



HARPER'S BAZAAR

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Introduction

Welcome to the eighth issue of *HARPer's Bazaar*. Things have been a bit hectic around ICE recently, what with the impending release of *Rolemaster Classic*. Despite that, I have taken the time out of my busy schedule to work on this issue for you.

This issue contains several articles that I hope you enjoy. The first article is the first in a series of guidelines for using *HARP* with the Shadow World setting. My second article is on removing curses, and it even includes a spell for doing just that. And for my third article, I provide you with a dozen new magical staves.

Finally, I close out the issue with a new Alternate Monk, one who is a bit more on the mystical side.

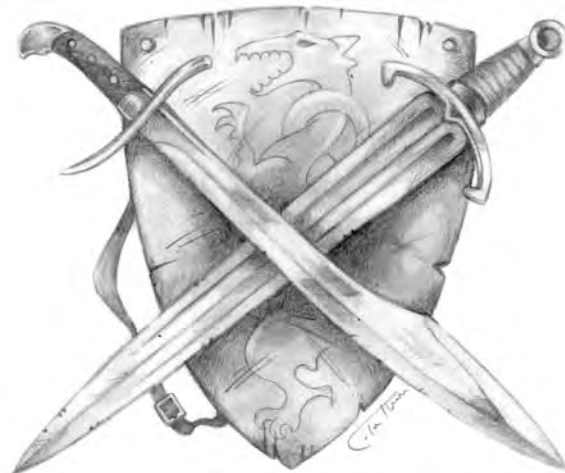
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SHADOW WORLD FOR HARP

This article presumes that you have the *Shadow World Master Atlas* (4th edition), and that you also have the majority of the *HARP* line of products, including the previous issues of the *HARPer's Bazaar*. I will be sure to annotate where each *HARP* reference comes from.

Using the following information as well as the information provided in future articles, and your *Shadow World Master Atlas* (SWMA), you should be able to determine which *HARP* product(s) you need for use with your campaign. Whenever something is suggested that is not within the core *HARP* rules, I will give the abbreviation of the product in brackets [].

RACES & CULTURES

We will start off by going through Chapter 3 of the SWMA and listing each race and its culture, and their *HARP* equivalents. When using the *HARP* races, it is important to note that you should use the SWMA descriptions and height information; that only the stats and Racial Abilities are what you should use from the *HARP* material given. For cultures, just use the suggested cultures accordingly.

In this issue, we will only cover the Mortal Races. In a future issue we will cover the Elven, the Half-Elven, and the other immortal races.

ANZETI

The Anzeti are humans. Players who have characters of this race should exchange one of the normal Human Special Abilities for Resistance to Natural Cold, as described on page 45 of the SWMA. The Anzeti are commonly from a Rural, Highlands [HB #1], or High Valley [HB #3] culture.



CENTAURS

Use the Centaurs that can be found in the *HARP* core rules, in the monster section. Centaurs are most commonly of the Nomad or Rural culture.

DROLOI

The Droloi are a very unusual race. For them, use the Kalibari race [HB #2], and replace the Stone Sense racial ability with the Resistance to Natural Cold ability described on page 45 of SWMA. According to the SWMA, the Droloi should use the Sylvan culture, though Tribal [HB #4], Underhill, or Rural may work as well.

DURANAKI

The Duranaki are an unusual people. They are human, but with enhanced vision. They have both Night Vision and Dark Vision, and players who want to play a Duranaki must exchange those two talents for two of their racial abilities. The Duranaki also come from primarily Shallow Warrens, although Urban and Underhill cultures are not unknown among them.

DWARVES (NOMARI)

Use the Dwarves as presented in the *HARP* core rules. They will most commonly have either the Deep Warrens or Shallow Warrens for their culture, though other cultures are possible.

FUSTIR-GOST

The Fustir-Gost are a sub-race of the Umli, living in the far north of Kulthea. Like other Mannish races of the far north, they replace one of their normal racial abilities with Resistance to Natural Cold [SMWA p45]. The primary culture of the Fustir is that of the Nomad, and much more rarely the Rural culture.

GARKS

Garks use the stats for Hobgoblins, but without the penalty for activity in the daylight. Garks will most commonly have either the Raider or Marauder culture [M:AFG], or even the Cragger culture [HB #2].

HAIÐ

The Haid are pure humans, slightly related to the more northerly Fustir-Gost. The Haid prefer Rural and sometimes Nomad cultures. However, being a scattered and declining people, it would not be unusual to find other cultures as well, such as Highlands [HB #1], Cragger [HB #2], High Valley [HB #3], or even Tribal [HB #4].



HIRAZI

The Hirazi are a winged race. As such, the Volar and the Avian culture [both from HB #3] seem perfectly suited for this race. However, it is possible to find the Hirazi with other cultural packages such as Nomad, Rural, Cragger [HB #2], or even Arboreal [HB #1].

HUI

The Hui seem to be a hybrid race of Human and Dwarven, being more Human than Dwarven. It is recommended that players of this race be required to select Human as their base race, and then be required to take either a Lesser or Greater Dwarven Blood Talent to account for the hybrid-ness of the race. Like all Humans, the Hui may come just about any culture, although Rural is more likely than any other.

ILOURIANS

The Ilourians are Human, though it is recommended that all Ilourians have the Lesser Elven Blood Talent to account for their slightly elven nature. The Ilourians are most commonly found using the Tribal culture [HB #4], though it is possible that they may live in other cultures as well.

JAADERI

The Jaaderi are standard humans as found in the *HARP* core rulebook. They are mostly a Rural culture.

JAMERI

Like the Jaaderi, the Jameri are normal, standard humans as found in the core rulebook. They can be any of a variety of cultures, though Rural is most likely.

JHORDI

The Jhordi are an unusual race to say the very least. These humans must trade in two of their racial abilities for the normal Jhordi racial abilities. In *HARP*, that equals having the spells *Mind Speech* and *Mind Tongue* [Mystic Sphere spells, the Codex] to use as natural abilities (treat as if the character had 20 ranks in each spell, no rolls required). The Jhordi are from an Urban culture, though an unusual one. If using the Spell Focus styles from *College of Magics*, then they are restricted to non-verbal styles.

JINERI

The Jineri are standard humans as found in the core rulebook. They will usually come from a Rural culture, though others are possible.

KINSAI

The Kinsai are normal humans for the most part. However, they tend to have strong mental capabilities. This can be reflected by allowing players to trade any one of their human racial abilities with an ability that gives them a +10 bonus to casting any spell that affects the target's mind. Kinsai may from any culture, though Rural is most likely.

KULUKU

The Kuluku are a very unusual race of humans. They have none of the normal human racial abilities. Instead, they have the four abilities as described in the SWMA (page 50). Their Chameleon Color ability requires a Self Discipline based Percentage Maneuver, with a total of 100 or greater to receive the bonus to hiding; multiple maneuver rolls are cumulative. Their Retractable Nails ability allows them to use their claws in combat. If used with the Brawling skill, they are treated as Tiny Slash weapons, with an additional -10 modifier. However, Kuluku may learn a version of Martial Arts Strikes that does Tiny Slash attacks instead of the normal Martial Arts criticals. Their other racial abilities work as described.

LAAN (A.K.A. ZORI IN JAIMAN)

Laan are basically pure humans from the core rules. However, they may exchange one of their racial abilities for an extra for points to spend on stat bonuses. Laan also have a limit of +4 to any individual stat rather than the +3 limit that most humans have.

LUGROKI (LESSER)

Lesser Lugroki will use the stats and racial abilities of Hobgoblins. They will most commonly have either the Raider or Marauder culture [M: AFG].





LUGROKI (GREATER)

Greater Lugroki are Orcs, plain and simple. Like their lesser cousins, they will commonly have either the Raider or Marauder culture [M:AFG].

LYDIANS

The Lydians are normal humans with one major exception. They have both the Resistance to Natural Cold and the Vulnerability to Natural Heat, as described on page 45 of the SWMA. They must exchange one of their normal human racial abilities for this ability and disadvantage. The Lydians may come from any culture, but Rural is most common.

MERMEN/MERMAIDS

Mermen and Mermaids use the basic racial stats of humans, including the ability to set their stat bonuses how they like, but they do not receive any of the human racial abilities. Instead, Mermen and Mermaids gain the abilities listed in their racial description [SWMA, page 51]. As for culture, Mermen and Mermaids will usually be from Rural, Urban, Nomad, or Oceanic [HB #2] cultures, although other cultures are possible. However, no matter what culture they are from, any and all ranks in Jumping and Riding will be moved to the Swimming skill.

MUADANI

The Muadani are humans. They are required to exchange one of their human racial abilities for the Resistant to Natural Heat Ability [SWMA p.45]. The Muadani may be from any culture, though Rural is the most common.

MURLOGI (AKA GOBLINS)

Murlogi are Goblins, plain and simple. They will use the Goblin stats from the core **HARP** rulebook. They will most often have either the Raider or Marauder culture [M:AFG], or even the Cragger culture [HB #2].



MYRI

The Myri are humans. Players of this race are required to swap one of the normal human racial abilities for Resistance to Natural Cold [SWMA p. 45]. The Myri may be from any culture, though Rural is the most likely.

OCHU

The Ochu are normal humans. They may be from any culture, though Rural is the most common.





QUAIDU (AKA THE PALE MEN)

Technically, the Quaidu are human, but very unusual humans at that. The Quaidu have the normal stat abilities of human (i.e. able to place up to 8 points how they like), however, they also have a base +2 to Strength in addition to the points that they may place, and may place up to 3 points into any give stat, including Strength, giving it a possible maximum of +5. They do not have any of the normal human racial abilities. Instead, in addition to the Strength bonus listed above, they also have the abilities described on page 52 of the SWMA. The Quaidu are almost exclusively Rural, and although other cultures are possible, they would be very rare.

RASHA-AI

The Rasha-ai are an unusual race. They have the racial stat bonuses of the Vsori [HB #1]. The Rasha-ai use racial stats of the Drogosi [HB #4]. They also have the Outdoorsman racial ability like the Drogosi. In addition to this, they have the Blazing Speed talent as a racial ability, and finally, their Photosynthetic Skin allows them to move for 10x the normal duration allowed by their Pace, for Paces of Run or Faster (See core rulebook, p. 26 for more information).

RHIANI

The Rhiani are almost exclusively Nomad in culture. They are a race of Humans, who are required to swap out 2 of their normal human racial abilities for Resistance to Natural Heat [SWMA, p. 45] and the inner eyelid [SWMA p. 53].

SHAY

The Shay are standard humans as found in the core rulebook. They will usually come from a Rural culture, though others are possible.

SYNSHARI

The Synshari are a race of human-like lizardmen that have adapted to harsh desert conditions. They must swap out all of the normal Lizardman racial abilities for the following abilities: Resistance to Natural Heat, Vulnerability to Natural Cold [SWMA p. 45], a variation of Tough Hide [See core rulebook, p. 155] that grants a +10 bonus to DB, and an inner, nictating eyelid that protects their eyes. Their eyes may also move independently, allowing them a slightly larger field of vision which means that foes do not receive any Flank bonuses against them. Their culture is normally Nomad, though others are possible.

SYRKAKAR

The Syrkakar are a composite race born of the mingling of the Haid and the Umlu races. They must trade out one of their normal human racial abilities for Resistance to Natural Cold [SWMA p. 45]. The Syrkakar are mostly of the Nomad culture, though other cultures may also be found.

TALATH

The Talath are humans. Players of this race are required to swap one of the normal human racial abilities

for Resistance to Natural Cold [SWMA p. 45]. The Talath may be from any culture, though Rural is the most likely.

TANAI

The Tanai are Human, though it is recommended that all Tanai have the Lesser Elven Blood Talent to account for their slightly elven nature. The Tanai are most commonly found using the Tribal culture [HB #4], though it is possible that they may live in other cultures as well.

THESIANS

The Thesians are standard humans as found in the core rulebook. They will usually come from a Tribal culture [HB #4], though others are possible.

TROGLI

The Trogli are a variation of the standard humans found in the core rulebook. Trogli must exchange all of their normal human racial abilities for the abilities as described in their entry [SWMA p55]. The Trogli are primarily of the Deep Warrens or more rarely Shallow Warrens cultures. Any other cultures would be extremely rare for them.

UMLI

The Umlu are a bred of humans that are more adapted to the cold than any other group of humans. All Umlu must trade one of their normal human racial abilities for Resistance to Natural Cold [SWMA p. 45], however, the Umlu gain greater than normal benefit from the ability. They get to act as if the temperature were 50 degrees higher than it actually were.

Y'KIN

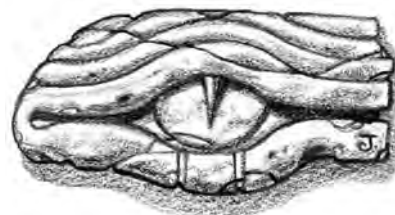
The Y'kin are standard humans as found in the core rulebook. They will usually come from a Rural culture, though others are possible.

Y'NARI

The Y'Nari are standard humans as found in the core rulebook. They will usually come from a Rural culture, though others are possible.

ZJENDRAHIR

The Zjendrahir are normal humans for the most part. They must, however, swap out 1 of their normal human racial ability for Resistant to Natural Heat [SWMA p. 45]. They are normally a Rural culture, but other cultures are possible.





REMOVING CURSES

In several products, *HARP* talks about curses, be they spells, items, lycanthropy or undead. In those products, are given several different ideas for removing those curses from their targets. The purpose of this article is to compile all of those methods in one location as well providing a spell called, Remove Curse, which is mentioned in one of those products.

There are 3 main methods by which a curse may be removed from a character; Enchantment Cure, Dispel Magic, and Remove Curse. Each of these has their own benefits and limitations, and are described in more detail below.

ENCHANTMENT CURE

This is a Talent that costs a character 25 development points to acquire. Each time that it is acquired, it must be taken for a different type of enchantment. Curses are considered as being separate from lycanthropy and infection from undead for the purposes of this talent.

To use this ability the character must touch his target. The character, not the target, must then make a Will-based Resistance Roll, using only his racial and stat bonuses, not any skill bonuses, against a target number of 101. If the character is successful, he has successfully removed the curse from the target.

- If he fails, the character may not make another attempt until he has increased in level.
- Extremely powerful curses may have additional modifiers against being removed.

DISPEL MAGIC

This spell allows a caster to attempt to remove curses from targets by disrupting the active magic. This method of removing curses will not work against lycanthropy or against undead. The caster may try, but it will never succeed.

If the curse comes from an item, and not a spell or an item where the GM knows the PP cost of the Imbue spells, then the spell, Dispel Magic, will have the item use a bonus based on the “size” of the effect. Most curses are considered to be at least a Medium, if not a Powerful spell effect.

REMOVE CURSE

The final method of removing curses is through the use of the Clerical spell, Remove Curse. This Clerical spell allows for the removal of curses that come from items, from spells, and even lycanthropy and infection by undead.

Remove Curse

PP COST: 4

RANGE: Touch

DURATION: --

SPELL TYPE: Utility

RR: --

SPHERES: Clerical

DESCRIPTION: Through the use of the spell, a caster may remove harmful magical influences from a target. The base form of this spell only removes curses imposed by items. The target must divest himself of the cursed item right away or he runs the risk of being cursed again.

SCALING OPTIONS:

Increase Targets (each additional target)	+4 PP
Increase Range (to 10')	+2 PP
Remove Spell - Curse	+2 PP
Cure Lycanthropy	+4 PP
Cure Undead	+4 PP





A DOZEN MAGICAL STAVES

The following is a selection of a dozen magical staves that might be found within a treasure trove. Each of the staves are unique, thus there is no cost listed for the items. Suffice it to say that a retailer attempting to sell one of these staves is going to try to get as much as he possibly can for them.

Also, all names and places mentioned in the descriptions are completely separate from any particular published settings. GM's are encouraged to expand and even change the history of the staves to suit their needs.

A number of staves mention requiring attunement. If no difficulty is mentioned, then the attunement should be considered to be of Medium difficulty.

ARCHDRUID'S STAFF

This staff stands nearly 7' tall. It is made of solid, knotty oak. The base of the staff flairs out, almost like a foot, while the head of the staff appears to have wooden strands that twine around a 3" tall egg-shaped mottled green stone. Flaring out on either side of the strands are wooden protrusions that resemble the antlers of a wild animal. These antlers extend 4" inches out from the sides of the staff.

Powers: The Archdruid's Staff is a +5 PP Adder and gives a +25 to OB just as a normal Druidstaff. However, when a wielder attunes to the Archdruid's Staff, he may select any 10 Druid spells, and he will be able to cast those spells from the staff. If the wielder does not already know how to cast the 10 selected spells, he will have a bonus of 50 when casting them. If he already knows any of the spells, the wielder will receive a +25 to his skill bonus for casting them. Unlike staves created with the spell, Druidstaff, this staff may be used by anybody who can attune to it. Attuning to this staff is an Extremely Hard Maneuver.

Campaign Notes: It is quite possible that an unscrupulous character might use this item in an attempt to pass himself off as a Druid, or other type of holy man, based upon the spells selected. Imagine the party's surprise when they find out the truth.

Conversely, many druidic orders would quite likely believe that the staff belongs to them or another order of Druids. Any Druid who spots a non-druid character wielding the staff is likely to be very upset and demand its return. He will not be willing to trade or purchase the staff as he feels that it belongs to Druids and that they should return it without coercion. If that does not work, the Druids are quite likely to attempt to steal the staff, either using stealth or force.

BLOODSPIKE

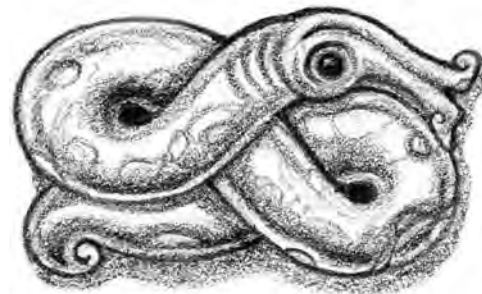
This staff is made of an unusual material that feels like wood, yet is as strong as steel. The staff stands 6' tall, with a dark red gem in a silver setting at one end, and a 6" long spike on the foot of the staff. The staff is a deep, dark red, with black striations running its length.

Powers: This dark item is enchanted with a +20 bonus combat. If the wielder of the staff does a Stave Jab with the spike on the foot of the staff, it will do a Large Puncture critical instead of the normal critical. If the attack does bleeding damage to the target, the wielder of the staff will heal an amount of hits each round equal to the amount of bleeding that the foe has acquired from the Bloodspike. Once the wielder is at full hits, the Bloodspike's bonus to OB will increase by an amount equal to the amount of hits per round that the foe is bleeding. This can increase the Bloodspike's bonus to OB up to a maximum of +50 to OB. The wielder of the Bloodspike also gains the ability to see up to 10' away in complete darkness. For each full month beyond the first, this Dark Vision increases by another 10', up to a maximum of 100'.

The Bloodspike also has a will of +60, and after the first time it is used in battle, it attempt to start influencing the character. If it gains influence of the wielder, it will drive him to avoiding the sunlight, being more bloodthirsty overall and drinking the blood of slain foes. Overtime, the wielder's appearance will also begin changing as his eyes turn red and several of his teeth begin to resemble fangs.

The Bloodspike does not actually turn its wielder into a vampire, but just changes him to resemble one over time. The creator of the staff had originally wanted to create a weapon that allowed the wielder to inspire fear. Unfortunately, an error in its creation ritual caused the weapon to be cursed, unbeknownst to its creator.

Campaign Notes: The Bloodspike is a nasty weapon, though one that can be very fun for the GM. The changes that the staff will make in the wielder are subtle at first. Even if it wins the first will contest, it will not cause a radical change in the character's personality. The changes will occur over time, and strangers, such as villagers are going to be the first to notice the red eyes as the rest of the PCs will be seeing the character every day, and subtle changes are hard to detect over time. Imagine their surprise when they go into town and suddenly the character is accused of being a demon because of his red eyes.





BONE STAFF OF NEROG

This staff is 5' long, with a leather grip in its middle. The entire staff appears to be made from some very large bones, and the staff is topped with what looks like some sort of creature claw holding a large milky-white stone. The staff is named after its creator, Nerog, one of the most powerful, and feared Necromancers that the world has ever seen. It was lost shortly after his death at the hands of adventurers sent to disrupt his growing nation of undead.

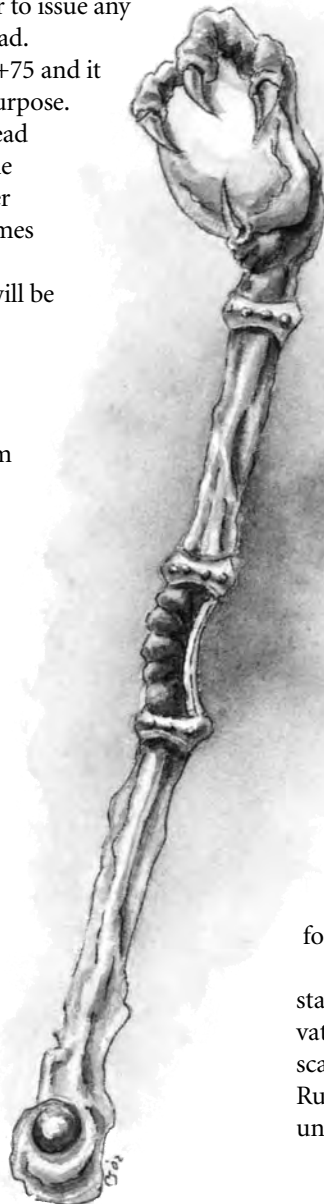
Powers: Using this staff, the wielder may cast Undead Mastery on any undead, not just those he created. He may also cast the spell upon these mastered undead a second time to make the effects permanent. On undead that the caster has actually created, the effects are permanent if the spell is cast using this staff. Additionally, the caster may master any number of undead. However, the wielder must be holding the staff in order to issue any commands to the mastered undead.

The Bone Staff has a will of +75 and it will always attempt to fulfill its purpose. That purpose is to create an undead army to be used in conquering the world. Also, the longer the wielder keeps the staff, the more he becomes lich-like. Over the course of 1d10 months, the wielder of the staff will be transformed into an actual lich.

Campaign Notes: This is a very nasty item. It was made by a Necromancer to turn himself into a powerful lich and help him conquer the world. Though its creator is long dead, it still attempts to carry out those plans. Any character who wields the staff will eventually become a Necromancer, thanks to the will of the staff.

Imagine if that tribe of Kobolds to the north suddenly became a tribe of undead Kobolds, along with a few other undead types mixed.

This weapon could quite easily be the unwitting focus of an entire series of adventures, as party defeats one wielder, and then sells the staff in a nearby town, only to have it show up in the wilderness again a few months later.



BOW STAFF

Made of yew, this staff is a good inch thick for its entire length. The surface of the staff is exquisitely carved to resemble a Composite Bow. It was made to order for a Ranger who lost his life in a war long ago.

Powers: Once attuned to the powers of the Bow Staff, the wielder may concentrate for one round and the staff will change into the shape of any weapon he desires, such as a broad sword, a club, short bow, or anything else the wielder can imagine. The weapon will always be made of wood, though it strikes normally and it even has a +20 bonus to OB. Additionally, while in any sort of bow form, the staff gains a string of force, and it will fire magical arrows, also of force, once per round. These magical bolts do Small Electricity Criticals.

This transformation will only last for 10 rounds before the weapon transforms back into its natural staff form. Once the Bow Staff has changed back to its natural form, it cannot change shape again for 1 hour.

Campaign Notes: The Bow Staff is a very versatile weapon, and chances are that it will be coveted by any number of groups or individuals. Such people would likely stoop to any extreme to get their hands on it.

RUNESTAFF OF TALGOR

Made of a dark, ebony wood, with silver caps at either end, the Runestaff of Talgor is a highly prized item among mages. Each rune inscribed upon the Runestaff is inscribed in a silvery looking metal. Etched into the upper cap is the word, Talgor. Nobody knows if it is a name, or a place, or the mark of the maker of the staff.

Powers: Runes may be inscribed onto the Runestaff using nothing more than the Runes skill. Also, the staff, once the wielder is properly attuned, imparts upon the wielder the knowledge of how to inscribe the runes on the staff in such a manner that the wielder may scale the spell at the time of rune activation. The wielder also learns how to remove runes from the staff as well. The wielder must possess the staff for at least a full week before the

Any rune inscribed upon the staff appears on the staff in a silvery metal. It takes a single full round to activate any runes from the staff, no matter how the wielder scales the spell that he is casting from the Runestaff. Runes on the Runestaff never fade, and remain viable unless a wielder purposefully erases them.



SPIRIT STAFF

When casting spells from the Runestaff, the wielder uses his bonus for his Runes skill as the bonus for casting the spells. The wielder is required to have enough ranks in the Runes skill to cast any of the spells. Thus, if the wielder wants to cast a spell that has a base cost of 5 PP, and scale it up another 4 PP, he would need 9 ranks in Runes to be able to cast the spell from the staff.

The staff supplies all of the power points needed for powering the spells, and it can cast up to a maximum of 100 PP worth of spells each day.

Campaign Notes: The Runestaff makes for a good method of supplying players with an item that has item spells that might be needed for a specific adventure goal. Additionally, perhaps the GM could set up an adventure where something happens and the PCs have to find out what Talgor means in order to solve the situation.

SHADOW STAFF

This ebony colored wooden staff is topped with an onyx stone, and filigreed with an unknown dark metal that feels slick to the touch. It is unsure how tall this staff actually is, as it always seems to be just the right height for the wielder to use comfortably.

Powers: The wielder of this staff, if succeeding in the Extremely Hard attunement, is granted Night Vision up to a range of 500' and Dark Vision out to a range of 50'. The staff is a potent weapon, with a bonus of +25 when it is used in combat. The Shadowstaff also grants a +20 to the casting of any spell that has "shadow" in its name.

Campaign Notes: In the last issue of *HARPer's Bazaar*, I described a ring which ended up being a focus for a war between various sects of Shadowblades for their leadership known as the Shadow Wars. This staff can hold a similar importance among those groups.



This wooded staff is intricately carved with archaic symbols and signs. Past wielders have often attached feathers or other totemic items to the staff.

Powers: A properly attuned user of this staff gains a +20 to all rolls involving interaction with spirits, including spells cast on spirits. Additionally, the wielder of the staff is able to transport himself, plus one additional person per point of Insight bonus, directly to the Spirit World and back as per the spell, Spirit Travel, found in *HARPer's Bazaar* #6.

Campaign Notes: This staff is very useful for any type of Shaman character. Perhaps the staff is discovered by a Wildling (HB # 5) who is friends with a character. Being innately playful, the Wildling is likely to lead the characters on a very scenic route to the staff. Perhaps there are some evil Shamans who are attempting to find the staff as well. This could easily become a race type scenario with the two groups working to reach it first.

STAFF OF AIR

This is a 7' long stave of a reddish-orange wood of unknown origin. The staff is perfectly smooth, yet contains some tiny grooves down its length. These grooves do not reach the full length of the staff; they go 2/3 of the way from one end. On each end of the staff is engraved a single symbol, the symbol for air.

Powers: This staff requires a Hard attunement maneuver. Once attuned, the wielder is constantly surrounded by small, whirling currents of air. The stronger the emotions of the character; the stronger the currents are. During combat, the air currents are strong enough to give the wielder a +25 modifier to their DB against melee attacks; +50 versus missiles.

Additionally, when commanded by the wielder, the grooved sections of the staff extend outwards, turning the staff into a small glider, which can be flown using the Acrobatics skill. This glider actually flies under its own power, traveling up to 50' per round when traveling with the wind, and 20' per round when traveling against it. The staff becomes a glider on mental command of the wielder. The glider may be used for up to 10 minutes at a time, but then it cannot be used again for 24 hours. It can hold the weight of the wielder and whatever he is able to carry. At the end of the 10 minutes, the glider will automatically land before it stops working.

Campaign Notes: This staff is quite likely the property of some monastery or temple dedicated to the element of air. The staff might be given to a young monk or priest without them being told of its abilities, especially if somebody did something like place a metal cap over one end to negate and hide its powers. The characters, once discovering its abilities could then perhaps try to return it to its rightful owner.

Conversely, the true owners might consider the item stolen and go after it and perhaps even go after the people that they think have stolen it.



STAFF OF MYSTICISM

This crooked wooden staff is highly prized by Mystics. The staff stands about 5' tall and looks like a gnarled limb, with a bit of a hook at the top. If it weren't for its unique abilities, the staff would be totally unremarkable.

Powers: The staff is a +25 weapon, and seemingly as strong as the toughest steel, as it is nigh unbreakable. After a successful Hard attunement, the wielder of the staff may generate an aura of fear at will. Treat this as if all within 25' were under the effects of a Fear spell. Those within the radius do receive a Will-based RR with a target number of 100 to resist the effects.

The staff also grants the wielder a +20 bonus to casting any spell that requires a Will based Resistance Roll.

Campaign Notes: This is a good item for those character who like to have others cowering from them. Then again, remember that it could always backfire and villagers could turn on and attack that which they are afraid of.

STAFF OF THE WARRIOR

This 6' long staff is made of a nearly indestructible wood polished a rich, deep ebony color. On each end of the stave is a cap made of an unknown silvery metal. These caps are engraved with miniature scenes of combat in intricate detail. The length of the staff is covered in rune-like engravings, but to date no sage or scholar has been able to identify them.

Powers: To any character who knows how to cast spells, this staff is just a +10 weapon. However, in the hands of a fighter or other warrior, its powers begin to manifest.

For warriors, the staff is a +20 weapon, and it totally ignores damage caps (if using *Hack & Slash*, then use the H column of the attack table). For each week that the staff is in the possession of the warrior, he gains a +5 to DB due to his skin getting tougher, up to a maximum of +60 to DB. However, if the warrior is wearing armor, then this bonus only applies to raise the warrior's DB from armor up to +60, it cannot raise it above that.

Also, once every other round, the staff may be used to shoot a bolt, as if from a Light Crossbow (wielder uses his skill with the Light Crossbow as his OB for this). The bolt is treated as magical for the creatures that it can hit and damage, but it does not receive the +20 to OB that normal attacks with the stave receive.

Campaign Notes: This is a potent weapon in the hands of a fighter. It is likely to be highly prized by warriors of all types, from bandits to city wardens. Anybody who recognizes the staff is likely going to want to get their hands on it. Luckily it is not widely known.



TRAVELER'S STAFF

This is a plain looking wooden staff of about 6' long. It has a plain iron cap on bottom, and silver cap on top. The silver cap is engraved with symbols of travel and with an image of a large pavilion tent.

Powers: This staff operates as a +10 quarterstaff, and requires an Extremely Hard attunement roll to access its other two powers. Its first power is an aid to traveling. While using the staff, the wielder and any companions will travel at twice their normal speed. To them, they appear to be moving normally, though their surrounding may appear to be flowing and changing a bit more rapidly. Treat this as a very minor form of the spell, *Spirit Travel* (HB #6), one that does not quite enter the spirit world. It allows for more travelers in exchange for speed. This ability will work only for 1 hour at a time, and only after 1 hour of normal travel.

The stave's second ability is useful when it comes time to camp. The wielder may stand the stave upright and give a command word that transforms the stave, over the course 6 rounds, into a pavilion tent large enough to sleep 10 people. Saying the command word a second time causes the tent to return to its stave form. The pavilion tent is very luxurious. It has a built in ground cloth, many pillows, and the interior is always a constant warm temperature, no matter how hot or cold it is outside. Anything left within the tent when it collapses is left lying on the ground. This second ability only works once a day.

Campaign Notes: This staff is likely to be very prized among those who travel a lot, such as merchants and peddlers. Some may be desperate enough to attempt attacking a caravan whose leader has this item.

ZOOMORPHIC STAFF

This ancient looking stave is made of solid oak that has turned nearly black with age. Inscribed into the staff are crude animal shapes that seem to change depending upon the location of the wielder.

Powers: This staff is a +25 weapon normally. In the hands of a Beastmaster (HB #3), who has attuned (Extremely Hard maneuver) to the staff, it is an even more potent weapon. The animal shapes upon the staff automatically change to reflect the types of animals that can be found within a 50 mile radius. Upon command, the staff will summon one of the animals depicted upon the staff and it will appear within 3 rounds. The wielder of the staff may automatically communicate with the animal, and he gains a +25 to any uses of his *Influence Animals* ability.

Campaign Notes: This powerful item is bound to have a long and illustrious history. As with any item that has a long history, there are bound to be those who want to collect it, those who want to use it, and those who want to misuse it. Perhaps the poor characters get caught in the middle of several of these groups.



A MYSTICAL MONK

In the core rules, the Monk is a straight-forward martial arts warrior type who does not use magic. However, there are other types of Monks. These “Mystical Monks” are very special in that they have a number of abilities that are seem to be magical in nature. The following “variant” Monk is just one sort of possibility.

Since the following is so vastly different from the core rules, I just want to take a moment to repeat the disclaimer found on the front page of each issue. I am repeating it cause the following option has not been playtested, so while I think it will work well with the core rules, I am not positive.

WARNING! The Taoist, the Chi Powers and the ChiAbilities have **not** been playtested!! They should be considered completely **unofficial!**

TAOIST (VARIANT MONK)

Sometimes a person may exceed their normal limitations, to achieve what may be an almost superhuman result in the eyes of others. Certain sects of Monks work to achieve just this goal. Known as Taoist Monks, or just Taoist for short, these sects work to bring their minds, bodies, and spirits into harmony and to use this harmony to achieve greater effects than is possible for even regular Monks. However this does often come at a price. Taoists are rarely as accomplished in the Martial Arts as the more combat oriented Monks.

FAVORED CATEGORIES:

Athletic: 3 **General:** 3
Combat: 3 **Physical:** 3
Concentration: 8

KEY STATS: Insight, Self Discipline

PROFESSIONAL ABILITIES: The Taoist has the talents, *Enable Chi* and *Increase Chi* (described below). Martial Arts attacks made by Taoists are Medium in size rather than Small, and the Taoist begins with 3 specific Chi Abilities at no DP cost.

Note: Not every sect will teach every Chi Ability to its students. This article lists only the basic abilities that are available to all sects. GM’s are encouraged to present additional abilities that are unique to each sect (or school) of Taoist Monks.



CHI

Ordinary individuals sometimes learn to focus their Chi in various ways. For those individuals whose Chi has not been Enabled, only a few skills and limited abilities are available. These are collectively known as the Chi skills and include Chi Defense, Chi Strength, Chi Focus, Chi Speed, and even Mental Focus. For those individuals whose Chi has been Enabled, these skills work in a slightly different manner.

Individuals must also purchase each Chi Ability separately, paying 10 development points per Chi Ability. Each Chi Power will also require one of the Chi Skills, either old or new, in order to be used. An individual may only have one Chi Power for each point he has in his total Self Discipline stat bonus.

CHI POINTS

Chi Points are not gained like power points. All characters with a positive Self Discipline bonus have a number of Chi Points equal to twice their total Self Discipline stat bonus. The only way that this number of Chi Point may be increased is through the talent, *Increase Chi*.

When using Chi Powers a character must expend a number of Chi Points for each power. These points can be regained through rest and meditation. The amount of Chi Points recovered will vary according to the method used.

Sleep – An individual will recover a number of Chi Points equal to 1/4 of his maximum number of Chi Points for every 2 full hours of sleep.

Meditation – In order to meditate, a character must make a successful Mental Focus skill roll of Medium difficulty in a quiet location. An adventurer’s camp would be more difficult (Very Hard, at the least), and other conditions may also increase the difficulty.

If this succeeds, the individual enters a basic meditative trance, and is unaware of what happens around him while in the trance. For every ten minute spent in meditation, the individual recovers 1 Chi Point. The individual determines the length of the trance before entering it, up to a maximum number of hours equal to his Self Discipline stat bonus, and he may be snapped out of it by somebody shaking him and calling his name. Any damage to the individual will also automatically snap him out of the trance as well. Should a character be snapped out of the trance before the duration he set; the benefits of the trance are lost for the most recent ten minutes (i.e. no Chi Points are recovered).

Rest – For every hour of rest, awake but performing little to no activity, the individual will regain 1 Chi Point.



CHI TALENTS

ACQUIRE CHI ABILITY

The individual gains 1 new Chi Ability when this talent is gained. A character may never have more Chi Abilities than his Self Discipline stat bonus. Some Chi Abilities may have prerequisites that must be fulfilled before a character may gain that ability.

Cost: 10

CHI SCOPE

Chi Abilities are normally usable on the character who knows them. Using this talent, the character may use a specific Chi Ability on other characters. Such Abilities have a range of Touch. They also require that the character expend an additional 2 Chi Points when using the ability on somebody other than himself. This talent must be taken for each Chi Ability that can affect characters other than the one activating the ability.

Cost: 5

ENABLE CHI

In order to be able to learn and use Chi Powers, an individual must first acquire this talent which grants him the ability to learn any Chi Power. The character must still purchase each individual Chi Power separately using development points.

Cost: 40

INCREASE CHI

The individual gains 10 Chi Points each time this talent is taken. This talent may be taken multiple times, but never more than once per level.

Cost: 20

CHI SKILLS

As mentioned above, the following selection of skills contains those from the core **HARP** rules collectively known as the Chi Skills. The following descriptions may be used by any character that has the talent, *Enable Chi*. The skills may also be used normally if the character wishes.

CHI DEFENSE (ENABLED)

When used this skill allows an individual to heighten his reflexes and reaction speed which increases his Defensive Bonus (DB) and makes him harder to hit overall. This skill works exactly as described in the **HARP** rulebook, except as follows.

This skill may be activated as an instantaneous action, the individual expending 1 Chi Point each round that the skill is active. There is no limit to the number of rounds that this ability may be maintained, and there is no negative modifier for its use. Once activated, this ability requires no further maneuver rolls until the individual stops using the ability. Also, certain Chi Powers may require a successful Medium Chi



Defense maneuver in order to be activated. Their Chi Point costs and any additional modifiers to the maneuver roll are detailed within the individual descriptions. (**Concentration – SD/In – All-or-nothing**)

CHI FOCUS (ENABLED)

This skill will still work normally as described in the **HARP** rulebook without the expenditure of Chi Points.

An individual may expend 1 Chi Point to use this skill as an instantaneous action with no preparation, though this still requires a maneuver roll to successfully activate. If this is done, the individual may continue to use this skill for multiple rounds by expending 1 Chi Point per round. If this skill is not activated using a Chi Point, then the only way to maintain it is through the normal rules for maintaining Chi Skills given in the sidebar on page 35 of the **HARP** rulebook.

Also, many Chi Abilities will require a successful Medium Chi Focus maneuver in order to be activated. Their Chi Point costs and any additional modifiers to the maneuver roll are detailed within the individual descriptions.

(**Concentration – SD/St – Bonus**)



CHI SPEED (ENABLED)

This skill will still work normally as described in the **HARP** rulebook without the expenditure of Chi Points.

An individual may expend 1 Chi Point to use this skill as an instantaneous action with no preparation, though this still requires a maneuver roll to successfully activate. If this is done, the individual may continue to use this skill for multiple rounds by expending 1 Chi Point per round. If this skill is not activated using a Chi Point, then the only way to maintain it is through the normal rules for maintaining Chi Skills given in the sidebar on page 35 of the **HARP** rulebook.

Also, certain Chi Abilities may require a successful Medium Chi Speed maneuver in order to be activated. Their Chi Point costs and any additional modifiers to the maneuver roll are detailed within the individual descriptions. (**Concentration – SD/Qu – Bonus**)

CHI STRENGTH (ENABLED)

This skill will still work normally as described in the **HARP** rulebook without the expenditure of Chi Points.

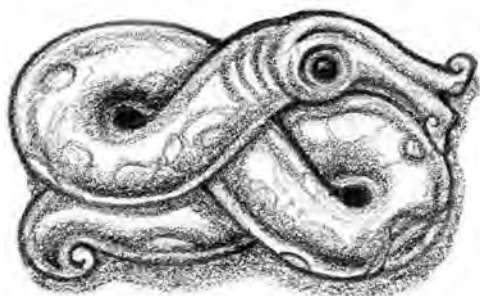
An individual may expend 1 Chi Point to use this skill as an instantaneous action with no preparation, though this still requires a maneuver roll to successfully activate. If this is done, the individual may continue to use this skill for multiple rounds by expending 1 Chi Point per round. If this skill is not activated using a Chi Point, then the only way to maintain it is through the normal rules for maintaining Chi Skills given in the sidebar on page 35 of the **HARP** rulebook.

Also, certain Chi Abilities may require a successful Medium Chi Strength maneuver in order to be activated. Their Chi Point costs and any additional modifiers to the maneuver roll are detailed within the individual descriptions. (**Concentration – SD/St – Bonus**)

MENTAL FOCUS (ENABLED)

This skill will still work normally as described in the **HARP** rulebook without the expenditure of Chi Points.

Certain Chi Abilities may require a successful Medium Mental Focus maneuver in order to be activated. Their Chi Point costs and any additional modifiers to the maneuver roll are detailed within the individual descriptions. (**Concentration – SD/St – Bonus**)



CHI ABILITIES

This section details all of the basic Chi Abilities available to be purchased by characters that have the talent, *Enable Chi*. They are listed in alphabetical order, and all will follow the formatted listed below.

Some Chi Abilities will be listed with information in parenthesis next to the name. In such cases, those are different versions of the initial ability, and characters may acquire them by purchasing the more powerful versions once he meets the minimum requirements. Possessing multiple versions of the same Ability counts as only having a single ability in regards to the maximum number of abilities that a character is allowed to have. For example, Concentration I, Concentration II, Concentration III, and Concentration V must each be purchased separately using the talent, *Acquire Chi Ability*, but they count as a single ability in regards to the maximum number of abilities that the character is allowed to have.

If a Chi Ability is listed with an asterisk (*) next to it, that means that the ability may be used/activated instantaneously. Only a single Chi Ability may be used per round, even if it is instantaneous, unless the description indicates otherwise. The instantaneous activation only means that the character may perform other actions in the given round as well.

All of the following Chi Abilities require that the character make a medium skill roll to activate or use the ability. The skill to be used is the prerequisite skill listed for the Ability. Other factors (GM's discretion) may change the difficulty of the maneuver required.

EXAMPLE CHI ABILITY

CP COST: This is the number of Chi Points required to activate this Chi Power.

PREREQUISITE: This indicates the requirements that must be met before a character may acquire this ability. These prerequisites may include such things as a specific bonus in a given skill, an ability, multiple abilities, or some combination. If a specific skill bonus is required, then the skill name will be listed, with the specific required bonus listed in parenthesis.

DURATION: This tells how long the Chi Ability lasts and/or how long before the individual has to pay the CP Cost again in order to maintain an ongoing ability. Some abilities have a variable duration that is based upon how many skill ranks that the character has in the prerequisite skill.

DESCRIPTION: This section tells what the Chi Ability does when activated. It also described the effects of higher powered versions as based upon skill bonus. This section will also describe any special conditions regarding activation of the ability.



AWAKEN

CP COST: 2

PREREQUISITE: Mental Focus (75)

DURATION: 24 hours

DESCRIPTION: To use this ability, the character selects a set of conditions, and then makes a Mental Focus roll. If successful, the character will automatically awaken from slumber on the round following the meeting of the preset conditions. The Chi Point cost is paid at the time that the conditions are set. At the end of the duration, this ability ceases to be active.

BALANCE*

CP COST: 1

PREREQUISITE: Mental Focus (20)

DURATION: 1 maneuver

DESCRIPTION: The character receives a modifier of +50 for the performance of any one slow maneuver that requires balance, such as walking a tightrope or beam.

CONCENTRATION I (II, III, V)*

CP COST: 1 (2, 3, 5)

PREREQUISITE: **I** – Mental Focus (10); **II** – Mental Focus (50); **III** – Mental Focus (90); **V** – Mental Focus (130)

DURATION: 1 maneuver

DESCRIPTION: This ability allows the character to receive a modifier to any one non-combat maneuver. The modifier is determined by the version of this ability used and is a +10, +20, +30, or +50 accordingly.

CLINGING I (II, III, IV, V, VI)

CP COST: 1 (3, 5, 7, 9, 11)

PREREQUISITE: **I** – Chi Focus (25); **II** – Chi Focus (50); **III** – Chi Focus (75); **IV** – Chi Focus (100); **V** – Chi Focus (125); **VI** – Chi Focus (150);

DURATION: 1 minute per rank

DESCRIPTION: The character is able to cling to and move along surfaces up to 90° from horizontal so long as he maintains 3 points of contact with the surface at all times. Movement speed is 1/2 of BMR. With Clinging II, the character may move along the same surfaces as with Clinging I, except that he only needs to maintain 2 points of contact. Movement speed is equal to BMR.

Clinging III is just like Clinging I, except the character may move along ceilings as well, so long as he maintains 3 points of contact. Clinging IV is just like Clinging II, except the character may move at a Pace of Run. Clinging V is just like Clinging II, except that the character may walk on ceilings. Clinging VI is just like Clinging V, except that the character may move at a maximum Pace of Run while on ceilings.



CONTRACTIONS

CP COST: 1

PREREQUISITE: Chi Focus (50)

DURATION: 1 maneuver

DESCRIPTION: The character is temporarily able to slightly alter his muscles, limbs, and trunk to receive a modifier of +25 for the performance of any one Contortions maneuver. The character may increase this modifier to +50 by expending an additional 2 Chi Points, and increasing the difficulty of the Chi Focus maneuver by 1 degree (i.e. a Hard maneuver would become a Very Hard maneuver).

CORNERING I (II, III)*

CP COST: 1

PREREQUISITE: **I** – Chi Focus (50); **II** – Chi Focus (80); **III** – Chi Focus (110)

DURATION: 1 round

DESCRIPTION: The character is able to execute a single turn of up to 180 degrees without any deceleration or change in speed. This Ability may be used in the same round as other “running” abilities (i.e. Edgerunning, Clinging). The more powerful version may be used to perform multiple turns, 2 and 3 turns respectively.

CUT REPAIR I (III, V, TRUE)

CP COST: 1 (3, 5, 10)

PREREQUISITE: **I** – Chi Focus (10); **III** – Chi Focus (40); **V** – Chi Focus (70); **True** – Chi Focus (100)

DURATION: Concentration

DESCRIPTION: The character is able to reduce Bleeding by one point for as long as he concentrates. The more powerful versions allow for stopping more serious bleeding (**III** stops up to 3 points of Bleeding; **V** stops up to 5 points of Bleeding, and **True** stops any amount of Bleeding).

The Bleeding stops after just one round of concentration, however, if the character moves, it will begin again. If the character concentrates for an hour, the Bleeding is permanently healed.

The character may expend an additional +5 Chi Points to make the repair permanent after 1 round of concentration, rather than 1 hour.



DODGING I (III, V, TRUE) *

CP COST: 1 (3, 5, 10)

PREREQUISITE: **I** – Chi Focus (20); **III** – Chi Focus (40); **V** – Chi Focus (60); **True** – Chi Focus (100);

DURATION: 1 round

DESCRIPTION: The character is able to “dodge” one attack (melee or missile) from his front. This provides a +50 to his DB against this attack. This bonus cannot be combined with the Dodge or Sudden Dodge combat maneuvers.

The more powerful versions allow for the character to dodge more attacks. **III** allows 3 frontal attacks to be dodged, **V** allows for 5 frontal attacks to be dodged, and **True** allows all frontal attacks to be dodged.

EDGERUNNING (TRUE)

CP COST: 3 (8)

PREREQUISITE: Chi Focus (50); **True** – Chi Focus (100)

DURATION: 1 round per rank

DESCRIPTION: The character is able to run on even, stable surfaces of at least 2 inches width as if he were running on normal ground. The character may move at a maximum Pace of Run.

Characters who possess and use the True version of this ability may move at a maximum Pace of a Run on any surface that is at least half an inch wide, and it does not need to be even or stable (i.e. he can run on branches and limbs).

FLIP I (III) *

CP COST: 2 (5)

PREREQUISITE: **I** – Chi Focus (30); **III** – Chi Focus (80)

DURATION: 1 round

DESCRIPTION: The character is able to execute a single flip in any direction, landing up to 10’ from his original location. With the higher powered version of this ability, the character may execute up to 3 instances of *Flip I* in rapid succession, moving in a different direction for each flip.

FRACTURE REPAIR (TRUE)

CP COST: 1 (10)

PREREQUISITE: Chi Focus (60); **True** – Chi Focus (120)

DURATION: Concentration

DESCRIPTION: The character may use this ability to repair fractured (not shattered or destroyed) bones. It requires that the character spend 10 minutes of concentration with this ability for every -10 modifier caused by the broken bone, to repair it. This requires a minimum of at least 10 minutes.

Using the higher powered version of this ability, the character may completely heal a shattered bone with 1 hour of concentration on it, and a destroyed bone may be healed with 2 hours of concentration.

ILLUSIONSIGHT I (II)

CP COST: 2 (4)

PREREQUISITE: Mental Focus (50); **II** – Mental Focus (80)

DURATION: 1 round per rank

DESCRIPTION: The character is to detect illusions within a 100’ by concentrating on a 5’ radius area each round. He may concentrate on a different 5’ radius area each round. This only lets the character know that there is an illusion within the area examined.

The higher powered version of this ability allows the caster to see the illusion as a translucent image over top of the real form/shape of the item.

LANDING (TRUE) *

CP COST: 1 (8)

PREREQUISITE: Chi Focus (50); **True** – Chi Focus (120)

DURATION: until landed

DESCRIPTION: The character is able to fall up to 10’ per rank he has in Chi Focus without taking injury. This distance is also taken off of any longer falls.

The True version allows the character to fall up to 50’ per rank in Chi Focus, and to remove that distance from longer falls.





LEAPING (GREAT LEAP) *

CP COST: 1 (6)

PREREQUISITE: Chi Focus (10); **Great Leap** – Chi Focus (75)

DURATION: 1 round

DESCRIPTION: The character may safely leap up to 50' horizontally and/or up to 20' vertically during the round that the ability was activated.

With the Great Leap, the character may safely leap up to 10' per rank in Chi Focus horizontally and/or up to 2' per rank in Chi Focus vertically.

LEVITATION

CP COST: 5

PREREQUISITE: Chi Focus (100)

DURATION: 1 minute per rank

DESCRIPTION: The character is able to move up or down vertically at a rate of 5' per round. Horizontal movement is only possible through means other than this ability (i.e. pulling oneself along a rope).

MONK SENSE

CP COST: 2

PREREQUISITE: Mental Focus (50)

DURATION: 1 round per rank

DESCRIPTION: The character is able to select and use one of the following types of sensing capabilities each time this Ability is taken. It may be taken multiple times, adding a new type of sensing capability each time.

When using this ability, the base cost is 1 CP. The character may use multiple sense abilities each round by paying an additional 2 CP for each extra ability used.

The vision capabilities that may be gained from this ability are as follows:

Sidevision: Character has 300° field of vision.

Watervision: Character may see up to 100' in any water.

Fogvision: Character may see up to 100' in any density of mist or fog.

Sense Invisible: Character may sense any invisible beings are creatures with 100'. He sees them as having a visible aura while they remain invisible.

Woodsight: Character may see through 1"/rank of wood.

Stonesight: Character may see through 1"/rank of stone.

Ironsight: Character may see through 1"/rank of metal.

MUSCLE/TENDON REPAIR (TRUE)

CP COST: 1 (10)

PREREQUISITE: Chi Focus (60); **True** – Chi Focus (120)

DURATION: Concentration

DESCRIPTION: This ability is used to repair torn or damaged (not destroyed) muscles or tendons. It requires that the character spend 10 minutes of concentration with this ability for every -10 modifier caused by the damaged tissue, to repair it. This requires a minimum of at least 10 minutes.

Using the higher powered version of this ability, the character may completely heal a destroyed muscle or tendon with 1 hour of concentration on it.

NEUTRALIZE POISON (TRUE) *

CP COST: 5 (10)

PREREQUISITE: Chi Focus (100); **True** – Chi Focus (120)

DURATION: Concentration

DESCRIPTION: The character may temporarily delay or neutralize any one poison within his system. When activated, this ability automatically delays the effects of any poison so long as the character concentrates. After concentrating for at least an hour, the character has a 50% of totally negating the poison in his system.

Using the True version of this ability, concentrating for 10 minutes will automatically negate the poison with no chance of failure.

NIGHT VISION (DARK VISION)

CP COST: 2 (4)

PREREQUISITE: Mental Focus (40); **Dark Vision** – Mental Focus (80)

DURATION: 1 minute per rank

DESCRIPTION: The character is able to see up to 100' on a moonless night as if it were daylight. Using the Dark Vision version of this ability, the character is able to see up to 100' in total darkness and/or up to 500' on a moonless night.

PAIN RELIEF I (II) *

CP COST: 4 (8)

PREREQUISITE: Chi Focus (60); **II** – Chi Focus (125)

DURATION: Concentration

DESCRIPTION: The character heals 1 hit per minute for as long as he concentrates. If the character should be unconscious, this ability will work on its own, at its highest capability.

Pain Relief II allows the caster to heal 1 hit per round while he concentrates.

RENEWAL TRUE

CP COST: 20

PREREQUISITE: Chi Focus (150), Pain Relief, Cut Repair, Muscle/Tendon Repair, Fracture Repair, Awaken

DURATION: Concentration

DESCRIPTION: Should the character be put into a trance by the ability, Self Keeping, this ability will trigger automatically. It will use the most powerful version of each of the prerequisite abilities to heal the character. Once it has healed him as fully as it can, it will trigger the ability known as Awaken to wake him up from the Self Keeping trance.

SCENT (TRUE)

CP COST: 1 (10)

PREREQUISITE: Mental Focus (40); **True** – Mental Focus (80)

DURATION: 10 minutes per rank

DESCRIPTION: The character gains a very sensitive sense of smell. He can smell odors up to 50' upwind, 1,000' downwind, and up to 250' in still air depending upon the strength of the odor. If he can pick up the scent of a specific target, he gains a +25 to his attempts to track it. The True version of this ability doubles the ranges given above are doubled and the bonus for tracking a specific odor increase to +50.



SELF KEEPING *

CP COST: 10
PREREQUISITE: Chi Focus (100)
DURATION: special
DESCRIPTION: Upon receiving a blow that will kill the character, if he has enough Chi Points available, he will automatically be put in a state of suspended animation until he is cured or until his brain is destroyed.

SHIFTING I (II)

CP COST: 4 (10)
PREREQUISITE: Chi Focus (55); II – Chi Focus (125)
DURATION: 1 hour
DESCRIPTION: The character, using the base form of this ability is able to transform his face so that it resembles that of somebody else. This will not be an exact duplicate, but can likely fool somebody from a distance.
Shifting II allows the character to shift his body as well as his face. The character may transform his body to the general size and shape of another humanoid race, so long as it is within 25% of the character's actual mass.

SHORT DOOR

CP COST: 1
PREREQUISITE: Chi Focus (50)
DURATION: Instantaneous
DESCRIPTION: The character is able to teleport himself up to 10' away from his original location. For every 10 points of bonus above the prerequisite for this ability, that distance can be increased by another 10' of teleport distance, up to a possible maximum of 100'. The character must expend another Chi Point for every full 10' that he wants to teleport using this ability.

SLY EARS

CP COST: 2
PREREQUISITE: Mental Focus (20)
DURATION: 10 minutes per rank
DESCRIPTION: The character gains double his normal hearing capabilities. This grants him a +50 modifier to perception maneuvers involving just hearing, and a +25 modifier for perception maneuvers involving hearing with the other senses.

STUN RELIEF *

CP COST: 2
PREREQUISITE: Mental Focus (30)
DURATION: Instantaneous
DESCRIPTION: The character is relieved of one round of accumulated stun for every 2 points spent activating this ability (i.e. spend 4 CP to remove 2 rounds of stun). The character may not relieve more than 3 rounds of stun in this manner.

SWING I (III, V) *

CP COST: 2 (4, 6)
PREREQUISITE: I – Chi Focus (35); III – Chi Focus (70); V – Chi Focus (105)
DURATION: 1 round
DESCRIPTION: The character is able to leap up to 10' vertically or horizontally, grasp and swing from a fixed object, and then land perfectly up to 20' away from his original starting point. The fixed object that the character swings from could be a tree branch, rafter, rope, chandelier or other similar object.
Swing III allows the character to perform 3 Swing I maneuvers in rapid succession in one round, while Swing V allows the character to perform 5 of them.

TOUCH

CP COST: 3
PREREQUISITE: Mental Focus (60)
DURATION: 10 minutes per rank
DESCRIPTION: The character gains extreme tactile sensitivity, granting a bonus of +25 to maneuvers involving his hands (picking locks, disarming traps, finding secret doors, etc.).

TRACTION

CP COST: 3
PREREQUISITE: Chi Focus (40)
DURATION: 10 minutes per rank
DESCRIPTION: The character is able to run on uneven, unstable surfaces (sand, ice, etc.) as he would on hard, stable surfaces.

WALL FLIP

CP COST: 2
PREREQUISITE: Chi Focus (30)
DURATION: 1 round
DESCRIPTION: If the character is within 10' of a wall, he may leap up to the wall, bounce off it, and land up to 25' away from it, facing in any direction.

