/4 to ML52, and Tracking/3 to ML24. His OP selections should include opening Dagger/4 to ML48.

**SKILLS 4** (Correction): Glasswork should read “Glassworking.”

**SKILLS 13** (Clarification): ANIMALCRAFT. Animalcraft is almost always specialized. The Occupational Skills Table will list the specialized skills where they are obvious, such as Horsecraft for Ostlers, or Ratcraft for Ratters. Where an occupation lists Animalcraft without a specialization, it is assumed the GM will apply that knowledge to a selected type of animal, not to all animals. Thus, a herdsman should record the specialized skill appropriate to the type of animals he herds. Expertise with one species might apply to closely-related species, or (at GM discretion) to unrelated species.

**SKILLS 17** (Clarification): RUNECRAFT and TAROTRY. While perhaps the most common, these are not the only divinatory skills. At GM discretion, other methods of divination such as crystal gazing or palm reading may be substituted.

**COMBAT 3** (Correction): Weapon Data Table. The Unarmed skill OML is  $SB \times 4$ .

## HÂRNMASTER RELIGION

**RELIGION 8** (Correction): Cleric Occupation Skills. The following skills should be at the levels shown.

All: Folklore/4, Drawing/3  
 Agrik: Initiative/5, Unarmed/5, Club (Mace)/5  
 Ilvir: Drawing/4  
 Larani: Initiative/5, Unarmed/5  
 Morgath: Hidework (Human Skin)/3, Woodcraft (Masks)/3  
 Naveh: Initiative/5, Unarmed/6, Acrobatics/4  
 Peoni: Weatherlore/4, Textilecraft/3  
 Sarajin: Initiative/5, Unarmed/5, Seamanship/3  
 Save-K'nor: Drawing/4  
 Siem: Foraging/4, Survival/4, Weatherlore/4

In the “Church of Save-K'nor” sidebar, the corrected skills for the two elite orders are:

Rydequelyn: Acting/4, Acrobatics/4  
 Shea-al-Aecor: Rhetoric/5

**RELIGION 9** (Correction): Cleric Optional Skills. The list should read:

**Optional Skills:** Acting/3, Alchemy/2, Astrology/2, Cookery/4, Dagger/4, Dancing/3, Herblore/2, Hidework/3, Mathematics/2, Musician/2, Riding/2, Runecraft/2, Skiing/2, Sling/2, Spear (Staff)/4, Survival/4, Swimming/2, Tarotry/2, Unarmed/5, Weatherlore/4.

In the “Cleric Skills (Example)” sidebar, the last two Free skills Takar opens should be Weatherlore/4 to ML44 and Textilecraft/3 to ML36.

## HÂRNMASTER MAGIC

**SHEK-PVAR 7** (Correction): Satia-Mavari Occupational Skills. The following skills should be at the levels shown.

ALL: Folklore/5  
 PELEAHN: Metalcraft/2, Weaponcraft/2  
 FYVRIA: Foraging/4, Survival/4, Tracking/3  
 ODIVSHE: Fishing/4, Seamanship/3, Brewing/3

The Optional Skills list should read:

**Optional Skills:** Acting/3, Alchemy/2, Astrology/2, Cookery/4, Dancing/3, Dagger/4, Hidework/3, Mental Conflict/4, Musician/2, Riding/2, Runecraft/2, Skiing/2, Sling/2, Staff/4, Survival/4, Swimming/2, Tarotry/2, Unarmed/5, Weatherlore/4.

In the “Beginning Skills (Example)” sidebar, the Free skills Caswalon opens should include Folklore/5 to ML60, Foraging/4 to ML40, Survival/4 to ML52, and Tracking/3 to ML24. His OP selections should include opening Dagger/4 to ML48.

## HÂRNMASTER BARBARIANS

**BARBARIANS 9** (Correction): Shaman Occupation Skills Table. The following skills should be at the levels shown.

All: Folklore/5, Foraging/4, Weatherlore/4  
 Adaenum: Initiative/5, Survival/5, Fishing/5,  
 Weatherlore/5, Seamanship/3.  
 Anoa: Survival/4, Tracking/3.  
 Bujoc: Woodcraft/4.  
 Chelni: Survival/4.  
 Chymak: Fishing/4, Survival/4, Weatherlore/5.  
 Equani: Initiative/5, Survival/4.  
 Gozyda: Survival/4.  
 Kamaki: Survival/4, Fishing/4, Seamanship/3.  
 Kath: Survival/4.  
 Kubora: Survival/4, Tracking/3.  
 Pagaelin: Survival/5, Tracking/3.  
 Tulwyn: Survival/5, Weatherlore/5.  
 Urdu: Survival/4, Tracking/3.  
 Ymodi: Foraging/5, Survival/4, Weatherlore/5.

**BARBARIANS 14** (Correction): Tribal Optional Skills. The list should read:

**Optional Skills:** Acrobatics/3, Acting/3,  
 Animalcraft/2, Brewing/3, Ceramics/3, Cookery/4,  
 Dancing/3, Drawing/3, Fishing/4, Folklore/4,  
 Foraging/4, Herblore/2, Hidework/3, Musician/2,  
 Survival/3, Timbercraft/3, Weaponcraft/2,  
 Weatherlore/4, Woodcraft/3, suitable tribal Weapon/  
 OML+SB.

(Correction): Female Skills. The list should read:

Foraging/6, Stealth/4, Survival/5, Cooking/4,  
 Herblore/2, Hidework/3, Physician/2, 1 Weapon to  
 OML.

**ADAENUM 1** (Correction): Adaenum Occupations. The following skills should be at the levels shown.

### Anac-Adaenum

Fisherman: Fishing/6, Seamanship/5, Foraging/4,  
 Survival/4, Weatherlore/5.  
 Slave: Cookery/4, Foraging/4, Hidework/3.

### Shu-Adaenum

Grower: Weatherlore/5, Foraging/4.  
 Herder: Tracking/4, Survival/4, Weatherlore 4.  
 Hunter: Tracking/5, Survival/5, Foraging/4,  
 Hidework/3.

**ANOA 1** (Correction): Anoa Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4,  
 Hidework/3.  
 Fisherman: Fishing/6, Seamanship/4, Survival/4,  
 Foraging/4.  
 Slave: Cookery/4, Hidework/3.

**BUJOC 1** (Correction): Bujoc Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Stealth/5, Survival/5, Foraging/4,  
 Hidework/3.  
 Herder: Tracking/5, Survival/4, Weatherlore/4.  
 Fisherman: Fishing/6, Seamanship/4, Survival/4,  
 Foraging/4.  
 Slave: Cookery/4, Hidework/3.  
 Chieftain: Initiative/5.

(Correction): All references to Stonecarving should read Weaponcrafting (*Flint*).

**CHELNI 1** (Correction): Chelni Occupations. The following skills should be at the levels shown.

Hunter: Initiative/5, Survival/5, Tracking/4,  
 Hidework/3.  
 Herder: Foraging/4, Survival/4, Weatherlore/4.  
 Slave: Cookery/4, Hidework/3.  
 Chieftain: Initiative/5.

**CHYMAK 1** (Correction): Chymak Occupations. The following skills should be at the levels shown.

Fisherman: Fishing/6, Seamanship/5, Sewing/4,  
 Survival/4, Weatherlore/4, Woodcraft/4.  
 Grower: Foraging/4, Sewing/4.  
 Herder: Foraging/4, Survival/4, Sewing/4,  
 Woodcraft/4, Weatherlore/4.  
 Slave: Foraging/4, Sewing/4, Cookery/4, Hidework/3.

**EQUANI 1** (Correction): Equani Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4,  
 Hidework/3.  
 Herder: Tracking/5, Survival/4, Weatherlore/4.  
 Fisherman: Fishing/6, Seamanship/5, Foraging/4,  
 Survival/5.  
 Grower: Weatherlore/5.  
 Slave: Cookery/4, Hidework/3.  
 Wenrahi (Chief): Initiative/5.

**GOZYDA 1** (Correction): Gozyda Occupations. The following skills should be at the levels shown.

Fisherman: Fishing/6, Seamanship/5, Survival/5, Weatherlore/5.  
 Hunter: Tracking/5, Survival/5, Foraging/4, Hidework/3.  
 Grower: Survival/4, Weatherlore/5.  
 Chieftain: Initiative/5.

**HODIRI 1** (Correction): Hodiri Occupations. The following skills should be at the levels shown.

Herder/Hunter: Initiative/5, Foraging/5, Survival/5, Weatherlore/4.  
 Slave: Cookery/4, Hidework/3.  
 Chieftain: Folklore/4.

**KABLOQUI 1** (Correction): Kabloqui Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4, Hidework/3.  
 Fisherman: Fishing/6, Seamanship/4, Survival/4, Foraging/4.

**KAMAKI 1** (Correction): Kamaki Occupations. The following skills should be at the levels shown.

Fisherman: Fishing/6, Seamanship/5, Survival/4, Weatherlore/5.  
 Herder: Tracking/5, Survival/5, Weatherlore/4.  
 Grower: Weatherlore/5.

**KATH 1** (Correction): Kath Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4, Hidework/3.  
 Fisherman: Fishing/6, Survival/4, Tracking/4, Foraging/4.  
 Herder: Tracking/5, Survival/4, Weatherlore/4.

**KUBORA 1** (Correction): Kubora Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Foraging/4, Survival/4, Hidework/3.  
 Fisherman: Fishing/6, Seamanship/5, Survival/4, Foraging/4.  
 Herder: Tracking/5, Survival/4, Weatherlore/4.  
 Grower: Weatherlore/5.  
 Slave: Cookery/4, Hidework/3.  
 Druhn/Hanuhn: Initiative/5.

**PAGAE LIN 1** (Correction): Pagaelin Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4, Hidework/3.  
 Herder: Tracking/5, Survival/4, Weatherlore/4.

Fisherman: Fishing/5, Seamanship/4, Survival/4.  
 Slave: Cookery/4, Hidework/3.  
 Chieftain: Initiative/5.

**SOLORI 1** (Correction): Solori Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4, Hidework/3.  
 Herder: Tracking/5, Survival/4, Weatherlore/4.  
 Fisherman: Fishing/6, Seamanship/5, Survival/4, Foraging/4.  
 Grower: Survival/4, Weatherlore/5, Foraging/4.  
 Slave: Cookery/4, Hidework/3.  
 Chieftain: Initiative/5.

**TAELDA 1** (Correction): Taelda Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4, Fishing/4.  
 Woodcrafter: Timbercraft/4, Woodcraft/5, Foraging/4, Stealth/4, Survival/4, Tracking/4.  
 Grower: Survival/4, Weatherlore/5.  
 Chieftain: Initiative/5.

**TULWYN 1** (Correction): Tulwyn Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Foraging/4, Survival/4, Hidework/3.  
 Woodcrafter: Timbercraft/4, Foraging/4, Woodcraft/4, Survival/4.  
 Fisherman: Fishing/6, Survival/4, Seamanship/4.  
 Slave: Cookery/4, Hidework/3.  
 Chieftain: Initiative/5, Survival/5.

**URDU 1** (Correction): Urdu Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4.  
 Herder: Tracking/5, Survival/4, Weatherlore/4.  
 Fisherman: Fishing/6, Seamanship/5, Survival/4, Foraging/4.  
 Grower: Weatherlore/5.  
 Slave: Cookery/4, Hidework/3.  
 Drahun: Initiative/5.

**YMODI 1** (Correction): Ymodi Occupations. The following skills should be at the levels shown.

Hunter: Tracking/5, Survival/5, Foraging/4.  
 Fisherman: Fishing/6, Seamanship/5, Foraging/4, Survival/4.  
 Slave: Cookery/4, Hidework/3.  
 Chieftain: Initiative/5.

## HUNTING

**HUNTING 3** (Correction): Career Skills. The following skills should be at the levels shown.

Huntsman: Foraging/4, Survival/4, Hidework/3,  
Weatherlore/4  
Falconer: Weatherlore/4  
Trapper: Cookery/4, Foraging/4, Survival/4,  
Hidework/3  
Sealer/Whaler: Foraging/4, Survival (Arctic)/4,  
Weatherlore/4, Piloting/2  
Forester: Weatherlore/4, Bow/3, Mathematics/2

## IRREPROACHABLE ORDER

**IRREPROACHABLE ORDER 4** (Correction): The Optional Skills list should read: Alchemy/2, Brewing/2, Cookery/4, Mathematics/2, Musician/2, Textilecraft/3, Woodcraft/3.

**IRREPROACHABLE ORDER 4** (Correction): Ebasethe. The following skills should be at the levels shown:

Drawing/3, Folklore/4, Weatherlore/4

**IRREPROACHABLE ORDER 4** (Correction): Reslava. The following skills should be at the levels shown:

Foraging/4, Survival/4

**IRREPROACHABLE ORDER 7** (Correction): Tirralmen Skills. Heraldry should be opened to SB×3.

## MAMAKA, MASTER OF STEEL

**MAMAKA, MASTER OF STEEL 5** (Correction): Upon ordination, a new Araheruchai gains the following:

Initiative/5, Unarmed/5, Shield/4, Rhetoric/4,  
Intrigue/5, Mental Conflict/4, Oratory/3,  
Embalming/2, Law/2, Physician/2, Heraldry/3,  
Script (Lakise)/70+SB. Ritual (Agrik) is increased to SB4 and Language (Hârníc) to 70+SB.

Five Option Points may be used to improve open skills or open new ones from Sling/2, Weaponcraft/2, Whip/2. Two additional Option Points must be spent on the temple crafts.

## TOMES & SCROLLS

**TOMES & SCROLLS 4** (Clarification): LORE. Many areas of knowledge can be learned through reading. Where a skill is listed as a Lore skill (for instance, Lore: Kubora), it is treated as an individual skill with the following attributes:

EYE INT INT      Tai +2      SB×1

## UTHRIEM ROLIRI

**UTHRIEM ROLIRI 5** (Correction): Apprentice Ranger. The following skills should be at the levels shown:

Awareness/4, Weatherlore/4, Agriculture/3, Stealth/4

**UTHRIEM ROLIRI 5** (Correction): Guardians. The following skills should be at the levels shown:

Drawing/3, Folklore/4

## WARRIORS OF MAMEKA

**WARRIORS OF MAMEKA 2** (Correction): Optional Skills. Under Laumak skills, Cookery should open to SB×4.