



HARPER'S BAZAAR

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WARNING! All Items in this PDF should be considered optional and completely unofficial.

Introduction

Welcome to the first issue of the **HARPer's Bazaar!** The purpose of this little PDF product is to bring you, the reader, bunches of new things for use with **HARP**. I am currently planning on this publication being a quarterly product, to be produced about 4 times a year. If it proves to be popular, then perhaps I may start producing it more frequently, but that is up to you to decide.

Each issue will contain the odds and ends of ideas that boil up out of my twisted little brain. The idea here is to present folks with an inexpensive method of purchasing a few goodies that they can add to their game.

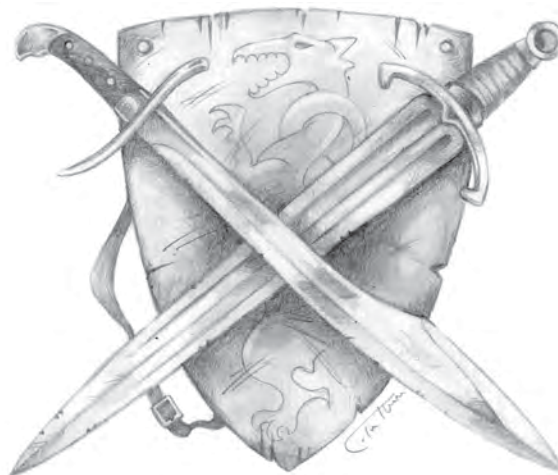
In this issue, I bring you a wide selection of different items that you might possibly use in your games. I hope that you like and enjoy using them in your games!

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New Races

KETUARI

DEMEANOR: The Ketuari are a solitary, quiet people. They are quiet and introspective most of the time, yet are quite outgoing to those that they call friend. The Ketuari also believe that it is important to get out and see the world, so it is not unusual to see young Ketuari wandering the world in search of adventure.

APPEARANCE: Ketuari have a humanoid upper torso while their legs resemble that of a goat and instead of feet, they have sturdy hooves, except that they have no fur their skin is often grayish in color and resembles granite in texture while remaining supple.

LIFESPAN: Ketuari live an average of 120 years.

CULTURE: The Ketuari prefer to live among rocky, hilly country far up the side of mountains, thus the Highlands Culture is their default culture.

SPECIAL ABILITIES:

Tough Hide (Minor) – Ketuari have an extremely thick, almost rock-like skin. This grants them a natural bonus to DB of +20.

Direction Sense – The Ketuari have a natural sense of direction, and can always tell which direction is north, even when underground.

Reverberating Strength – The Ketuari have incredible strength. All Concussion Hits dealt in an attack are doubled.

Base Height & Weight			
Race	Base Height	Base Weight	Weight Modifier
Ketauri, Male	5'6"	220	5
Ketuari, Female	5'2"	170	4
Vsori, Male	4'2"	150	3
Vsori, Female	4'0"	70	3

Starting Ages			
Race	Adulthood	Lifespan	Increment
Ketuari	23	120	3
Vsori	40	300	4



Racial Characteristics													
Race	Racial Stat Modifiers								Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Ketuari	+4	+4	0	0	+1	0	0	+2	+45	+15	+20	+5	+5
Vsori	0	0	+4	+3	+2	0	+2	0	+35	+25	+10	+15	+5

VSORI

DEMEANOR: The Vsori are serious, somber race. They originally came from a land with many giant trees, however, the ground beneath those trees was dangerous in the extreme, filled with many dangerous creatures and even plants. Survival for them was a continuous struggle. This has left them with a very stoic and pragmatic attitude that often comes across as being distant or unfriendly.

However, Vsori also like to challenge themselves against nature. This often shows up in their willingness to live in hazardous areas and their stubborn refusal to give in to adversity.

APPEARANCE: Vsori resemble miniature humans, averaging a little over 4' in height, with females ranging only a few inches shorter. Their eyes and eyebrows are canted up an angle and their ears have slight points, giving them a slightly devilish look. Vsori retain their youthful appearance until just a few months before their deaths. At this point, they begin to age rapidly.

The Vsori have only three fingers plus thumb, for a total of 4 digits on both hands and feet, rather than the five that most other races have.

LIFESPAN: Vsori live an average of 300 years.

CULTURE: While Vsori will live in any challenging location, they much prefer an Arboreal Culture as it is the one in which they originally developed.

SPECIAL ABILITIES:

Night Vision– Vsori can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Jumper – Vsori have an almost supernatural ability to jump further than many other races, even those who are larger than them. The Vsori use their 3 times their Height as their Body Length when making Jumping Maneuvers rather than just their Height as other races.

Natural Claws – Vsori are possessed of natural retractable claws on the tips of their fingers that grant them a natural bonus of +20 to all climbing maneuvers since the claws can be used to find purchase and grips where the tips of normal fingers could not. The Vsori may also use these claws as weapons. When used as a Weapon, they do a Tiny Slash attack, and the Vsori

may gain skill in using them, treat this as a Martial Arts Strike skill replacing normal Martial Arts criticals with their Tiny Slash critical.



New Cultures

ARBOREAL

An Arboreal culture is one that dwells high up among the tops of trees. They prefer living among the topmost branches, high above the ground.

With their homes and other structures being either carved out of the trunks of the giant trees in which they live, or build upon the huge upper limbs, they are often safe from being discovered from both above and below. Their structures are often connected by a series of rope bridges, and sometimes nothing more than swinging vines or ropes.

Those of this culture most often hunt for their food, foraging the land below for both animals and vegetables to supplement their diet.

PREFERRED LOCATIONS: Arboreal communities are usually built up among the higher branches of extremely large trees. Sometimes their homes are carved out of the trunks of the trees themselves, while at other times they build structures on the large upper limbs. In one case, a group of Arboreals even moved to a large city, in which they built large sturdy spires from which to hang their homes, and the many rope bridges interconnecting them.

CLOTHING & DECORATION: Members of the Arboreal culture clothe themselves in sturdy fabrics that match forest hues, to better blend with their surroundings. Any jewelry that is worn is done so in moderation, and is always close-fitting.

DEMEANOR: Arboreal cultures are often detached and sequestered from affairs of others. Instead, they prefer to tend to the forests, sheltered from the worries of the outside world.

STARTING LANGUAGES: Racial Tongue (S 6/W 5), Common (S 4/W 3)

HIGHLANDS

Highland communities are often herders, woodsmen, and the like. They spend the majority of their time

honing their skills and watching their flocks, and often trade with those from the lowlands for things that they do not or cannot make for themselves.

Those of this culture most often build their homes into the side of the hills and mountains upon which they live. You can normally see the front of the dwelling carved out of the ground, with windows and a sturdy door, while the rest of the structure lies within the ground itself.

PREFERRED LOCATIONS: Highlands communities can be found among the sides of many mountains, or even in high rocky territories. Those of this culture rely on their remote locations to help provide them with protection from unwanted visitors.

CLOTHING & DECORATION: Individuals prefer rugged clothes of earth and forest tones able to weather the elements and toilsome chores on a daily basis.

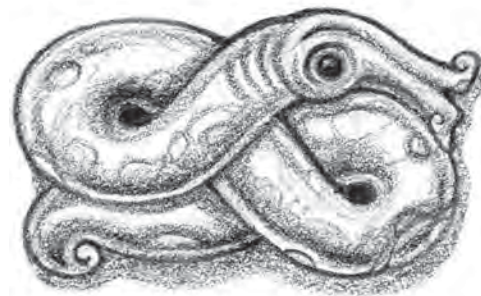
DEMEANOR: Those who live within a Highlands culture are

often good-natured and amiable among friends, but are generally a bit guarded when in the presence of strangers.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)

Adolescent Skill Ranks		
Cultural Skills	Arboreal	Highlands
Ambush	2	0
Animal Handling	0	3
Appraisal	0	0
Armor	1	0
Attunement	0	0
Climbing	2	1
Crafts *	1	3
Endurance	2	2
Healing	0	0
Herbcraft	0	2
Jumping	2	0
Locks & Traps	0	0
Lore (Local Region)	2	2
Navigation	0	0
Perception	2	1
Riding	0	0
Runes	0	0
Stalking & Hiding	2	1
Swimming	0	1
Tracking	0	0
Weapon Skills**	2	2
Weapon Skills ***	2	2

*Select one craft skill
 **Select one melee weapon group
 ***Select one missile weapon group





New Blood Talents

KETUARI BLOOD (LESSER)

The character has a bit of Ketuari blood in his ancestry, marking him with slightly Ketuaran features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Tough Hide (Minor)
- Direction Sense
- Reverberating Strength

Cost: 1

KETUARI BLOOD (GREATER)

One of the character's parents is a Ketuari, making him half-Ketuaran. His features are heavily marked, denoting his Ketuaran heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Tough Hide (Minor)
- Direction Sense
- Reverberating Strength
- The character's Ketuaran blood has a strong influence on his physique, determination, and lifespan.
 - Strength: +2
 - Constitution: +2
 - Average the lifespan of both your races.

Cost: 2

VSORI BLOOD (LESSER)

The character has a bit of Vsori blood in his ancestry, marking him with slightly Vsoran features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Enhanced Senses
- Quiet Stride
- Night Vision

Cost: 1

VSORI BLOOD (GREATER)

One of the character's parents is a Vsori, making him half-Vsoran. His features are heavily marked, denoting his Vsoran heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Enhanced Senses
- Quiet Stride
- Night Vision
- The character's Elven blood has a strong influence on his swiftness, bearing, and lifespan.
 - Agility: +2
 - Quickness: +1
 - Average the lifespan of both your races.

Cost: 2

Monstrous Hybrids

Occasionally, a player will want to play an unusual character such as one with the blood of a monstrous race flowing through his veins. Such mixtures of monstrous blood with that of one of the normal (Player Character) races is extremely rare, and often requires the use of magic or special rituals in order that it be accomplished at all. It is urged that a GM consider the following Blood Talents very carefully before allowing them to be used in a game as several of them could have serious impact upon the balance of the game.

The original race selected by the player becomes his character's Base Race, determining the character's traits and abilities. Blood Talents (whether Lesser or Greater) modify or add to a character's racial abilities or natural affinities. Blood talents may only be chosen at the time of character creation.

Additionally, several of the Blood Talents listed below will not allow choices as per normal Blood Talents. These are situations where the mixing of two races will leave a specific trait with the one who has acquired the Blood Talent.

GM's Note: Characters who have acquired one of the Monstrous Blood Talents will not, under normal circumstances, be able to hide their monstrous heritage and many societies will likely shun or treat such characters with suspicion at best. Such characters will often be discriminated against, especially in societies that have been plagued by a given monstrous race.

Cost	Talent
1	Centaur Blood (Lesser)
2	Centaur Blood (Greater)
25	Dragon Blood (Lesser)
50	Dragon Blood (Greater)
10	Gargoyle Blood (Lesser)
20	Gargoyle Blood (Greater)
15	Giant Blood (Lesser)
30	Giant Blood (Greater)
1	Goblin Blood (Lesser)
2	Goblin Blood (Greater)
1	Hobgoblin Blood (Lesser)
2	Hobgoblin Blood (Greater)
1	Kobold Blood (Lesser)
2	Kobold Blood (Greater)
1	Lizardman Blood (Lesser)
2	Lizardman Blood (Greater)
5	Ogre Blood (Lesser)
10	Ogre Blood (Greater)
1	Orc Blood (Lesser)
2	Orc Blood (Greater)
5	Troll Blood (Lesser)
10	Troll Blood (Greater)



CENTAUR BLOOD (LESSER)

The character has a bit of Centaur blood in his ancestry, marking him with slightly Centauroid features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered. If Natural Weapon (Hooves) is selected, the character has four legs just like a normal Centaur.

- Portage Skills
- Speed Loader
- Natural Weapon (Hooves)

Cost: 1

CENTAUR BLOOD (GREATER)

One of the character's parents is a Centaur, making him half-Centaur. His features are heavily marked, denoting his Centaur heritage and he automatically has to trade one of his normal racial abilities for Natural Weapon (Hooves). The player may select any one of the following to replace any one of the character's other normal racial Special Abilities.

- Portage Skills
- Speed Loader
- The character's Centaur blood has a strong influence on his strength, physique, and lifespan.
 - Strength: +2
 - Constitution: +2
 - Average the lifespan of both your races. Centaurs have an average lifespan of 90 years.

Cost: 2

DRAGON BLOOD (LESSER)

The character has a bit of Dragon blood in his ancestry, marking him with slightly draconic features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Flight (via draconic wings)
- Tough Hide (Minor – via leathery, scaly skin)
- Breath Weapon (Small Elemental Bolt, number of times per day equal to Constitution Bonus)

Cost: 25



DRAGON BLOOD (GREATER)

One of the character's parents is a Dragon, making him a half-Dragon. His features are heavily marked, denoting his draconic heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Flight (via draconic wings)
- Tough Hide (Major – via leathery, scaly skin)
- Breath Weapon (Small Elemental Bolt, usable a number of times per day equal to Constitution Bonus)
- The character's draconic blood has a strong influence on many of his physical traits, and lifespan.
 - Strength: +20
 - Constitution: +5
 - Agility: +5
 - Quickness: +5
 - The character gains 500 years to their normal lifespan.

Cost: 50

GARGOYLE BLOOD (LESSER)

The character has a bit of Gargoyle blood in his ancestry, marking him with slightly Gargoyle-ish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Flight (via tough leathery wings)
- Tough Hide (Minor – leathery gray skin)
- Enhanced Senses

Cost: 10

GARGOYLE BLOOD (GREATER)

One of the character's parents is a Gargoyle, making him half-Gargoyle. His features are heavily marked, denoting his Gargoyle heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Flight (via tough leathery wings)
- Tough Hide (Major – leathery gray skin)
- Enhanced Senses
- The character's Gargoyle blood has a strong influence on his physique, speed, and lifespan.
 - Constitution: +1
 - Quickness: +2
 - Average the lifespan of both your races. Gargoyles have an average lifespan of 300 years.

Cost: 20





GIANT BLOOD (LESSER)

The character has a bit of Giant blood in his ancestry, marking him with slightly giantish features such as being at least 25% taller than normal for his base race. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Giantism (as per the talent)
- Reverberating Strength
- Tough Hide (Minor)

Cost: 15

GIANT BLOOD (GREATER)

One of the character's parents is a Giant, making him a half-Giant. His features are heavily marked, and the character must automatically swap out one racial ability for the Talent, Giantism. The player may select any one of the following abilities to replace any one of the character's other normal racial Special Abilities.

- Reverberating Strength
- Tough Hide (Minor)
- The character's Giant blood has a strong influence on his brawn, build, and lifespan.
 - Strength: +5
 - Constitution: +5
 - Average the lifespan of both your races. Giants have an average lifespan of 400 years.

Cost: 30

GOBLIN BLOOD (LESSER)

The character has a bit of Goblin blood in his ancestry, marking him with slightly Goblinoid features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Blazing Speed
- Night Vision
- Enhanced Senses

Cost: 1

GOBLIN BLOOD (GREATER)

One of the character's parents is a Goblin, making him a half-Goblin. His features are heavily marked, denoting his Goblinoid heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Blazing Speed
- Night Vision
- Enhanced Senses
- The character's Goblin blood has a strong influence on his physique, intelligence, and lifespan.
 - Constitution: +1
 - Reasoning: +1
 - Average the lifespan of both your races. Goblins have an average lifespan of 75 years.

Cost: 2

HOBGOBLIN BLOOD (LESSER)

The character has a bit of Hobgoblin blood in his ancestry, marking him with slightly Hobgoblin features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Night Vision
- Enhanced Senses
- Quiet Stride

Cost: 1

HOBGOBLIN BLOOD (GREATER)

One of the character's parents is a Hobgoblin, making him half-Hobgoblin. His features are heavily marked, denoting his Hobgoblin heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Enhanced Senses
- Quiet Stride
- The character's Hobgoblin blood has a strong influence on his build, physique and lifespan.
 - Strength: +1
 - Constitution: +2
 - Average the lifespan of both your races. Hobgoblins have an average lifespan of 120 years.

Cost: 2

KOBOLD BLOOD (LESSER)

The character has a bit of Kobold blood in his ancestry, marking him with slightly Kobold-like features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Night Vision
- Blazing Speed
- Enhanced Scent

Cost: 1

KOBOLD BLOOD (GREATER)

One of the character's parents is a Kobold, making him a half-Kobold. His features are heavily marked, denoting his Kobold heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Blazing Speed
- Enhanced Scent
- The character's Kobold blood has a strong influence on many of physique, and lifespan.
 - Constitution: +1
 - Average the lifespan of both your races. Kobolds have an average lifespan of 80 years.

Cost: 2



LIZARDMAN BLOOD (LESSER)

The character has a bit of Lizardman blood in his ancestry, marking him with slightly Lizardman-ish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Night Vision
- Tough Hide (Minor)
- Natural Weapon (Claws)

Cost: 1

LIZARDMAN BLOOD (GREATER)

One of the character's parents is a Lizardman, making him a half- Lizardman. His features are heavily marked, denoting his Lizardman heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Tough Hide (Minor)
- Natural Weapon (Claws)
- The character's Lizardman blood has a strong influence on his physique, speed, and lifespan.
 - Strength: +2
 - Constitution: +1
 - Average the lifespan of both your races. Lizardmen have an average lifespan of 130 years.

Cost: 2

OGRE BLOOD (LESSER)

The character has a bit of Ogre blood in his ancestry, marking him with slightly Ogrish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Giantism (as per the talent)
- Tough Hide (Minor)
- Night Vision

Cost: 5

OGRE BLOOD (GREATER)

One of the character's parents is a Ogre, making him a half- Ogre His features are heavily marked, denoting his Ogrish heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Giantism (as per the talent)
- Tough Hide (Minor)
- Night Vision
- The character's Ogre blood has a strong influence on his brawn, build, and lifespan.
 - Strength: +3
 - Constitution: +1
 - Average the lifespan of both your races. Ogres have an average lifespan of 150 years.

Cost: 10

ORC BLOOD (LESSER)

The character has a bit of Orc blood in his ancestry, marking him with slightly Orcish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Night Vision
- Accelerated Healing
- Dense Musculature

Cost: 1

ORC BLOOD (GREATER)

One of the character's parents is a Orc, making him a half- Orc. His features are heavily marked, denoting his Orcish heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Night Vision
- Accelerated Healing
- Dense Musculature
- The character's Orc blood has a strong influence on his build, finesse, and lifespan.
 - Constitution: +2
 - Quickness: +2
 - Average the lifespan of both your races. Orcs have an average lifespan of 100 years.

Cost: 2

TROLL BLOOD (LESSER)

The character has a bit of Troll blood in his ancestry, marking him with slightly trollish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Tough Hide (Minor)
- Regeneration (Major)
- Reverberating Strength

Cost: 5

TROLL BLOOD (GREATER)

One of the character's parents is a Troll, making him a half- Troll. His features are heavily marked, denoting his trollish heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Tough Hide (Minor)
- Regeneration (Major)
- Reverberating Strength
- The character's Troll blood has a strong influence on his brawn, physique, and lifespan.
 - Strength: +5
 - Constitution: +3
 - Average the lifespan of both your races. Trolls have an average lifespan of 200 years.

Cost: 10



Optional Combat Rules

LIFE POINT SYSTEM

This method of damage resolution uses a combination of fixed and progressive damage based upon the size of the attacking weapon and how well the character makes the attack. This system will allow for faster combat resolution without any additional rolls, and also allows for the possibility that a lucky attack can take out higher level character with a single shot.

This system has the potential to be much more deadly than the normal damage system used in HARP, especially when characters are at lower levels of experience.

DEFINITIONS

Life Points – This is the amount of damage that a character may take before going unconscious. It is equal to the number of ranks that the character has in his Endurance skill plus his Racial Life Point Bonus.

Racial Life Point Bonus – Each character receives a one time bonus to his Life Points equal to his racial Endurance bonus divided by 5.

Critical Threshold – This is a number that is equal to the character’s total bonus for his Endurance skill.

Stun Threshold – This is a number that is equal to the character’s total Constitution bonus.

Death Threshold – This is a number equal to the character’s total Constitution bonus. If a character goes below zero Life Points by a number greater than this, he dies.

SYSTEM BASICS

When using this system, a weapon does an amount of damage based upon its Attack Size according to the following table.

Attack Size	Base Damage
Tiny	2
Small	4
Medium	6
Large	8
Huge	10

An attack also does one additional Life Point of damage for every 20 points of the final attack roll, rounded down. For example, a longsword does a base of 6 Life Points of damage. If the attacker, after figuring in modifiers, and subtracting his foe’s DB has a total result of 47, he then does an additional 2 Life Points, for a total of 8 Life Points of damage.

Should an attacker’s total result be greater than the target’s Critical Threshold (CT), he has performed a critical strike. If the attacker has achieved a critical strike, damage is determined as normal, and then doubled to get the total amount of damage for the attack.

Should the amount of Life Point damage received by a character be greater than the character’s Stun Threshold (ST), he receives 1 round of stun. For every 2 Life Points of damage above the character’s ST, he receives an additional round of stun. The character may make a Stamina Resistance Roll as per the normal rules to avoid being stunned. Should a character receive a number of Stuns greater than his Stun Threshold, and fail the Resistance Roll against the stun, he is unconscious for a number of minutes equal to the number of stuns he received.

Once a character reaches zero Life Points, he is unconscious. If he goes below his Death Threshold, then the character is dead. A character who is below zero Life Points, yet still above the Death Threshold is considered to be in a coma, and heals at one tenth of the normal healing rate as described in Natural Healing below.

NATURAL HEALING

Characters will naturally heal 1 Life Point for each full day of rest. A full day of rest requires that the character spend the day performing only minimal activities such as lying in bed. If attended by a character with the Healing skill, a successful Very Hard Healing maneuver will increase this rate of recovery to 2 Life Points per day. A Sheer Folly Healing maneuver will increase the healing rate to 3 Life Points per day.

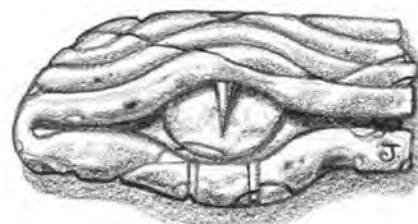
RULE CHANGES

The use of this system requires that a few rule changes and adjustments be made in order to accommodate this alternate damage system. These are listed below.

SKILLS

Ambush – When using this skill, if successful, the character gets to add one half of his number of ranks in Ambush (rounded up) to any damage inflicted. If the character also scores a critical strike, this additional damage is added in prior to the doubling for the strike.

Sniping – When using this skill, if successful, the character gets to add one half of his number of ranks in Sniping (rounded up) to any damage inflicted. If the character also scores a critical strike, this additional damage is added in prior to the doubling for the strike.





Martial Arts Attacks – Attacks using Martial Arts Strikes does only one half of the base damage listed for an attack of the same size. Sweep attacks also do half the base damage listed, but Sweeps also have a chance of knocking the foe to the ground (prone). See Unbalancing Attacks below for more details.

Unbalancing Attacks – When ever a character makes an attack that has a chance of unbalancing their foe, the foe makes an Agility RR (50 + 10 per Life Point of Damage).

TALENTS

Accelerated Healing – This works exactly as normal. Life Points would be recovered at a rate of 2 per day of rest.

Regeneration (Minor) – This will allow the character to recover Life Points at a rate of 2 per day.

Regeneration (Major) – This will allow the character to recover Life Points at a rate of 3 per day.

Regeneration (Greater): This will allow the characters to recover Life Points at a rate of 4 per day.

Succor (Minor) – This can be used to heal 1-5 (1d10 divided by 2, rounded up) Life Points per use.

Succor (Major) – This can be used to heal 1d10 Life Points per use.

Succor (Greater) – This can be used to heal 2d10 Life Points per use.

SPELLS

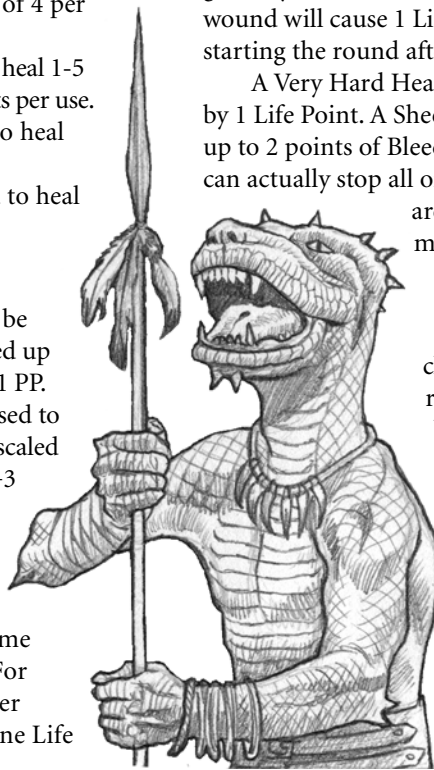
Minor Healing – This spell may also be used to heal 1 Life Point per use, and scaled up at a rate of one additional Life Point for +1 PP.

Major Healing – This spell may be used to heal up 5 Life Points per use, and may be scaled up to heal an additional 5 Life Points for +3 PP.

General Notes on Spells – For spells that do one or more d10 of hit damage, treat every 5 points of hit damage as one Life Point of damage. Some spells can also cause Bleeding damage. For these spells, treat Bleeding of 2 points per round as equal to Bleeding one half of one Life Point per round.

MONSTERS

Most of the monsters listed in the core **HARP** rules do not list how many ranks they have in the Endurance skill; however, it is easy to determine how many ranks they have, and thus how many Life Points they have. All monsters have the maximum number of ranks allowed in the Endurance skill, thus just compare the monster's level with Table 6.1 on page 30 of **HARP** to determine the creatures Life Points from Endurance. Then use the Endurance Bonus listed on Table 13.5 to determine the Racial Life Point Bonus for the monster.



OPTIONAL RULES

The following options can be included with this system. However, it should be noted that they can require extra bookkeeping on the part of the players and the GM.

BLEEDING

Weapons and magical attacks will often cause massive ongoing damage to the character. This ongoing damage is represented as Bleeding, a continuing loss of Life Points over multiple rounds. Bleeding is considered to be very dangerous and quite deadly.

Wounds that cause Bleeding will have the Bleeding damage actually begin on the round after the wound is received, and then continue each and every round until it is stopped, or until the character is dead.

The amount of Bleeding caused by a Wound will depend upon the amount of damage in Life Points is given by an attack. For every 10 Life Points of damage, a wound will cause 1 Life Point of Bleeding each round, starting the round after the wound is received.

A Very Hard Healing maneuver can reduce Bleeding by 1 Life Point. A Sheer Folly Healing maneuver can stop up to 2 points of Bleeding. Multiple Healing maneuvers can actually stop all ongoing damage for wounds that are Bleeding as the effects of the maneuvers are cumulative.

MANEUVER PENALTIES

If using this optional rule, a character who receives damage receives a penalty to all maneuvers based upon how much damage he has taken. For every 10% of his total amount of Life Points, the character receives a modifier of -10 to all future actions until healed. Maneuver Penalties from wounds are cumulative. When a character reaches -100 from these penalties, he is considered to be unconscious.

If a character has 18 ranks in Endurance, he would then receive a -10 modifier for every 2 Life Points of Damage received. ($18 \div 10 = 1.8$ for 1 modifier of -10 for every 2 Life Points of damage.)

If using this optional rule for maneuver penalties, the maneuver penalties will reduce as the character is healed.

MOOK RULE

This rule can actually make things easier for the GM, and it is recommended that it be used. When using this rule, monsters and NPCs who reach zero Life Points or less are automatically dead.



New Skills

COMBAT STYLES & MANEUVERS

Buckler Bash – This style requires that the character have the Shield Training talent as well as twice as many ranks in the Short Blades weapon group as the character has in this Combat Style. A character using this style may not be wearing any armor heavier than Rigid Leather.

When using this style, the character fights with two Buckler shields rather than normal weapons. The character gains the shield bonus from both Bucklers while using this style. Additionally, he may make up to two attacks per round, one with each Buckler, with each attack doing a Small Crush critical. The first attack uses the skill bonus for this style as its OB and the second uses this skill bonus with a -20 modifier for being an offhand attack. If the character decides to Parry while using this style, then both attacks are reduced by the same amount that is applied towards DB in the Parry as this represents a more defensive stance overall. The character also receives a +5 modifier when determining initiative.

If the Bucklers that the character is using for this style have any quality or magical bonuses, those bonuses apply to the character's DB only and never to OB, although Bucklers with a magical bonus are treated as magical weapons for the purpose of what they can hit.

(Combat – St/Ag – Combat)

Active Shield Style – This style requires that the character have an equal or greater number of ranks in the Weapon & Shield Style (Martial Law, page 18) as he has in this style. The character may only use this style with Bucklers, Target Shields, and Normal Shields. Full and Wall Shields may not be used with this style. This style must be learned separately for each Weapons and Shield combo, and that combo must be the same combination as is used in the Weapon & Shield Style.

When using this style, the character receives the shields normal trained bonus to his DB and has the ability to make up to two attacks per round. The first attack, using the full bonus of this style, is made with the character's weapon. The second attack is made with the character's shield. This attack uses the Crush critical table and the size of the attack is based upon the size of the shield being used. Bucklers do a Tiny Crush, Target Shields do a Small Crush and Normal Shields do a Medium Crush.

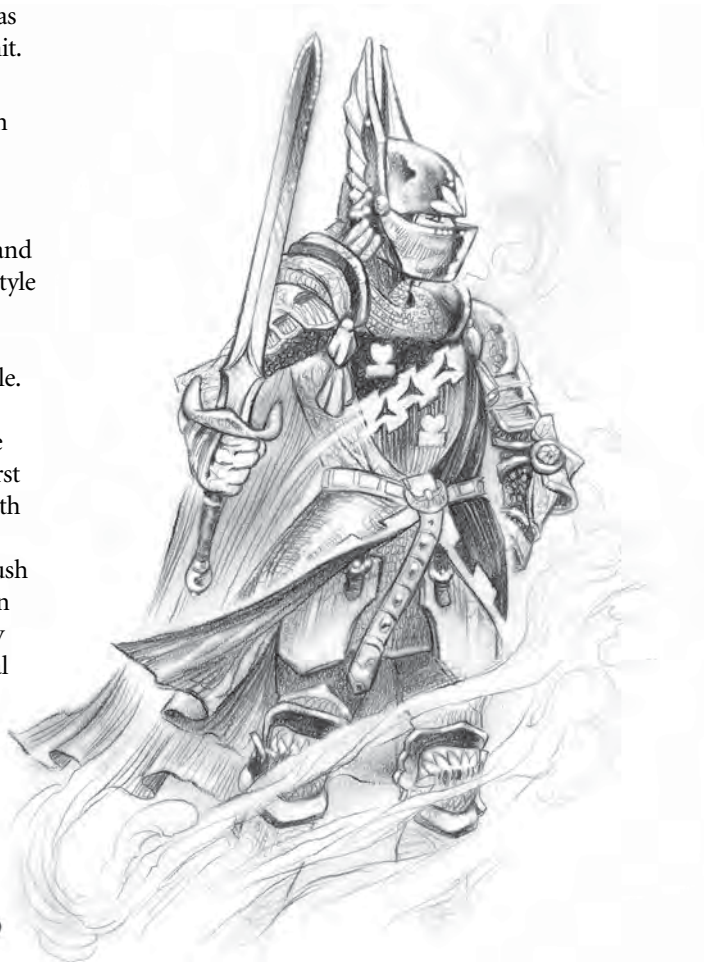
When making an attack with the shield, the character uses his skill bonus in this style with a -20 modifier for off-hand, and another negative modifier equal to the trained bonus to the character's DB that is supplied by the shield. For example, a Target Shield would have a total -40 (-20 for off-hand & -20 for the +20 that is applied to DB) to his

attack with the shield. The character may not reduce the bonus applied to his DB from the shield in order to increase his attack bonus.

If the character decides to Parry, both attacks are reduced by an amount equal to the amount applied to his parry as this represents a more defensive stance overall. Also, should the shield contain any magical or quality bonuses, those bonuses may only be applied to the character's DB. Magical or quality bonuses on the shield do not affect the modifier that is applied to the shield attack based upon the size of the shield. Thus, a Target Shield with a +10 magical bonus still only applies a -20 modifier to the shield attack portion of this style, not a -30 even though the total bonus to the character's DB is a +30.

Note: If Martial Law is unavailable, change the prerequisites of this style to the character being required to have the Shield Training talent, and twice as many ranks in the weapon group of the weapon to be used with this style, with the chosen weapon being the default weapon for the group.

(Combat – St/Ag – Combat)



JD



MARTIAL ARTS COMBAT STYLES & MANEUVERS

Buckler Dance – This style requires that the character have twice as many ranks in the Martial Arts Strikes as the character has in this Combat Style. This is a form of Weapon Kata; therefore the character may use Chi Defense and the rules for “Monk Attacks” from **HARP**, Chapter 3 with this style.

When using this style, the character fights with two Buckler shields rather than normal weapons. The may make up to two attacks per round, one with each Buckler, with each attack doing s Small Crush critical. The first attack uses the skill bonus for this style as its OB and the second uses this skill bonus with a -20 modifier for being an offhand attack. If the character decides to Parry while using this style, then both attacks are reduced by the same amount that is applied towards DB in the Parry as this represents a more defensive stance overall. The character also receives the Buckler’s trained bonus to his DB, but only when parrying. The character also receives a +5 modifier when determining initiative.

If the Bucklers that the character is using for this style have any quality or magical bonuses, those bonuses apply to the character’s DB only and never to OB, although Bucklers with a magical bonus are treated as magical weapons for the purpose of what they can hit.

(Combat – SD/Ag – Combat)

Dual Shiv Style – This style requires that the character has an equal or greater number of ranks in both Martial Arts Strikes and in Weapon Kata (Knife) than he has in this style. The character may use Chi Defense and the rules for “Monk Attacks” from **HARP**, Chapter 3 with this style.

When using this style, the character fights with a knife in each hand, and uses them in concert with deadly effect. The character makes only a single attack each round and inflicts a Medium Slash critical with a successful attack. This critical is modified in the following manner:

Hits: Any Hits delivered are doubled.

Stuns: If a stun is delivered, increase the rounds of stun by 1.

Bleeding: If the target of the attack receives a bleeding wound, the bleeding is increased by 1 Hit per round.

Death in xx rounds: If the target receives a Death in xx rounds critical, the number of rounds is reduced by half (round up).

All other damage remains as detailed by the critical.

(Combat – SD/Ag – Combat)





New Magic Items

ASHANTI SHORT SPEAR

Description: This is a short spear of approximately 3' in length, with a third of that being taken up by the blade. This weapon is otherwise unremarkable to casual inspection.

Abilities: This spear may be used either one-handed, dealing a Medium Slash or Puncture critical at the wielder's choice, or two-handed to deal a Large critical of either type, again at the wielder's choice. The Ajanti Short Spear grants a +20 OB and if it deals a critical against a creature from another plane, such as a demon, the creature must make a Magic-based RR(120) or be sent back to its home plane.



BEAST BELT

Description: This is a wide leather belt with a plain brass buckle. Embossed in silver on the belt are images of several animals and magical beasts.

When invoked, the magic of the belt enhances some trait of the wearer by granting the characteristic with that of the animal or creature invoked. This magic also gives the wearer some physical characteristic of the beast invoked as well. So if the wearer invokes the Dragon ability, he gains not only the great strength of the Dragon, but also scales and a saurian appearance as well, just as invoking the bull would grant the increased ability to resist stuns, it would also give the wearer horns and a bull's snout. Should the wearer invoke several animals at once, the effects are cumulative, and the wearer would have the physical aspects of each of the invoked creatures as well.

There are rumors of belts with different animal symbols on them, but this has not been proven yet.

Abilities: Each animal and beast on the belt grants the wearer a different power or ability. Each symbol may be used once per day and has a duration of 10 minutes. The benefits of each animal symbol stack with any natural abilities

Bear – This grants a +20 to the wearer's Endurance skill bonus.

Boar – This grants a +20 to all attempts to resist Stuns.

Bull – This grants a +20 bonus to all Charging Combat Actions.

Dragon – This grants a +20 to the wearer's Strength bonus.

Ghost – This makes the wearer incorporeal for the duration. He cannot physically attack anything that is not also incorporeal, and he also ignores all physical attacks, and objects, such as walls.

Giant Scorpion – This grants the wearer the ability to deliver a poison with his touch. This is most effective when used in conjunction with a Martial Arts attack. Treat this poison the same as Gullarin (HARP, page 142) for strength and effect.

Hippogriff – This grants the wearer the ability to fly for the duration by giving him wings. His base rate of movement for flying is double his Base Movement Rate.

Lion – This grants the wearer a very commanding presence, giving him a +20 to his Presence bonus.

Owl – This grants a +20 bonus to the wearer's Reasoning Bonus.

Phoenix – This grants the wearer the ability to instantly heal any wound that would cause his death that is inflicted during the duration.

Troll – This grants the wearer the talent, Regeneration (Greater) for the duration.

Wolf – This grants the wearer the talent, Enhanced Scent for the duration.

DISKS OF ASKARI

Description: This is a pair of round metallic disks, 6 inches in diameter, with handholds on the back side of the disks. Each disk has a slightly golden hue and is inscribed with symbols of an unknown origin.

Individually, each disk functions as a +15 Buckler (granting a total of +30 to DB for a person with Shield Training). However, when used together, in conjunction with the Buckler Bash Combat Style, the Disks of Askari are even more powerful.

Abilities: A person who is properly trained in using these devices, using the Buckler Bash Combat Style, gains the benefits of the style as well as an additional +30 to DB as well as a +30 to OB. The Disks of Askari also make attacks as a Medium Crush.

GUARDIAN CUBES

Description: Contains in a small box made of white oak are six small cubes made of a translucent crystal. Engraved upon the inside of the lid of the box is the command word for the cubes.

Guardian Cubes are valuable to many travelers, as they ensure that the camp is alerted in the event of intrusion.

Abilities: To use the cubes, they must be placed around the perimeter of the area to which they guard. This area may not be larger than 50' in diameter.

When activated with the command word, the cubes emit subtle vibrations which ward off animals that approach the wards from outside the perimeter. Animals within the perimeter are unaffected.

If anything other living creature passes through the perimeter created by the Guardian Cubes, all those within the perimeter will be instantly awakened by a loud screeching noise that emits from the cube's container.

To deactivate the cubes, it is a matter of them being moved or picked up by somebody that was within the perimeter when it was activated.



HYPNOTIC COIN

Description: This is a shiny gold coin, enchanted to attract and hold the attention of those who view it by ensnaring their minds in thoughts of gold and greed. It has an almost irresistible lure for those who view the coin.

Abilities: When viewed, a person must make a Will-based RR(80) or be mesmerized by the coin. While mesmerized, the victim is completely unaware of the passage of time so long as the coin is in view. The victim will do nothing but stare at the coin while

Once the coin has been removed from sight, the victim will awake in 1-10 rounds with no memory of anything from the point where they first saw the coin.

A wily character may use their skill at Duping to increase the severity of the RR. This is accomplished through the Bonus column of the Maneuver Table, with the result being added to the base RR of 80.

Any character who has no interest in gaining wealth gains a +20 to their RR against the coin.



MORNOK'S SKULL

Description: This appears to be a normal, well-preserved human skull. The only real telltales of there being something special about it is the fact that the jawbone and teeth are still attached, though by no visible means, and that there appears to be a gleam in the eye sockets.

Abilities: Mornok's Skull is a powerful necromantic device. When used as a casting focus (**HARP**, page 109), the skull grants a +20 bonus to the casting of spells relating to the command, creation, and control of undead. If the wielder of this skull casts the spell Undead Mastery (College of Magics, page 89), the spell has the Scaling Option Residual Effect and the range of the spell, in regards to only how far a Mastered Undead may go and still be within the area of effect of the spell is increased to 1000'. Both of these options are automatically included at no cost or penalty to the caster. These options do not change the range of the spell in regards to how close an undead must be when the spell is cast.

Note: If College of Magics is not available, then replace the enhancement of the Undead Mastery spell with an effect that makes the Control Undead spell last for one day per rank rather than Concentration.

PORTABLE HOLE

Description: This is a black cloth made of a tough sturdy fabric. Most Portable Holes have a 5' diameter, and are shaped as a circle, though there are rumors of Portable Holes that are oval or square in shape and of different sizes.

The cloth may be handled and folded quite easily, often folding into a very compact bundle. However, when unfolded and spread upon a surface, the cloth will cling tightly to that surface.

Abilities: A Portable Hole may be placed on any surface that is less than 10' thick. It will adhere to any surface, be it a wall, the floor, or a ceiling.

It then creates an opening, the same size as the cloth, though that surface to the other side. The cloth may be pulled off the surface from either side of the opening created. However, it cannot be removed from a surface so long as something is within the passage created by the Portable Hole.

If the surface on which the Portable Hole is spread is thicker than 10', it will not create a passage, nor even adhere if the surface is too thick. If the surface is also denser than normal stone, this prevents the creation of the passage as well. In areas where Portable Holes are common, it is not unusual for the wealthy to coat their walls with lead or other substances to prevent unwanted entries.

TREE KNIFE

Description: This small dagger has a blade that appears to be extremely dull. No matter how hard the blade is pressed against flesh it will not penetrate, cut, or hurt flesh. However, this blade is highly prized by settlers and woodsmen across the realms.

They are extremely rare and those who own one tend to keep it both hidden and well guarded.

Abilities: A Tree Knife will not hurt any living creature in any manner, however, it cuts through trees and wood as a hot knife cuts through butter.

The Tree Knife may only be used of larger works, as the blade is not small enough for doing fine detail work. This makes quite useful for felling and stripping trees to create a palisade fence around a new settlement or border fort. Often speeding up the process so that what would normally take weeks may be accomplished in just a few days.

