




HARPER'S BAZAAR

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

Introduction

Welcome to the Issue #3 of **HARPer's Bazaar**.

For this issue, I had originally planned to present a few articles of an Irregular nature, and actually make the issue available ahead of the normal schedule, making it an Irregular issue as well. However, one of my articles actually answered some issues we had for another **HARP** product that had been put on hold until we could rethink the concepts behind it. Thus, that article was pulled. I also pulled two other articles as well as I was not entirely happy with how they turned out.

One of the articles still remains, *Irregular Stats*. In it, I take a look at an alternative method of handling stats, and stat acquisition. This article also introduces the idea of stat potentials. However, unlike Rolemaster, these potentials are based upon race, as you will see in the article.

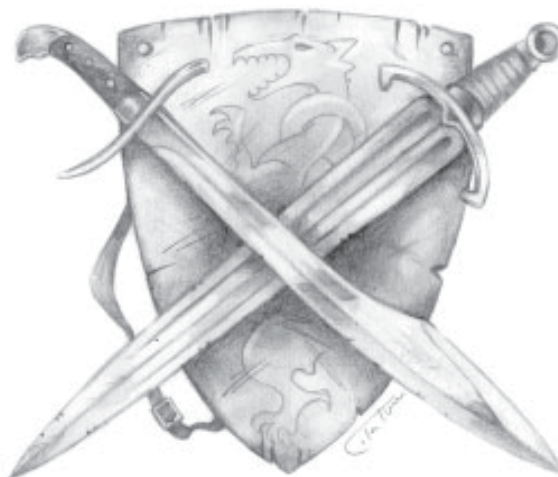
For the rest of the issue, you will just have to make do with the normal ramblings of my dark and twisted mind. I hope that you enjoy them.

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NEW RACES

AESYR

It is said that giants walk among us. This is especially true when one of the reclusive Aesyr leave their secluded valleys in search of adventure. It is rumored that the Aesyr are related to the Jotun, but this is unproven, and many scholars scoff at this idea since the Jotun often have coloration of skin and hair based upon their elemental affinity, while the Aesyr look more like Humans. It is known that the Aesyr, almost uniformly, hate the Jotun for their past aggressions.

DEMEANOR: On average, the Aesyr are a boisterous, yet peaceful people. They take great joy in life, and they let this be known through their attitudes and general outlook on life. They tend to find amusement in most anything.

However, under this exuberant and joyful exterior, the Aesyr can be fierce and determined foes. They have no patience or tolerance for deceit or for those who try to take what is theirs. While the Aesyr are slow to anger normally, they are also extremely slow to forgive. It is not unusual for the grandchildren of a slighted and angry Aesyr to hold a grudge against those who wronged their ancestor.

APPEARANCE: The Aesyr look exactly like normal humans, only bigger. They stand between 7 and 8 feet tall on average, and like humans, they can sport a variety of skin, eye, and hair colors, though a ruddy complexion and dark hair and eyes is most common.

LIFESPAN: Aesyr live an average of 100 years.

CULTURE: The Aesyr prefer the Highland Culture (HARPer's Bazaar #1) or the High Valley Culture most specifically, but Rural, Sylvan, and sometimes even the Urban culture can be the basis of Aesyr settlements.

SPECIAL ABILITIES:

Great Stature – The Aesyr are a large race (they do not receive Large criticals), gaining a +5 to their Strength bonus, already included below.

Iron Grip – The Aesyr are able to wield two-handed melee weapons one-handed with no penalties. All one-handed melee weapons have their fumble ranges reduced to 01-02.

Great Heft – The Aesyr are able to carry double the normal weight allowed for each Encumbrance range without additional penalty.



Racial Information													
Race	Racial Stat Modifiers								Power		Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance	Points	Stamina	Will	Magic
Aesyr	+10	+3	+0	+0	+0	+0	+0	+3	+50	+10	+20	+5	+5
Volar	+0	+0	+3	+3	+2	+0	+2	+0	+25	+35	+5	+15	+10



VOLAR

The Volar love the freedom granted them by flight. Soaring across the sky is a pleasure that they all cherish.

DEMEANOR: The Volar are a carefree people. They enjoy being able to soar among the clouds. They are often gifted with a capriciousness that is not found in other races.

APPEARANCE: The Volar look just like small, slightly built Humans, averaging between 4' and 4'6" in height, with the exception being that the Volar do not have hair of any sort on their bodies. Their heads are covered in feathers, and their eyebrows are also feathery in nature as well. From the Volar's backs spring a pair of wings, with a span of twice their height.

The Volar are able to fold their wings enough that they can wear a cloak over them, giving the appearance of wearing an odd pack under the cloak.

LIFESPAN: Volar live an average of 85 years.

CULTURE: The Volar love high places, and thus most often prefer the Avian culture. However, it is not wholly unusual to find them in other cultures as well.

SPECIAL ABILITIES:

Flight – The Volar have a Base Flight Rate (BFR) equal to twice their Base Movement Rate (BMR). The Volar can fly continuously for a maximum number of hours equal to their Constitution Bonus without rest. The Volar may increase their flight speed using pace multipliers, just as with their BMR, however doing so reduces their maximum flight time accordingly (i.e. if flying at a run, 2x Pace, divide maximum flight time by 2). When flying, Encumbrance Penalties are doubled for the Volar.

Enhanced Senses — The Volar have very acute senses. This gives them a +10 to all Perception maneuvers.

Cold Immunity – Volar have an innate immunity to extremes of naturally occurring cold, although they are still penalized by the effects of magical cold.



Additional Aesyr Information

Race	Base Height	Base Weight	Weight Modifier
Male	7'6"	400	5
Female	7'0"	350	4
Adulthood	Lifespan	Increment	
22	100	3	

Additional Volar Information

Race	Base Height	Base Weight	Weight Modifier
Male	4'6"	95	3
Female	4'3"	80	2
Adulthood	Lifespan	Increment	
18	85	3	





NEW CULTURES

HIGH VALLEY

Those of the High Valley culture live, quite literally, in the high, secluded valleys of mountain ranges. The inhabitants of this culture combine agriculture, herding, and hunting in an almost equal mixture. The peoples of this culture are often a happy people, their seclusion works to protect them. They will often trade with a nearby culture from the lowland for those few things that they cannot make for themselves.

This culture often builds their homes in a variety of styles, but the most common is for them to build half of their homes on the side of a hill while the other half is dug out of the hill itself.

PREFERRED LOCATIONS: High Valley communities are always found in secluded valleys located high up in mountain ranges. Those of this culture rely on their remote locations to help provide them with protection from unwanted visitors.

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

DEMEANOR: Those who live within a Highlands culture are often good-natured and amiable among friends, but are generally a bit guarded when in the presence of strangers.

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



AVIAN

The Avian culture is available only to those races that can fly. They tend to build their homes or nests as they are more often referred to, in high, remote locations, such as the tops of giant trees or inaccessible ledges on tall cliffs and mountains. These nests are usually built from the materials at hand, be it a shallow cave on the ledge, or small huts in the treetops.

An Avian village is often spread out over several miles of terrain since travel from one nest to another is simple for those who can fly. Each village will also normally have a single location where the entire population can gather for important meetings, religious ceremonies, or other events requiring the participation of the entire village.

Most Avian societies are hunters and gatherers, trading for other goods that they cannot make or find for themselves.

PREFERRED LOCATIONS: Avian communities prefer locations that are relatively remote and quite inaccessible from the ground.

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 Avian culture will don bright colorful clothing. Jewelry often consists of small gems, worked together with

thin, but sturdy cables of wire made from precious metals when available.

DEMEANOR: Those who live within an Avian community often have a more carefree attitude than those from other cultures. To some, their attitudes may seem flighty, but those from this culture do take things seriously, they just prefer not to show it, or to let serious matters intrude upon them for long.

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

Adolescent Skill Ranks		
Cultural Skills	High Valley Avian	
Animal Handling	2	0
Appraisal	0	1
Armor	1	1
Climbing	2	0
Crafts *	2	2
Endurance	2	1
Flying/Gliding	0	3
Herbcraft	0	2
Jumping	1	0
Lore (Local Region)	2	2
Perception	2	2
Stalking & Hiding	2	1
Swimming	1	0
Tracking	1	2
Weapon Skills**	2	1
Weapon Skills ***	2	2
*Select one craft skill		
**Select one melee weapon group		
***Select one missile weapon group		



NEW BLOOD TALENTS

AESYR BLOOD (LESSER)

The character has a bit of Aesyr blood in his ancestry, marking him with slightly Aesyrian features. Such characters are always at least six inches taller than is average for their base race. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Great Stature
- Iron Grip
- Great Heft

Cost: 1

AESYR BLOOD (GREATER)

One of the character's parents is an Aesyr, making him a half- Aesyr. His features are heavily marked, denoting his Aesyrian heritage. Such characters are always one foot taller than their base race's normal height. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Great Stature
- Iron Grip
- Great Heft
- The character's Aesyrian blood has a strong influence on his strength, physique, and lifespan.
 - Strength: +3
 - Constitution or Presence (select 1): +1
 - Average the lifespan of both your races. Aesyr have an average lifespan of 100 years.

Cost: 2

VOLAR BLOOD (LESSER)

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

- Flight (character does not have wings without this ability)
- Enhanced Senses
- Natural Cold Immunity

Cost: 1

VOLAR BLOOD (GREATER)

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

- Flight (character does not have wings without this ability)
- Enhanced Senses
- Natural Cold Immunity
- The character's Volar blood has a strong influence on his speed, dexterity, and lifespan.
 - Agility: +1
 - Quickness: +1
 - Average the lifespan of both your races. Merak have an average lifespan of 130 years.

Cost: 2



NEW PROFESSION

BEASTMASTER

Beastmasters are unusual characters to say the least. They have the ability to communicate with animals, and can even bond with them so that the animal acts much like a familiar does for a Mage.

Favored Categories:

Athletic:	3	General:	4
Combat:	3	Physical:	3
Outdoor:	7		

KEY STATS: Insight, Constitution, Agility

PROFESSIONAL ABILITIES: The Beastmaster has the *Speak with Normal Animals* talent for one type of animal. He also gains the *Influence Animals* ability described on the next page.



OPTION: UNUSUAL OR MAGICAL CREATURES

The Beastmaster may attempt to Influence unusual or magical creatures. The Beastmaster is still required to have the appropriate ability to speak with the creature, and all maneuver rolls are increased in difficulty by one level.

Unusual creatures include such things as Giant Ants, Giant Rats, Giant Wasps, or perhaps even a Fey Drake. It is up to the GM to approve whether or not a given type of creature may be affected by the Beastmaster's Influence ability. This approval needs to be given on a case by case basis.



INFLUENCE ANIMALS

With this ability, the Beastmaster is able to his Beastmastery skill in new, almost magical ways. This ability will work for any animal that the character can speak with. This ability, in all its forms, may not be attempted upon a given animal more than once a day. Attempting to influence a given animal more than once a day will result the animal treating the attempt as if it had failed (see the note below).

Call Animal - This is a non-magical ability to call any one type of animal that is native to the region in question. Within 1d10 minutes, one animal of the desired type, plus 1 additional animal per every 10 ranks in the Beastmastery skill, will respond to the call. When the animals arrive, the Beastmaster may then converse with them, or attempt to Befriend or Master the animal. To use this ability, the Beastmaster must make a successful Hard Beastmastery maneuver roll, modified by the type of animal being called according to the list of animal types given in the skill description.

Turn Animal - When using this ability, the Beastmaster is able to drive away, without using violence, any number of animals of the given type. Upon the Beastmaster making a successful Hard Beastmastery maneuver roll, the animals must make a Will-based RR (120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make a RR(130) rather than an RR(120). This ability works on all animals of a given type within 20' of the Beastmaster, and if the animal fails it RR, it will immediately leave the area, without attacking anybody, and cannot approach the Beastmaster's vicinity again for at least an hour.

The Beastmaster may attempt to use this ability on animals which he cannot converse, but doing so raises the difficulty of the maneuver from Hard to Extremely Hard.

Befriend Animal - This ability may be used on any animal that is encountered or called by the Beastmaster, as long as he is able to communicate with it. If the Beastmaster succeeds in making a Very Hard Beastmastery maneuver, the animal then gets to make a Will-based RR(120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make

a RR(130) rather than an RR(120). Any befriended animal will offer its aid to the Beastmaster for up to 24 hours. The animal will not do anything that will put itself into immediate jeopardy, but will aid the Beastmaster in any other way that it can.

Master Animal - Use of this ability grants the Beastmaster permanent mastery over an animal. Any animal that is successfully mastered will willingly become the Beastmaster's friend and ally and will serve him willingly until he is slain or released. Mastered animals are willing to put their lives on the line for their friend. A Beastmaster may view the world through the eyes of a Mastered animal by concentrating (-50 to all other actions) so long as it is within 1000' of the Beastmaster.

In order to master an animal, the Beastmaster must succeed in making an Extremely Hard Beastmastery maneuver, the animal then gets to make a Will-based RR(120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make a RR(130) rather than an RR(120).

If the animal has already been Befriended, then the difficulty of the maneuver is reduced to Very Hard. A Beastmaster may only have a limited number of animals mastered at one time.

A Beastmaster is limited in how many animals he may have Mastered at any one time. He has a number of slots equal to his Insight Bonus, and these slots are used to determine the number of Mastered animals. Tiny animals require 1 slot. Small animals require 3 slots. Medium animals require 5 slots. Large animals require 7 slots and Huge animals require 9 slots. Thus a Beastmaster with a total Insight bonus of 6 could have 6 Tiny animals, 1 Small and 3 Tiny animals, 2 Small animals, or 1 Medium and 1 Tiny animal mastered at any given time.

Should a Beastmaster ever release an animal from being mastered, the animal will return to its home, but should it ever meet the Beastmaster again, it will always act as if it were Befriended (see Befriend Animal above).

Note: Failure of any of the maneuver rolls required by this ability will result in the animal acting as if it had been challenged or threatened with imprisonment. A docile or timid animal will attempt to flee while an aggressive animal will prepare to attack.



NEW CLERICAL ORDERS

THE LORE WARDENS OF ARNACH

Focus: Ogmion the Wise; God of Magic, Wisdom and Knowledge.

Culture (Temple Locations): Varies. Temples are often elaborate structures in major towns and cities. These temples are often more library than they are an actual church.

Membership: The Lore Wardens will accept anybody for membership.

Benefits of Membership: +5 to all lore skills. Lore Wardens are also treated as having 5 more ranks in a given lore skill than they actually have when determining the amount and quality of the knowledge known on the Lore Table from the HARP core rulebook, pages 177-178.

Restrictions: The Lore Wardens are not allowed to destroy any book, nor allow another to destroy a book if they can prevent it.

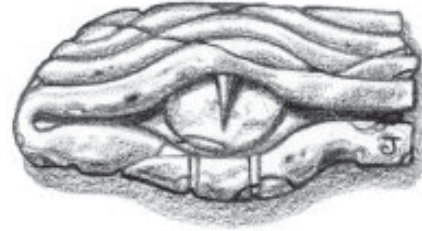
Symbol: An open book. This normally takes the form of an amulet or brooch pin that is worn by the cleric.

Dress: Adherents of this order wear normal clothing along with a grey tabard. All wear a simple amulet or brooch pin in the shape of an open book. (It is often a PP Adder as well – i.e. by use of the Holy Symbol spell).

Structure: Each temple has its own hierarchy, from newly initiated scribe to the Master Warden who runs the temple. The Masters gather once every ten years to elect a new Grand Master from the ranks of the Masters. The Grand Master then presides over the Temple of Arnach for the next ten years.



Philosophy/Purpose: The Lore Wardens believe that while some knowledge is good, that there is other knowledge that mortals are not meant to know. This is what they guard, even with their lives. Rarely will they part with knowledge that they consider forbidden or dangerous. This includes knowledge of demon summoning and various aspects of technology that they have uncovered over the years.



Activities: These Clerics, while normally bound to a given temple, can often be found traveling the land with adventuring groups in search of lost or ancient knowledge.

Favored Categories: Clerics of this order place one of their selected Categories in General and the other in Mystical, gaining an additional 3 ranks in each.

Spells: Lore Wardens have the following spells as their sphere. They gain access to all of the spells listed under Warden Sphere and may select any 6 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Warden Sphere	Selectable Spells
Calm*	Analysis****
Changing Ways**	Divine Hammer*
Confusion**	Force Wall****
Drain Life*	Long Door Item****
Dreams*	Long Door***
Guidance*	Mage Armor***
Harm*	Magestaff****
Holy Symbol*	Passing***
Intuitions*	Presence***
Past Visions***	Wards****
Phantasm***	
Quiet Ways***	
Rune Mastery***	
Tongues**	
* = Spells from the Cleric Sphere	
** = Spells from the Harper Sphere	
*** = Spells from the Mage Sphere	
**** = Spells from the Thaumaturge Sphere	



THE ORDER OF THE DAYSTAR

Focus: Belarus of the Guiding Light, God of the Sun, of the Day and of Truth.

Culture (Temple Locations): Temples to Belarus can be found almost anywhere that there is a village, town, or city. Such temples are normally, open, airy buildings with a central court open to the sky.

Membership: The Daystars welcome all races to join their membership.

Benefits of Membership: Any Temple of the Daystar will shelter members and their companions for free. Members also get free healing, though their companions are required to make donations for this.

Restrictions: Members of this order must take a vow to never tell a lie, in any form. They cannot tell an outright falsehood, nor tell a lie by omission, nor by any other means. Should a member of the Daystars tell a lie, they will immediately lose all their clerical abilities (i.e. spell casting abilities) until they have atoned for their actions.

Symbol: A stylized sun symbol with 8 points; often worn as an amulet or brooch pin that is worn by the cleric.

Dress: The Daystars wear a loose robe trimmed in leather, with arcane symbols traced upon the leather, over plain but serviceable clothing.

Structure: The Daystar hierarchy is nominally based upon a combination of seniority and service. A given cleric is chosen for a given post by the council of electors, who read and interpret the omens and signs sent by Belarus. That cleric then serves in his post for life, or until he willingly steps down.

Philosophy/Purpose: The Daystars believe that Belarus is the most powerful of the gods. They work to suppress worship of other gods by showing how powerful and great Belarus is.

Activities: These Clerics spend a large amount of time working as truthsayers for local governments. They also work to root out and destroy evil cults, and to upstage other clerical orders without resorting to trickery or deceit.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat, and the other in Mystical Arts (3 ranks), the better to be able to deal with those who are evil.



Spells: Members of the Daystars have the following spells as their sphere. They gain access to all of the spells listed under the Daystar 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 Daystar may also have the Celestial spells as Selectable spells as well. If **HARPer's Bazaar** is available, then the Daystar may also have the Paladin spells as Selectable spells also.

Daystar Sphere	Selectable Spells
Bless*	Elemental Bolt (Fire)**
Calm*	Fire Nerve**
Cure Disease*	Fire Wall**
Divine Hammer*	Flash**
Dreams*	Heat**
Guidance*	Lifegiving*
Holy Symbol*	Lifekeeping*
Intuitions*	Long Door**
Major Healing*	Mage Armor**
Neutralize Poison*	Presence**
Restoration*	
Turn Undead*	
* = Spells from the Cleric Sphere	
** = Spells from the Mage Sphere	
*** = Spells from the Elementalist Sphere (CoM)	



THE JUSTICARS

Focus: Tural the Judge; God of Strength, Justice, Order and Wisdom.

Culture (Temple Locations): Temples to Tural are most often found in larger towns, villages and cities. These are often just small shrines dedicated to Tural, and sometimes they are located in special alcoves of the Daystar temples when Tural does not have its own temple in a town.

Membership: The Justicars are willing to accept members of any race into their order.

Benefits of Membership: The Justicars gain a +10 to all actions when performing those actions to aide another. If **College of Magics** is available, Justicars may gain the Mage Hunter Training Package at a 30% discount instead of the normal 25% discount.

Restrictions: The Justicars must protect and aide all who are in need. Refusing to render aide when asked is a serious breach and will greatly displease Tural. Those who breach this rule often find themselves on divinely enforced quests to restore their standing.

Symbol: The Justicars use a closed fist on a shield as their symbol. This is often in the form of an amulet or brooch pin worn on clothing.

Dress: The Justicars wear normal, everyday clothing, except for important ceremonies where they wear special robes. In either case, the Justicar will always prominently display the symbol of his faith.

Structure: The Justicars are a very militant order, and thus their rank structure is very military in nature. There are 10 ranks, with the initiate as the lowest, and the Grand Master as the highest. There can be only one Grand Master at a given time, and he is selected from the members of the next rank down and serves for only 10 years, at which point the next Grand Master of the order is selected.



Philosophy/Purpose: The Justicars exist to bring order and justice, tempered with wisdom, to the world. They believe that it is their goal to exterminate those who would prey upon or abuse others. This justice may be the local temporal authorities or the higher justice of Tural himself, depending upon the situation.

Activities: The Justicars often work hand in hand with the Daystars and the Guardians of the Night (**HARPer's Bazaar** #2) in hunting down and extinguishing evil cults that seem to endlessly spring up. They also travel the land either singly, or with small groups of companions, aiding those in need.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat and the other in Mystical Arts (3 ranks), the better to be able to follow the precepts of their deity.

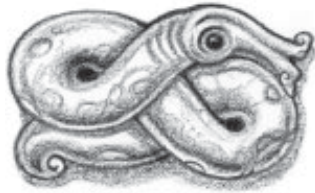
Spells: Members of the Guardians have the following spells as their sphere. They gain access to all of the spells listed under the Guardian Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells. If **Hack & Slash** is available, then the Justicars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

Justicar Sphere	Selectable Spells
Bless*	Bladeturn**
Calm*	Deflections**
Divine Hammer*	Fear**
Dreams*	Guardian Blades***
Elemental Weapon***	Jolts**
Guidance*	Mage Armor**
Holy Symbol*	Passing**
Intuitions*	Past Visions**
Magic Shield***	Quiet Ways**
Presence**	Resist Damage***
Rune Mastery**	Steel Skin***
Turn Undead*	Warrior's Might***
* = Spells from the Cleric Sphere	
** = Spells from the Mage Sphere	
*** = Spells from the Warrior Mage Sphere	



NEW TALENTS

Talent	Cost
Arcane Dabbler	20
Influence Animals	30
Internal Stability	15
Steel Grip	10



ARCANE DABBLER

When taken, this talent allows the character to learn a single spell from another Sphere. This talent may be taken multiple times, for a different spell each time. Possession of this talent also reduces the cost of the Arcane Power talent from 30 to 15 point, but only for the same Sphere that the spell selected for this talent comes from. If the spell is available in multiple Spheres, then it must be determined which Sphere it came from at the time that this talent is acquired.

Cost: 20

INFLUENCE ANIMALS

This talent, when acquired, allows a character to be able to influence a single type (Canine, Feline, Equine, etc.) of animal much like the Beastmaster. The character gains the power to Call, Befriend, and Master animals of the selected type, as described on page 6 of this issue of HARPer's Bazaar. All the maneuver rolls for influencing animals are one degree harder in difficulty than is listed on page 6. This talent may be taken multiple times, for a different type of animal each time.

Cost: 30

INTERNAL STABILITY

Characters with this talent are very stable and grounded, and as such they are harder to stun than normal. The character receives a +10 modifier to any Stamina-based RR versus Stuns.

Cost: 15

STEEL GRIP

This talent may be taken multiple times. Each time it is taken, the character reduces the Fumble Range for one Weapon Group by 1 point. The Fumble Range of a Weapon group may never be reduced below a 01-02.

Cost: 10





IRREGULAR STATS

Recently, I saw a comment on one of the various message boards that I frequent that said something to the effect that with both monsters and characters having stats between 1 and 100, that it was extremely hard to gauge the differences between one another from stats alone.

While talking with Heike a few days later, I mentioned this, and during this little chat, I came up with the following idea. In short, this option reworks how stats and stat bonuses are calculated.

BASICS

Normally, racial stat modifiers are applied to the character's stat bonuses. Using this system, the bonus will be applied to the stat itself, thus indirectly modifying the stat bonus. GMs should note that by using this system, characters will end up with slightly more Development Points than when using the core rules.

DETERMINING STATS

When creating characters, the player will use the standard rules for determining their base stats, either random rolls or one of the two point-buy methods as described in Chapter 4 of the **HARP** core rules. This system uses a slightly different method of pricing for purchasing, and later raising stats. The following table gives the costs.

Stat Range	Cost
1-90	1
91-95	2
96-100	3
101-110	5
111-150	10
151+	20

Once a player has finished determining his base stats, he then adds in the racial stat modifiers, to give him his final stat.

Example: John is creating Angus, his Fighter and is using the point-buy method of determining his stats. Since Angus is a Fighter, John decides to spend 90 points of the 550 he gets for determining stats in Strength. Angus is a Dwarf, so once he is finished purchasing his other stats, John gets to add the Dwarven Racial Stat Modifier to this. Dwarves get a +10 to Strength, giving Angus a total Strength of 100 which results in a +10 Stat Bonus and 10 DPs for Angus.

CONVERTING STATS

Converting the racial stat bonuses from the core rules to this system is very easy, just multiply the existing stat bonus by 5 and you have the new racial stat modifiers. The following table shows the stats for the PC races as revised by this system.



STAT BONUSES & DEVELOPMENT POINTS

When using this option, characters are not limited to having a maximum stat of 105. Instead they may go much higher. The table on the following page shows the stats, their bonuses, and the number of Development Points received for stats as high as 450.

Irregular Stats - Racial Characteristics													
Race	Racial Stat Modifiers									Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance		Stamina	Will	Magic
Dwarf	+10	+25	+0	+0	+20	+0	+0	+0	+50	+10	+20	+10	+0
Elf	+0	+0	+5	+15	+0	+5	+10	+20	+20	+40	+5	+5	+20
Gnome	+0	+10	+10	+10	+0	+10	+0	+15	+25	+35	+10	+5	+15
Gryx	+20	+15	+0	+0	+10	+0	+0	+0	+45	+15	+20	+5	+5
Halfling	-10	+15	+20	+20	+0	+0	+0	+0	+35	+25	+15	+15	+0
Human	+*	+*	+*	+*	+*	+*	+*	+*	+30	+30	+10	+10	+10
* = Humans do not have fixed racial bonuses. Players of a human character have 30 points to divide any way they like between the 8 racial stat bonuses. No stat may have a bonus greater than +15.													



INCREASING STATS

Once a character's initial stats have been determined, he may use Development Points to raise them whenever he has a number of DPs available to spend. When increasing stats, the final stat is used as the starting point, not the number initially determined when stats were generated.

Use the following table for the costs required when raising stats.

Stat Range	Cost
1-90	1
91-95	2
96-100	3
101-110	5
111-150	10
151+	20

Example: John is still working on Angus. John put 75 points of the 550 he gets for determining stats into Constitution. With Angus being a Dwarf, this means that John adds 25 to that 75 once he is finished with determining his starting stats. However, when Angus goes up a level, if John wants to increase Angus' Constitution, he will be buying the stat starting from 100, the current stat value, not at 75.

Stat	Bonus	DPs	Stat	Bonus	DPs	Stat	Bonus	DPs
01-05	-18	0	151-155	21	13	301-305	51	21
06-10	-16	0	156-160	22	13	306-310	52	21
11-15	-14	0	161-165	23	14	311-315	53	21
16-20	-12	0	166-170	24	14	316-320	54	21
21-25	-10	0	171-175	25	14	321-325	55	22
26-30	-8	0	176-180	26	14	326-330	56	22
31-35	-6	0	181-185	27	15	331-335	57	22
36-40	-4	0	186-190	28	15	336-340	58	22
41-45	-2	0	191-195	29	15	341-345	59	23
46-50	0	0	196-200	30	15	346-350	60	23
51-55	1	1	201-205	31	16	351-355	61	23
56-60	2	2	206-210	32	16	356-360	62	23
61-65	3	3	211-215	33	16	361-365	63	25
66-70	4	4	216-220	34	16	366-370	64	25
71-75	5	5	221-225	35	17	371-375	65	25
76-80	6	6	226-230	36	17	376-380	66	25
81-85	7	7	231-235	37	17	381-385	67	26
86-90	8	8	236-240	38	17	386-390	68	26
91-95	9	9	241-245	39	18	391-395	69	26
96-100	10	10	246-250	40	18	396-400	70	26
101-105	11	11	251-255	41	18	401-405	71	27
106-110	12	11	256-260	42	18	406-410	72	27
111-115	13	11	261-265	43	19	411-415	73	27
116-120	14	11	266-270	44	19	416-420	74	27
121-125	15	12	271-275	45	19	421-425	75	28
126-130	16	12	276-280	46	19	426-430	76	28
131-135	17	12	281-285	47	20	431-435	77	28
136-140	18	12	286-290	48	20	436-440	78	28
141-145	19	13	291-295	49	20	441-445	79	29
146-150	20	13	296-300	50	20	446-450	80	29



STAT MAXIMUMS

Stats for characters have a natural maximum equal to 100 + the Racial Stat Modifier. Thus a Dwarf has a maximum Constitution of 125, while a Halfling has a natural maximum Strength of 90.

BONUS MATERIAL

As a bonus, I have gone ahead and converted the racial stats for monsters from the **HARP** core rules for you. They can be found on the following page.





Irregular Stats - Monster Characteristics													
Race	Racial Stat Modifiers								Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Ant, Giant	+15	+20	+10	+25	+0	+0	+0	+0	25	-	25	15	15
Ape, Giant	+25	+25	+25	+50	+0	+0	+0	+0	150	-	30	5	15
Beetle, Giant	+20	+15	+5	+25	+0	+0	+0	+0	50	-	10	0	10
Cat, Large	+10	+10	+15	+30	+0	+0	+0	+0	50	-	10	10	10
Centaur*	+20	+20	+0	+0	+0	+0	+10	+10	40	20	15	10	5
Demon, Class I	+20	+0	+5	+5	+0	+0	+0	+0	50	20	10	10	10
Demon, Class II	+25	+15	+5	+30	+0	+0	+0	+0	50	20	15	5	10
Demon, Class III	+35	+15	+10	+40	+0	+0	+0	+0	50	20	20	20	20
Demon, Class IV	+45	+20	+10	+50	+10	+10	+10	+10	100	30	20	20	20
Demon, Class V	+50	+25	+15	+40	+15	+15	+15	+15	150	50	25	25	20
Demon, Class VI	+60	+25	+15	+40	+25	+25	+25	+25	150	50	30	30	30
Dragon, Adult	+200	+50	+50	+50	+25	+0	+0	+25	300	60	50	50	50
Gargoyle*	+0	+15	+0	+20	+0	+0	+0	+0	45	15	25	15	15
Giant, Greater	+100	+50	+0	+0	+10	+10	+10	+10	300	60	25	25	25
Giant, Lesser	+75	+25	+0	+0	+0	+0	+0	+5	150	-	15	15	15
Goblin*	+5	+10	+0	+0	+0	+10	+0	+0	30	30	10	10	10
Golem, Iron	+50	+25	+0	+0	+100	+0	+0	+0	150	-	25	50	25
Griffin*	+25	+15	-20	+20	+0	+5	+5	+0	40	20	10	10	10
Hippogriff	+50	+20	-20	+30	+0	+0	+0	+0	150	-	15	15	15
Hobgoblin*	+10	+15	+0	+0	+0	+5	+0	+0	35	25	10	10	10
Hydra	+150	+25	+25	+25	+0	+0	+0	+0	150	-	25	25	25
Kobold*	+0	+10	+5	+5	+0	+0	+0	+0	30	30	10	10	10
Lizardmen*	+15	+10	+0	+5	+10	+0	+10	+5	40	20	10	10	10
Ogre	+30	+10	-5	-5	+0	+0	+0	+0	150	50	25	0	5
Orc*	+15	+15	+0	+15	+0	+0	+0	+0	35	25	10	10	10
Rat, Giant	+0	+25	+50	+50	+0	+0	+0	+0	25	-	10	5	5
Sabertooth Tiger	+20	+20	+30	+30	+0	+0	+0	+0	150	-	20	15	15
Scorpion, Giant	+30	+20	-5	+15	+0	+0	+0	+0	150	-	20	10	10
Spider, Giant	+30	+20	-5	+15	+0	+0	+0	+0	50	-	15	15	15
Spider, Greater	+50	+50	+0	+20	+15	+15	+15	+15	150	-	25	30	30
Spider, Lesser	+15	+5	+10	+20	+0	+0	+0	+0	25	-	10	10	10
Troll, Greater	+60	+25	+0	+0	+0	+0	+0	+0	150	-	30	15	15
Troll, Lesser	+40	+20	+0	+0	+0	+0	+0	+0	100	-	25	10	10
Undead, Class I	+10	+25	+0	+0	+0	+0	+0	+0	50	-	0	0	0
Undead, Class II	+15	+10	+0	+0	+0	+0	+0	+0	50	-	0	0	5
Undead, Class III	+20	+15	+15	+15	+15	+15	+15	+15	50	-	5	5	10
Undead, Class IV	+25	+25	+25	+25	+25	+25	+25	+25	100	30	15	15	20
Undead, Class V	+30	+30	+30	+30	+30	+30	+30	+30	200	40	20	20	30
Wasp, Giant	-5	+15	+40	+40	+0	+0	+0	+0	50	-	5	5	10
Werewolf	+5	+10	+0	+40	+0	-10	+0	+0	50	-	30	15	20
Wolf	+0	+10	+10	+30	+0	+0	+0	+0	50	-	5	5	5
Wyvern	+150	+25	+0	+50	+0	+0	+0	+0	150	-	25	25	25
* = This race may be used for player characters upon GM approval.													

