



HARPER'S BAZAAR

Volume #1, Issue #2

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Introduction

Welcome to Issue #2 of **HARPer's Bazaar**. The past few months have been extremely busy for me. So busy, in fact, that I have just recently gotten the time to work on this issue. As always the contents of this product are a combination of various ideas that just spew out of the dark, dank recesses of my mind. As the warning label says, these ideas should be considered optional, and none of them have been play tested. So use them at your own risk.

Well, you don't want to sit there listening to me prattle on all day, so stop reading the introduction and get on with the rest of the issue!

By the way, I hope you enjoy it, and have fun with all of your gaming!

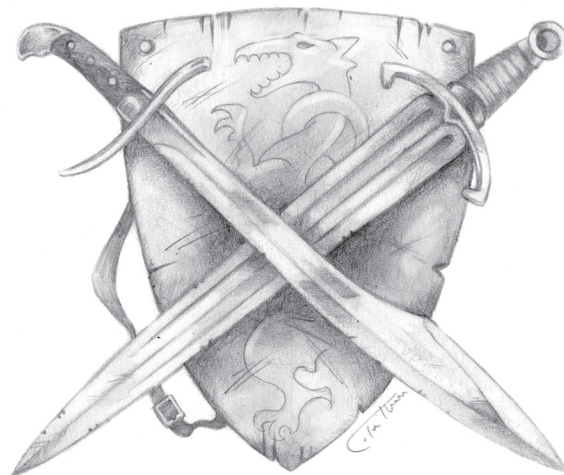
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NEW RACES

KALBARI

DEMEANOR: The Kalbari are a solemn, distrustful race of people. They are often short-tempered even when not angered; they are very brusque and almost rude to those that they encounter. The Kalbari respect and admire shows of strength, and this has colored their perceptions. They view most other races as being inferior and thus not worthy of courtesy, however this is tempered with the realization that their normal views would prevent commerce with others, thus the brusque attitudes.

The greatest honor that a Kalbari can bestow upon a person from another race is the appellation of “friend”. When bestowed, the Kalbari also normally bestows a small token, such as a pendant, upon the new friend. This token when viewed by other Kalbari shows that they are true friends, and this affords the individual with much greater respect from the Kalbari than they might otherwise show.

APPEARANCE: The Kalbari are humanoid in form, with the same number of digits on hands and feet as most other races. Their skin is covered with a tough grey hide that has a rough, pebbly appearance. They stand about 5’ in height on average, and have a stocky build. The Kalbari do not have external ears like many other races, their ears are internal and covered by a layer of taut skin. The Kalbari, unlike many other races, have very little in the way of outer appendages, other than arms and legs, even their noses are highly flattened on their faces.

They have dark coarse hair that runs in a single stripe from the crown of their head on down to the small of their back. The Kalbari men trim their hair to just an inch or two in length, while the female grows her much longer, often braiding it and weaving beads and colored stones into the beads.

LIFESPAN: Kalbari live an average of 90 years.

CULTURE: The Kalbari prefer digging their homes into the side of cliffs, carving them out of the living rock, thus the Cragger culture is their default culture.

SPECIAL ABILITIES:

Tough Hide (Minor) – The Kalbari have a tough grey hide that protects them as if they were wearing soft leather (+20 DB).

Stone Sense – With innate faculties for stone and stonework, Kalbari may attempt a normal Medium Perception Maneuver to notice unusual details, such as hidden doorways, traps within the stone itself, or flaws in stonework that could be potentially dangerous (such as those in floors or ceilings).

Lifespan			
Race	Adulthood	Lifespan	Increment
Kalibari	17	90	3
Merak	25	130	3

Dark Vision (Lesser) – Kalbari have the ability to see up to 10’ in total darkness. With at least some illumination, such as a candle, lantern, or torch, they are able to see up to twice as far as the light provides.

Example: *Without a torch, a Kalbari can see clearly up to 10’ in total darkness. With a lit torch in hand, illuminating a 20’ radius, the Kalbari will be able to see 30’ clearly, plus an additional 10’ at a -40 to their Perception.*

MERAK

DEMEANOR: The Merak dislike staying in one place very long. They love to travel and see the world, especially aboard ships. Most Merak who travel inland tend to become melancholy and long for the sight of the endless water of the oceans. To those who they meet, the Merak are invariably friendly and cordial, however there is something about them that makes one think that they are just slightly condescending towards those who are land locked.

APPEARANCE: The Merak look just like humans for the most part, except for a few minor, yet telling differences. First off, the Merak’s skin is a light shade of blue in color, and appears finely scaled, much like that of a fish. They also possess gill slits along the sides of their necks, and their fingers and toes are connected by a light, yet tough webbing. The Merak have no body hair at all, though they often decorate their scalps with fanciful tattoos and other markings.

LIFESPAN: Merak live an average of 130 years.

CULTURE: The Merak love the seas and the ocean. Of all the cultures available, they most prefer the Oceanic culture.

SPECIAL ABILITIES:

Water Vision– Merak can clearly see up to 100’ easily when underwater. This ability also grants them Night Vision, as per the talent, but at half of the normal ranges listed for it.

Amphibian — The Merak is able to function in water as easily as it does on land, and can actually breathe in a liquid environment. For every 5 ranks a Merak has in swimming it adds +2 to its BMR while in water.

Natural Sea Immunity – Merak have an innate immunity to extremes of naturally occurring cold, although they are still penalized by the effects of magical cold. Merak are also unaffected by the pressures of deep water.

Height/Weight Table			
Race	Base Height	Base Weight	Weight Modifier
Kalibari, Male	5’0”	200	4
Kalibari, Female	4’10”	170	3
Merak, Male	5’2”	210	3
Merak, Female	5’0”	180	2



NEW CULTURES

CRAGGER

Craggers are cliff-dwellers. They carve their homes out into the sides of sheer cliffs, often using either ladders, or stairs carved into the face of the cliff to travel from one level to another. Most dwellings in the Cragger culture rarely go deeper than two or three chambers deep into the rock of the cliff. Instead, they prefer to carve out their homes so that most rooms can have a window in the rock walls to allow light and air. Sometimes these windows have artfully crafted shutters that blend into the surrounding rock.

Most cliff-dwellings of the Cragger culture have extremely difficult approaches, which provide excellent defenses against invaders and raiders of many types.

Those of the Cragger culture are often agrarian based, growing crops and other food stuffs in nearby river valleys and canyons and sometimes supplement this with a bit of hunting.

PREFERRED LOCATIONS: Cragger communities are always found carved into the sides of sheer cliffs.

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

DEMEANOR: Those who live within the Cragger culture are often distrustful of outsiders, an attitude gained from many years of fending off the invasions that drove them to seek homes within the defensible confines of cliff-dwellings in the first place.

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

OCEANIC

Those of the Oceanic culture, simply put, live upon the Ocean. They often build floating cities that work in a manner similar to ships, including having sails and a complex rudder system. These floating cities thrive on fishing for most of their food, though there are often a number of specially constructed locations that are used for farming within the city itself.

While the city itself always stays out in deep water, those of this culture often man smaller ships which are used to travel to port cities for trade and commerce.

Adolescent Skill Ranks		
Cultural Skills	Cragger	Oceanic
Appraisal	0	1
Armor	1	0
Climbing	4	1
Crafts *	0	2
Endurance	2	1
Jumping	2	0
Lore (Local Region)	2	2
Navigation	0	2
Perception	2	2
Stalking & Hiding	2	0
Sailing	0	3
Swimming	1	3
Weapon Skills**	2	1
Weapon Skills ***	2	2

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

PREFERRED LOCATIONS: Oceanic communities are always found on the open oceans. The cities themselves acting like huge ships that almost never see land.

CLOTHING & DECORATION: Individuals of this culture often only wear what clothing is required for protection of the elements. For dealing with other cultures, individuals of an Oceanic culture will don plain, rough clothing of a durable nature. For special occasions and holidays, individuals wear bright colorful clothing. Jewelry often consists of shells, pearls and other items found within the ocean, though it will also be made with a high variety of styles.

DEMEANOR: Those who live within an Oceanic community often have a light-hearted and carefree view of the world and the events happening around them. They know that should trouble arise, they can move their entire city to a new location.

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

Racial Characteristics													
Race	Racial Stat Modifiers								Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Kalibari	+4	+2	+0	+0	+2	+1	+1	+0	+40	+20	+20	+5	+5
Merak	+2	+3	+2	+2	+0	+0	+1	+0	+35	+25	+15	+10	+5



BLOOD TALENTS

KALBARI BLOOD (LESSER)

The character has a bit of Kalbari blood in his ancestry, marking him with slightly Kalbari 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)
- Stone Sense
- Dark Vision (Lesser)

Cost: 1

KALBARI BLOOD (GREATER)

One of the character's parents is a Goblin, making him a half- Kalbari. His features are heavily marked, denoting his Kalbari 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)
- Stone Sense
- Dark Vision (Lesser)
- The character's Kalbari blood has a strong influence on his strength, physique, and lifespan.
 - Strength: +2
 - Constitution or Self Discipline (select 1): +1
 - Average the lifespan of both your races. Kalbari have an average lifespan of 90 years.

Cost: 2

MERAK BLOOD (LESSER)

The character has a bit of Merak blood in his ancestry, marking him with slightly Merak 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.

- Water Vision
- Amphibian
- Natural Sea Immunity

Cost: 1

MERAK BLOOD (GREATER)

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

- Water Vision
- Amphibian
- Natural Sea Immunity
- The character's Merak blood has a strong influence on his strength, physique, and lifespan.
 - Strength, Agility, or Quickness (select 1): +1
 - Constitution: +2
 - Average the lifespan of both your races. Merak have an average lifespan of 130 years.

Cost: 2



PALADIN

The Paladin is a warrior for his deity, gaining spells from his god in exchange for his faith and devotion, and the occasional quest. The Paladin normally has a specific Code of Conduct that he must follow in order to retain the favor of his deity. This Code of Conduct will be specific to the deity that the Paladin worships.

FAVORED CATEGORIES:

Combat:	5	General:	4
Mystical Arts:	5	Physical Arts:	4
Selected Category	2		

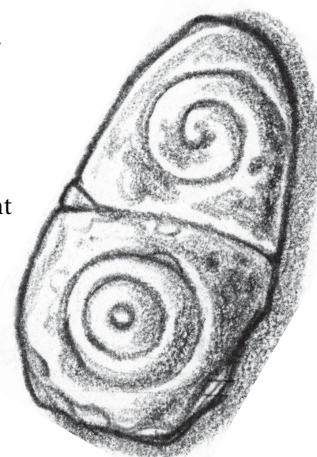
KEY STATS: Insight, Self Discipline Strength, Constitution

PROFESSIONAL ABILITIES: The Paladin may learn any spell off the Paladin Sphere. Starting at fourth level, and every fourth level afterwards (4th, 8th, 12th, etc.) the Paladin may reduce the number of Power Points required for casting spells, from the Paladin Sphere only, while wearing armor by 1 point, down to a minimum of 1. Starting at 5th level, the Paladin automatically gains the Talent, Succor (Minor). At 15th level, this becomes Succor (Major), and at 25th level increases to Succor (Greater).

NOTES ON SPELLS

Spells from the Paladin sphere use the stats Insight and Self Discipline for their stat bonuses. Paladins have access to the following list of spells as their sphere.

- Bladeturn*
- Courage
- Deflections*
- Divine Hammer
- Dreams
- Holy Weapon
- Inspirations
- Magic Shield
- Protection Chant
- Resist Damage
- Turn Undead
- Warrior's Might





PALADIN SPHERE

BLADETURN*

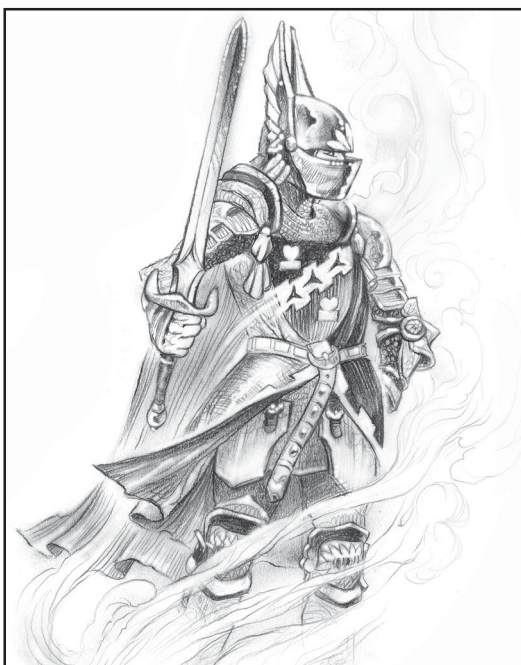
PP COST: 5
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Paladin, Mage, Warrior Mage
DESCRIPTION: Caster may deflect any one melee attack that he is aware. This attack receives a -20 modifier.
SCALING OPTIONS:

Increase Modifier (-50)	+2 PP
Increase Modifier (-100)	+4 PP
Increase Range (any visible attack within 100')	+4 PP
Increase Range (any visible attack within 300')	+6 PP
Increase Range (any visible attack within 500')	+7 PP

Courage

PP COST: 3
RANGE: self
DURATION: 2 round/rank
RR: —
SPHERES: Paladin
DESCRIPTION: For the duration of the spell, all characters who are within a 10' radius of the caster receive a +5 bonus to Resistance Rolls against any Fear effects. If the targets of this spell have already failed a RR vs. fear within the last 5 minutes, they gain a second RR vs. it through this spell.
SCALING OPTIONS:

Caster gains benefits as well	+5 PP
Increased Bonus (per +5 increase)	+3 PP
Increased Radius (per +10' radius)	+3 PP
Increase Duration (5 rounds/rank)	+4 PP



CUSTOMIZING THE PALADIN

Upon selecting a Paladin, the player should work with the GM to customize the Paladin for the setting in which he is being played. The "Selected Category" listed in the Paladin description should be placed in a skill category which reflects the nature and focus of the deity. Thus the Selected Category for a Paladin in service to Nature God might be the Outdoor Category, while another Paladin in service to a Night Goddess may have the selected category be the Subterfuge Category.

Additionally, subject to GM approval, the player may swap out any 6 spells from the Paladin Sphere for 6 other spells that reflect the nature and focus of the deity. These spells must be swapped out before the Paladin learns any of the spells from his Sphere, or else he must keep all of the spells listed.

CODE OF CONDUCT

Every order of Paladins must follow a code of conduct as dictated by their deity and by the church to which they are affiliated. The codes are individual to each order, and can vary greatly from order to order. It is up to both the player and the GM to work together to create the Code of Conduct for the order to which the Paladin belongs. Much like the Paladin's spells, the Code will reflect both the focus and the nature of the deity that he worships.

DEFLECTIONS*

PP COST: 7
RANGE: 100'
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Paladin, Mage, Warrior Mage
DESCRIPTION: Caster may deflect one missile that he sees within range, causing 20 to be subtracted from its attack.
SCALING OPTIONS:

Increase Deflection (-50 to the missile attack)	+3 PP
Increase Deflection (-100 to the missile attack)	+5 PP
Unaim True (missile automatically misses target)	+7 PP
Mass Deflection (affect one missile per rank)	+10 PP



DIVINE HAMMER

PP COST: 5
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Cleric, Paladin
DESCRIPTION: This spell allows the character to increase the damage he does with his weapon. In its base form, the spell causes the weapon to do double concussion hit damage when it strikes.
SCALING OPTIONS:
Thunder Strike
 (one electricity critical of equal severity) +5 PP
Greater Divine Hammer (3x hit point damage) +3 PP
Increase Duration (5 rounds/rank) +4 PP

DREAMS

PP COST: 3
RANGE: Self
DURATION: 1 dream
SPELL TYPE: Utility
RR: —
SPHERES: Cleric, Paladin
DESCRIPTION: Caster has a dream regarding a single topic decided upon when this spell is cast. The caster must sleep for his normal sleep cycle or a minimum of 4 hours if the caster's sleep requirements are less than 4 hours. The dream will not reveal any information concerning the topic directly; instead its meaning will be veiled in highly symbolic imagery.
SCALING OPTIONS:
Increase Dreams
 (2 separate dreams on 2 different topics) +2 PP
Increase Dreams
 (3 separate dreams on 3 different topics) +4 PP

HOLY WEAPON

PP COST: 12
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —
SPHERES: Paladin
DESCRIPTION: The caster enchants his weapon with the power of his deity. This weapon is attuned to only the caster and the bonuses are present only for him, to all others it is just a normal weapon. He may not have more than one Holy Weapon in existence at a time. This grants the weapon a +5 bonus to OB and it also works as a +1 PP Adder. This spell may be cast on the weapon multiple times, no more than once per day, to increase the power of the sword through the use of the following scaling options. Each scaling option must be cast separately.
Note: The holy abilities are special abilities based upon the focus of the deity and are determined by the GM, refer to Chapter 15 of the HARP core rulebook, Customizing the Cleric for more details.

SCALING OPTIONS:
Increase Adder from +1 PP to +2 PP +6 PP
Increase Adder from +2 PP to +3 PP +12 PP
Increase Adder from +3 PP to +4 PP +18 PP
Increase Adder from +4 PP to +5 PP +24 PP
Increase from +5 to +10 to OB +6 PP
Increase from +10 to +15 to OB +12 PP
Increase from +15 to +20 to OB +18 PP
Increase from +20 to +25 to OB +24 PP
Add minor holy ability +18 PP
Add major holy ability +36 PP





Inspirations

PP COST: 5

RANGE: Self

DURATION: 2 rounds/rank

RR: —

SPHERES: Paladin

DESCRIPTION: The caster is able to inspire all friends who are aware of him and who are within a 10' radius of his location. This grants them a +5 bonus to all actions for the duration of the spell. This spell may only be used during combat or highly religious events. The caster himself is not subject to the effects of this spell.

SCALING OPTIONS:

Caster gains benefits as well	+5 PP
Increased Bonus (per +5 bonus)	+5 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Radius (per +10' radius)	+2 PP

MAGIC SHIELD

PP COST: 3

RANGE: Self

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Paladin, Warrior Mage

DESCRIPTION: Creates a shield of translucent energy to protect the caster. This shield will move on its own to protect the caster, but is treated as a normal shield in all other respects. The bonus granted from this shield is equal to that of a Buckler (+15 DB) for a person trained in its use.

Scaling Options:

Increase Protection (as Target Shield; +20 DB)	+2 PP
Increase Protection (as Normal Shield; +25 DB)	+4 PP
Increase Protection (as Full Shield; +30 DB)	+6 PP
Increase Protection (as Wall Shield; +40 DB)	+8 PP
Increase Duration (5 rounds/rank)	+4 PP

Protection Chant

PP COST: 5

RANGE: Self

DURATION: 2 rounds/rank

RR: —

LISTS: Paladin

DESCRIPTION: All persons within a 10' radius of the caster at the time the spell is cast, and who are aligned with the caster (GM's discretion), gain a +5 bonus to all Resistance Rolls and to their DB for the duration of the spell. The caster himself gains no benefits from this spell.

SCALING OPTIONS:

Caster gains benefits as well	+5 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Protection (per +5 increase)	+5 PP
Increase Radius (per +10' radius)	+2 PP

RESIST DAMAGE

PP COST: 7

RANGE: Self

DURATION: 5 rounds/rank

SPELL TYPE: Utility

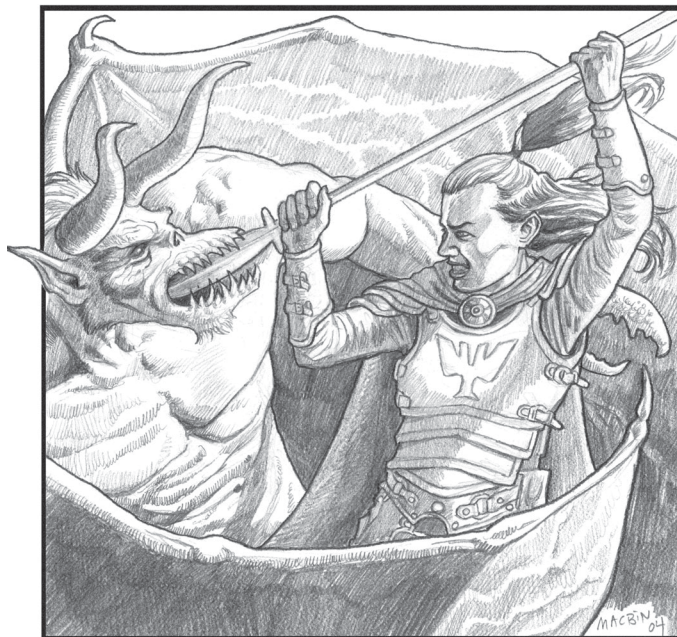
RR: —

SPHERES: Paladin, Warrior Mage

DESCRIPTION: Caster is able to ignore the effects of one Light critical for the duration of the spell. Caster still takes the damage, but it just does not affect him until after the duration of the spell. A Light critical is described in Chapter 9 Healing Injury & Death.

Scaling Options:

Improve Resistance (may ignore 1 Medium critical)	+4 PP
Improve Resistance (may ignore 1 Severe critical)	+8 PP
Improve Duration (10 rounds/rank)	+6 PP





TURN UNDEAD

PP COST: 7

RANGE: 100'

DURATION: 5 rounds/rank

SPELL TYPE: Attack

RR: Magic

SPHERES: Cleric, Paladin

DESCRIPTION: This spell causes up to 5 points of undead within a 10' radius to flee from the caster or disintegrate. The center point of the radius must be within the range of the spell. All affected undead within the radius resist against the same number, as determined by the casting of the spell.

Each undead counts its class number as the number of points it is worth, thus a Class II undead is worth 2 points for the purpose of this spell. Animated dead, as per the spell Animate Dead, are treated as Class I undead for the purpose of determining their point values and they do not get a Resistance Roll if the spell is successful. All other undead get a RR versus this spell. When Undead attempt to resist against this spell, they use a Cascading Resistance Roll (CRR) much like some poisons. Refer to Chapter 12, Poisons for more information on Cascading Resistance Rolls. The CRR used for This spell is as follows:

CRR (RR +20)	No Effect
CRR (RR)	Flee
CRR (RR-20)	Inactive
Failure	Dust

If a result of Flee is gained, then the Undead must flee for the duration of the spell. If it cannot flee, then the Undead will move as far away from the caster as possible and remain motionless unless attacked. If attacked, the Undead will no longer be affected by this spell, and will resume its attacks. If the result is Inactive, then the Undead falls down and is not able to do anything for 24 hours. If the result is Dust, then the Undead is disintegrated completely. This spell will always affect Undead of a lower class before it will affect a higher Class Undead creature.

This spell targets specific Undead based on upon how close they are to the caster and what their Class is. It will affect those that are closer to the caster before those further away, yet within range. It will attempt to affect all those within range of a lower Class before attempting to affect those of a higher Class. If an Undead resists this spell, then he does not have to worry about being affected by it again unless it is cast again while he is within its radius. Undead outside the radius of this spell when cast, who later enter it, are not affected by this spell.

SCALING OPTIONS:

Every additional 5 points of undead affected	+2 PP
Increase Radius (20' radius)	+3 PP
Increase Radius (30' radius)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP

WARRIOR'S MIGHT

PP COST: 5

RANGE: Self

DURATION: 2 rounds/rank

SPELL TYPE: Utility

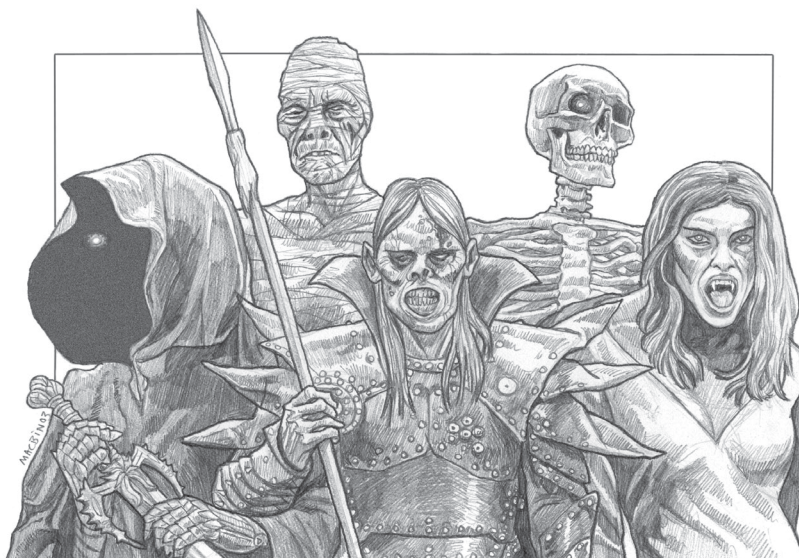
RR: —

SPHERES: Paladin, Warrior Mage

DESCRIPTION: For the duration of the spell, the caster gains a +5 modifier to determining critical damage. This does not affect the character's chances to hit his foe, only the damage to be done. The caster also receives a +10 bonus to Strength related maneuvers outside of combat.

SCALING OPTIONS:

Increase Might (+10 critical modifier; +15 to strength maneuvers)	+4 PP
Increase Might (+15 critical modifier; +20 to strength maneuvers)	+6 PP
Increase Might (+20 critical modifier; +30 to strength maneuvers)	+8 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP





RULES OPTIONS

One of the best things about **HARP** is the ability to be able to easily create small house rules that allows you to customize the game to suit your own style. Some of this is inherent, such as with the Cleric and with Training Packages. This same principle works throughout the rest of the game as well. If you, as a GM, find that a rule does not fit the way that you think it should work, then by all means I encourage you to change it to better suit your expectations. If you are not sure how to change it to suit your needs, the ICE forums are a great place to ask, as there are many friendly people who will help and make suggestions to aid in adjust the game to suit your needs.

I am the last person in the world who will ever try to claim that **HARP** is the perfect game for everybody. However, I do think that it comes pretty close and I think that the inherent flexibility built into **HARP** is a major part of the reason it comes so close.

This section of **HARPer's Bazaar** details several *House Rules* that I have mentioned or come up with recently. I hope that you enjoy them.

CASCADING RRS FOR FEAR

In **HARP**, fear is normally treated as an all or nothing effect, meaning that you are either so afraid that you are running away or it isn't affecting you. Several people have commented about this on the ICE forums. My solution to this possible issue is to have a Cascading Resistance Roll (CRR) for fear attacks. This will allow for a wider range of possible results and more opportunities for roleplaying, thus allowing characters to really test their mettle.

Use the Cascading Fear Resistance Roll Table given on this page for resolving Fear effects. The cause of the Fear Effect still makes a maneuver roll on the RR column of the Maneuver Table as before to determine the base RR, however the actual effect caused by the Fear will be determined by the result of the Resistance Roll made by the character.

Example: *Jorg is exploring an old crypt and comes across an undead creature, a skeleton (Class I Undead – Level 3). Like most Undead, the skeleton exudes an aura of fear that Jorg must resist against. The Undead is third level, so the GM rolls and gets a 75 for a total of 90 (75 + (level 3 x 5) = 90), which means that Jorg needs to make a Will-based Resistance Roll of 100 or higher or be affected by the fear. Jorg rolls a 43 and adds in his RR Bonus of 35 for a total result of 78. Looking at the generic Fear CRR above, we can see that Jorg's result is more than enough to beat RR-30 [Panicked], but not high enough to beat RR-20 [Frightened], thus Jorg is frightened and is at -20 to all actions until he gets away from the skeleton or defeats it.*

CASCADING FEAR RR TABLE

RR	No Effect: You master yourself and the fear cannot touch you.
RR-10	Shaken: You are at -10 to all actions, but are determined to stand your ground.
RR-20	Frightened: You are quaking and want to flee but are determined to try to hold on. You are at -20 to all actions while frightened.
RR-30	Panicked: You are at -30 to all actions while under the Fear Effect, except those that will move you away from whatever it causing the effect. You cannot make attacks, but you also gain a +30 to DB while fleeing from the Fear.
RR-40	Terrified: You drop whatever you are holding and flee from the cause of the Fear as fast as possible. You can use spells, special abilities, or anything else to help you get as far away as fast as possible. You cannot make attacks as you flee, nor will you stop to aid others in any manner. You receive a +50 to DB while you are fleeing.
Failure	Catatonic: You are so traumatized by the Fear that you withdraw into a catatonic state until 1d10 hours after the Fear Effect is gone.

SKILLED FUMBLES

When a character fumbles, the normal procedure is to make a single roll on the Fumble Table and to apply the results. Over the past several months, I have seen a number of comments come up regarding fumbles, and how they might be too harsh, as they do not take into account how skilled a character might be. With this option, how skilled a character is will have an effect upon how harsh a fumble result might be.

Fumble Option: When a character fumbles a skill or maneuver, they subtract the number of ranks that they have in the fumbled skill or spell from the roll used to determine the effects of the fumble. This can never reduce the fumble roll below a 1.

Example: *Rawrg has 12 ranks in Long Blades. When making an attack against a nasty goblin, Rawrg fumbles his attack. Rawrg makes his fumble roll and receives a 38. Using this option, Rawrg subtracts 12 from the 35, giving him an adjusted fumble roll of 23 (35 - 12 = 23). Thus, instead of giving himself 1d10 hits, he only loses his grip on his weapon momentarily.*



INITIATIVE OPTION

The standard method of determining initiative is to roll 1d10 and add in the character's Init Mod. However, some may feel that this does not give enough randomization, and that for some characters, it would never give them a chance to get initiative over some of the faster monsters. This can be alleviated by rolling 2d10 rather than 1d10 for initiative. This reflects that there is a greater element of luck for determining who goes first.



ARMOR AS DAMAGE REDUCTION

One of the ideas that I have been toying with is the possibility of using armor as a method of damage reduction, after a hit has been determined rather than being applied to DB. However, removing the armor modifications from DB would result in many more actual hits connecting and result in more damage overall, thus this has to be compensated for as well. The following guidelines take care of this, though they do slightly increase the complexity of resolving attacks.

The first thing to do for using this option is to remove the armor modification from the DB of all characters, and replace it with a general +30 modifier for an Innate Dodge Bonus. Characters and monsters with Tough Skin, do not remove this from their DB, nor is the bonus from Shields removed, only the bonus from armor worn.

If an attack hits hard enough to do damage, then the Armor Damage Reduction (ADR) modifier is subtracted from the final result at the same time that the adjustment for attack size is applied according to the core HARP rules. If you are using Hack & Slash, then the ADR is subtracted from the low end of the number range given under the Letter Code for the critical. Should the ADR reduce a critical below the low end of the table being used, then no critical damage is given to the character who received the attack.

To keep things as simple as possible, the ADR modifier is equal to 1/2 of the total DB modifier for armor worn. Thus a suit of Soft Leather, which has a DB mod of +20, would have an ADR of 10, and a suit of Rigid Leather, having a DB mod of +30, would have an ADR mod of 15.

Example Setup: *Rawrg is wearing a suit of Plate/Chain and carrying a normal shield (+25), and has a total Quickness bonus of +10. This gives him a DB, under the normal rules, of 80 (50 + 25 + 20 - 15). Using this option, Rawrg would have a DB of 60 (30 Innate Dodge Bonus + 25 Shield + 20 Quickness - 15 Armor Maneuver Penalty) and an Armor Damage Reduction (ADR) modifier of 25.*

Example 1 (HARP Core Rules): *Rawrg is fighting a Giant Rat (OB 80) and is foolishly not parrying. The Giant Rat rolls a 55, giving it a total attack roll of 75 (55 + 80 - 60), which hits hard enough to do damage. This total is then adjusted for the attack size and Rawrg's ADR. The attack size is small, so it receives a -10 and Rawrg ADR is 25, so the result receives another -25 for a total adjustment of -35. Using the standard rules, this attack would have resulted in a 55 on the Puncture table. Using this option, it instead results in a 40 on the Puncture table.*

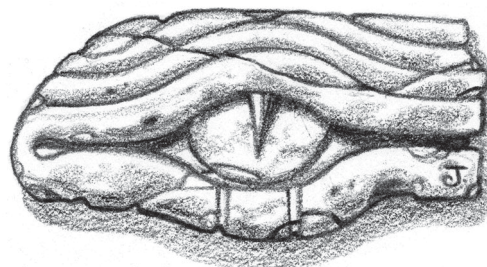
Example 2 (Hack & Slash): *Using the same situation and rolls that are in the first example, what would normally have been a result of 7E on the Puncture Attack Table becomes a 9C (9I, with the critical reduced to a C) when using these optional rules.*

POWER STRIKE (HACK & SLASH)

Hack & Slash introduced a new alternative combat system for HARP. However a few people disliked how Power Strike had been altered to work with Hack & Slash and felt that it was not worth attempting. The following options are given to alleviate this issue.

Option 1: Rather than have the -20 apply to OB, have it apply to DB while the character is making the Power Strike. The additional -10 to OB still applies for each round beyond the first that it is used.

Option 2: Power Strike does not receive a modifier to OB at all, but it takes 2 full rounds to complete.





CLERICAL ORDERS

In **HARP**, when a character becomes a Cleric, he is joining a religious order, and his selectable skill categories and his actual Sphere of spells should be determined by the deity worshipped and by the focus and nature of that deity. The following examples detail a few possible Clerical Orders that a character might join.

EARTH WARDENS

Focus: Oberus the Forest Lord; God of Plants, Animals, and Nature.

Culture (Temple Locations): Varies. Temples are usually simple affairs in the countryside; they are never located within a city or a town. Most often, these temples or shrine can be found in remote wilderness locations, such as caves or small clearings deep with the woods.

Membership: Humans, Elves, Gryx, Halflings or Gnomes. Many Rangers are lay members of this order, or affiliated with it. Lay members do not gain the benefits of membership that full members gain.

Benefits of Membership: +5 to locating herbs in the wild, identifying plants, and tracking outdoors.

Restrictions: No killing of any animal or plant needlessly.

Symbol: A tree in full bloom. This normally takes the form of an amulet or brooch pin that is worn by the cleric.

Dress: Brown hooded robes with a leather belt. All wear a simple amulet in the shape of a tree. (It is often a PP Adder as well – i.e. by use of the Holy Symbol spell).

Structure: The Earth Wardens have no real structure, other than each Warden being trained by his mentor. Once every 20 years, Earth Wardens will gather and elect one of their members to lead the order until the next conclave.

Philosophy/Purpose: Respect for nature is the theme stressed by the order. While not vegetarians, they teach that killing for sport or other wasteful purpose is evil. The order has an understanding of farming techniques (crop rotation, etc.) and imparts this information to area farmers. They bless harvests and often preside at fall festivals.

Activities: These Clerics are rurally oriented and a good portion of the membership travels constantly, teaching farming techniques and urging respect for the earth. They also work to prevent deforestation as much as possible, trying to balance the needs of civilization against protecting plants and animals.

Favored Categories: Clerics of this order place both of their selected Favored Categories into the Outdoor Category, gaining a total of 6 ranks in that category.

Spells: Earth Wardens have the following spells as their sphere. They gain access to all of the spells listed under Brotherhood Sphere and may select any 6 spells from the Selectable list to bring the total for their sphere up to 20 spells. If **College of Magics** is available, then all spells from the Vivamancer should be considered to be part of the list of Selectable Spells as well.



Brotherhood Sphere	Selectable Spells
Animal Forms*	Bless*
Control Animal*	Calm*
Divine Hammer*	Dreams*
Herbal Enhancements*	Find Shelter***
Holy Symbol*	Guidance*
Major Healing*	Hues***
Nature's Strength*	Intuitions*
Nature's Tongues*	Locate Food***
Neutralize Poison*	Merging Ways**
Plant Disguise*	Path Lore***
Summon Animal*	Quiet Ways**
Tree Door*	Sleep**
Tree Merge*	Traceless Passing***
Tree Skin*	

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Ranger Sphere



GUARDIANS OF THE NIGHT

Focus: Khonu the Moon God; the Night Beacon.

Culture (Temple Locations): Temples to Khonu are often located on high hills or in other remote locations. The temples often have roofs that may be opened to let Khonu's light shine into the temple during ceremonies.

Membership: The Guardians will accept a person from almost any race as a member. Those members who do not have Night Vision naturally undergo a ritual which grants them with this ability (i.e. the character must purchase the talent) when they are ready to receive it. While most members of this order are Clerics, there are a good number of Paladins who belong as well.

Benefits of Membership: The Guardians gain a +10 bonus to Tracking and to Stalk & Hide. If **College of Magics** is available, then Guardians may also gain the Mage Hunter training package at a 30% cost discount instead of the normal 25% discount gained for training packages.

Restrictions: None.

Symbol: A crescent moon with a star located between the outer arms of the crescent. The points of the crescent always face inwards, towards the center of wearer.

Dress: The Guardians wear a grey tunic with the symbol of their deity embroidered on the left side of the chest. They also wear cloaks made of a dark grey material. All of their holy symbols are always made of a silvery metal that never tarnishes.

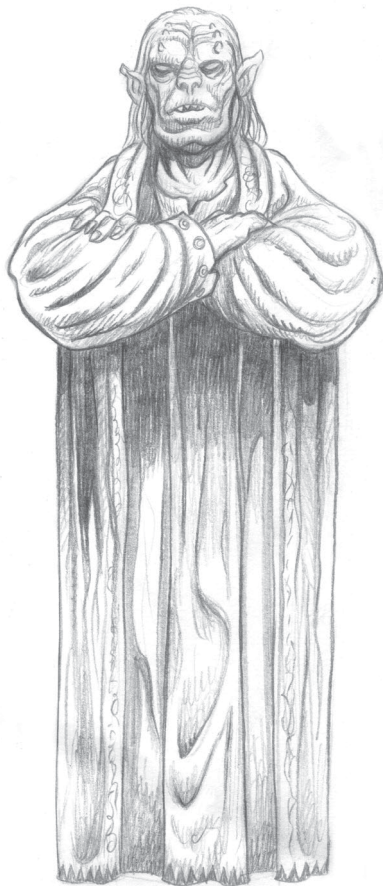
Structure: The Guardians are a quasi-militant order, and have a system of ranks denoted by seniority.

Philosophy/Purpose: The Guardians believe that evil likes to work under the cover of the night, and that it is their purpose to root out this evil and to protect others from those who prey on the weak.

Activities: These Clerics spend most of their time rooting out evil cults and others who prey upon the innocent under the cover of night. They especially hunt down unnatural creatures such as Undead and Lycanthropes.

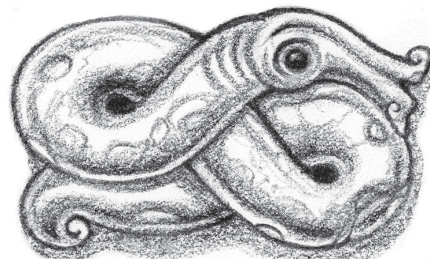
Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat, and the other in Subterfuge (3 ranks), the better to be able to deal with those who stalk the night for evil purposes.

Spells: Members of the Guardians have the following spells as their sphere. They gain access to all of the spells listed under the Guardian Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells. If **Hack & Slash** is available, then the Guardians may also have the Celestial spells as Selectable spells as well.



Guardian Sphere	Selectable Spells
Bless*	Bladeturn***
Calm*	Cure Disease*
Divine Hammer*	Darkness*
Dreams*	Deflections***
Guidance*	Fear*
Holy Symbol*	Guardian Blades***
Intuitions*	Invisibility*
Major Healing*	Magic Shield***
Presence**	Neutralize Poison*
Restoration*	Resist Damage***
Steel Skin***	Sleep**
Turn Undead*	Weapon's Fury***

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Warrior Mage Sphere





THE GATEKEEPERS

Focus: Dira, Goddess of Life and Death; the Gatekeeper of Antoch.

Culture (Temple Locations): Temples to Dira may be found in any location.

Membership: The Gatekeepers will accept a person from almost any race as a member, so long as that person is female. Men are not allowed to join this order.

Benefits of Membership: The Gatekeepers gain a +10 to Healing and Herbcraft.

Restrictions: The Gatekeepers may not take a life, except in self-defense. They also may not use any bladed weapons, only blunt ones such as maces and slings.

Symbol: An hourglass with the sands run about half-way out, and a pair of spread wings on the upper half.

Dress: The Gatekeepers wear black robes with silver piping and trim.

Structure: The Gatekeepers have a hierarchy based upon seniority with each member moving up as they become proficient. Each level of seniority has a different color to the set of wings attached to the hourglass symbol that represents their service to Dira.

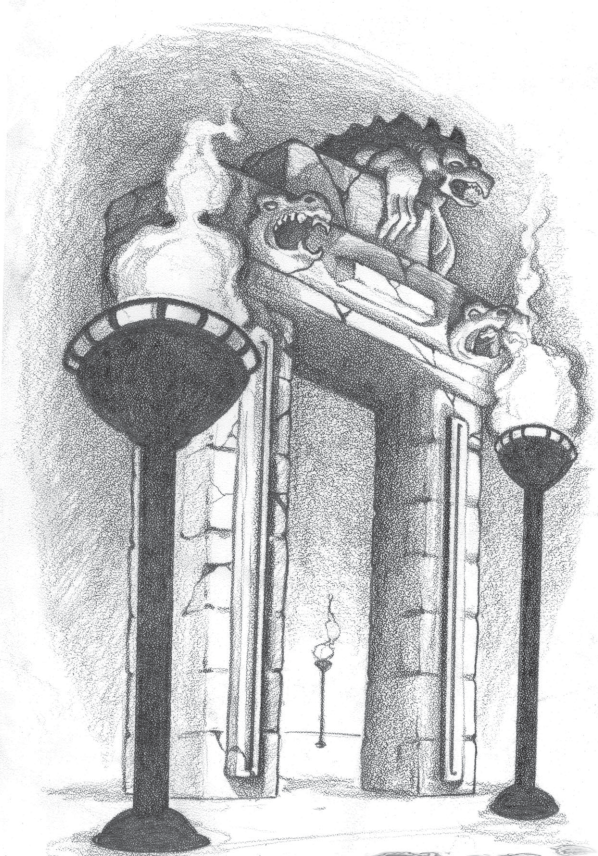


Philosophy/Purpose: The Gatekeepers believe that they are there to guide souls to their final rest in Antoch. They also believe that it is their duty to heal others when and where they can. The Gatekeepers believe that Undead are an abomination and that those trapped souls need to be freed and speeded on to Antoch.

Activities: In urban areas, the Gatekeepers will wander the streets looking to aid those in need, either by healing or helping them prepare for their journey to Antoch, the afterlife. They will also often travel with armies and even small groups of adventurers as well, in exchange for the donations that support the order. The Gatekeepers will always attempt to attend any battle that they can, in order to guide the spirits of the dead to the afterlife. Gatekeepers will also seek out Undead and Necromancers and try to destroy them, sending their souls on for Dira to judge and pass them into Antoch.

Favored Categories: Clerics of this order place both of the Favored Categories (6 ranks) in Influence.

Spells: Members of the Guardians have the following spells as their sphere. They gain access to all of the spells listed under the Guardian Sphere and may select any 7 spells from the Selectable list to bring the total for their sphere up to 20 spells. If **College of Magics** is available, then the Gatekeepers also select the Necromancer spell, *Speak with the Dead* as one of their Selectable Spells. If **Hack & Slash** is available, then the Gatekeeper may also have the Celestial spells as Selectable spells as well.



Gatekeeper Sphere	Selectable Spells
Bless*	Charm***
Calm*	Dreams*
Control Undead*	Fear**
Cure Disease*	Fire Nerves**
Drain Life*	Guidance*
Herbal Enhancements*	Harm*
Holy Symbol*	Intuitions*
Lifegiving*	Jolts**
Lifekeeping*	Mage Armor**
Major Healing*	Passing**
Neutralize Poisons*	Presence**
Restoration*	Shock**
Turn Undead*	Tongues***

* = Spells from the Cleric Sphere

** = Spells from the Mage Sphere

*** = Spells from the Harper Sphere