

Dark Colony LRP

Harpos Race Character Creation

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Building a Harpos Character:

First, the most important thing about playing a Harpos is you need to have read their background information, ideally seen them in play, and dress like them. A detailed Harpos Background along with a costume guide can be found towards the end of this document.

Some basic concepts about Harpos you should know;

- They are physically tougher than most humans in many areas, and immune to many things that would affect humans and other races.
- Harpos are an instinctive race, generally reacting rather than planning.
- They are primitive compared to humans, but they do have a writing system of sorts.
- They don't generally use weapons as they have natural claws, and definitely no missile weapons.
- They are faster and with better reflexes than humans.
- Technology is magic as far Harpos are concerned, they carry little if any equipment. They can learn to operate something like a basic light switch or door handle but that is their limit.
- There are many human skills, knacks, and pieces of colony equipment that the Harpos could use, (examples are guns, bows that aren't complex to operate, etc) but that would dilute the way we want them portrayed in the game, so these are not offered in this Harpos character creation document. For that reason, please only use choices on the document for Harpos character creation and advancement. You should note, even some of the skills have less knacks available.



The starting character:

All new Harpos characters have the following abilities as standard:

- 4 Hit points (HP) to the torso, 2 Hit points (HP) to each arm and leg. Harpos are Tougher than even an average Human. Harpos have the same 5 minute Deathcount as Humans.
- You can do simple arithmetic, and read and write in Harpos Language. As a player Harpos you can also speak Human English in a very basic manner, but cannot read/write it. Ideally to keep the feel of the Harpos 'spoken' language should be a few english words (such as a name of a person and an action like 'is dying') in a sentence, while the rest is whistles and gestures.
- 200 points of Perks to spend on skills and stuff . Spend it all.
- At least six points of character flaws. You can have a few more if you wish but must have at least 6 points worth of flaws.
- A Radiation Score (RADS) of 0, this represents how much harmful radiation you have been exposed to. Harpos are not easily affected by radiation, their metabolism deals with it, so reduce the effective dose by a 1/2rd rounded down to zero, or double the time you can be in an area without being affected. Harpos have an initial maximum limit of 3 RADS but may buy a higher limit, see skills.
- A Vitality Score of 4, this represents your immune system and natural good health. Harpos start with 1 less than humans as they are more susceptible to things that get past their normal immunities. As Harpos are not initially infected by the Quick, if you 'die' without ever being bitten or infected through other means you will NOT become one of the Quick
- All Harpos are immune to most ingested toxins, they can eat almost anything, no matter how bad, rotten or contaminated.



Perks

Perks come in several flavours, each costing a different amount of points.

The cost for each Perk is listed in brackets () next to the Skill, Knack, Equipment

Starting characters have 200 points to spend on Perks as they wish.

There is no requirement for a certain archetype to be followed; you are free to purchase any combination of Perks you wish as long as you have the points to afford them.

There is also no restriction on how many Perks you allocate to Skill, Knack or Equipment you can even spend all your Perks on one area such as Equipment if you wish.

Harpos skills and knacks are different to other characters, this may include the perk cost in some cases.

Skills: things your character is an expert at.

Knacks: these are tweaks to Skills. You need to learn the related Skill before you can learn any of the Knacks. It is not compulsory to buy any Knacks for a Skill, spend your perks as you wish, however it is compulsory to have the skill first.

Equipment and Resources: items you possess that give you an advantage in game.



Skills:

Knowledge Skills – You are an expert in a subject area and can carry out craft skills associated with it. You can buy as many knowledge skills as you have points of Perks to do so. If you wish to ask a question, speak to a ref who will give you a bead draw. If you wish to carry out research ask a ref who will advise you how long your research will take, this may be by bead draw, you can then go off roleplay carrying out the research or save it for later time. The ref may give you the result there and then, in which case you can't inform others until complete or may decide to advise you later once the time has been spent.

Behaviour Skill (25) – You understand the processes of the mind, of the breaking points and the tell-tale sign the individual mind is not right. With enough time and effort you can even cure some of these poor afflicted people.

Harpos Theology and Philosophy Skill (25) – While not necessarily being faithful yourself you have made considerable study of faiths and their believers. You are familiar with philosophical principles and can examine new and emergent faiths and philosophies to recognise their founding principles.

Close Combat Skills (10) – Harpos have claws which can be naturally lethal weapons, so they gain this base skill much cheaper than other races. you can choose to deal real damage and can cripple locations unarmed. "Call "Permanent"/"Perm" when you initialise combat with someone so they know damage done from that point on is permanent (you do not need to call on every strike). Call "Temporary"/"Temp" to change back to temporary damage (again you do not need to call every strike). If you do not call "Perm" when initialising combat your unarmed combat damage will be considered temporary.

Drop* (5) – Drop Knack: Whether by tripping, throwing, or bearing to the ground, you can put an opponent on the ground once per encounter. Call is "Drop" with an appropriate mimed action.

Stun* (5) – Stun Knack: Once per encounter you can stagger one opponent for a second or so and gain the upper hand. Call is "Stun" with appropriate non-contact unarmed blow. Does no damage.

Resist* (5) - Resist Knack: Once per encounter you can call "Resist" on either a "Drop" or "Stun" call. Physrep your resistance to the blow.

Dodge* (10) – Dodge knack : Once per encounter you can call "Dodge" and ignore the damage from one melee blow. Please physrep the dodge. Must be aware of the target, so this does not work against lethal strike and other skills that take you unawares.

Hold* (10) – Hold Knack: Once per encounter you can call "Hold" while grappling a target, you place a painful lock on the target immobilising it until you either are attacked by someone else, you release the hold, or the target uses "Break Hold".

Break hold* (5) – Break Hold Knack: Once per encounter you can force an opponent to release a "Hold", "Choke" or "Grapple" by calling "Break Hold". Your opponent must release the lock but is not obligated to release you! You can just act as normal once more.

Choke* (10) – Choke Knack: Once per encounter you can lock a sleeper hold or strangler's choke on to your target, DO NOT physrep the choke! (Don't laugh, it happens!) Mime it and call "Choke", the target has sixty seconds before they pass out. They can still act so beware stabbing blades or guns! If they "Break Hold " or someone else attacks you then the choke is broken.

Break Bone* (20) – Break Bone Knack: Once per day, you can target a limb that is unarmoured and call "Break Bone" with an appropriately pulled blow, if you hit then the limb is automatically crippled.

Toughness Skill (50) – You gain another 2 HP to the torso and another 1 HP to each limb.

Even Tougher (50) - Even Tougher Knack - You gain 2 more HP to the torso and another 1 HP to each limb.

Roll with the Punches* (10) - Roll with the Punches Knack: Once per encounter you can ignore one close combat blow, react to the hit as normal (physics still happens) but by calling “Just a Scratch” or similar you can ignore that hit. Must be aware of the target, so this does not work against lethal strike and other skills that take you unawares.

Mind Over Matter (15) - Mind Over Matter Knack: Unlike most people you have the option to move and fight normally while on your deathcount. Be sure to act badly wounded and fatigued. You can use no other skills or knacks while using Mind Over Matter. This has no effect on other crippling damage only deathcount. The downside is that every minute you spend using Mind Over Matter will cause you more damage and will be represented in your healing bead draw. If you are still using Mind Over Matter when you hit the end of your death count then you drop unconscious and are in *very* serious trouble.

Hard Headed (10) – Hard Headed Knack: Once per day you can use your thick skull to absorb the impact of a “Subdue” call, just call “Resist” and ignore the attempt to subdue you. Please physrep the hit nonetheless and then presumably, get cross!

Lung Capacity (5) – Lung Capacity Knack: You have trained your lungs to hold breath for a very long time. You do not have to breathe for up to five minutes, as long as you are not too active. Obviously you cannot talk. If you are totally inactive you can increase this time to ten minutes. This ability does not give any immunity to the 'Choke' Knack as it requires a period of preparation to activate which would not happen in a combat situation.

Carbonised Bones (10) Carbonised Bones Knack. All harpos bones are carbon but your bones are stronger than the average Harpos. You may count no effect from any break bone calls once per encounter.

Potency Skill (40) – You are stronger than the average harpos. You can lift and carry a man easily and call “Feat of Strength” once per day to perform some truly impressive feat (overpowering a massively strong creature, holding up that collapsing ceiling for a few moments etc.). Note you are not super powered you can't lift cars over your head.

Mighty Blow* (10) – Mighty Blow Knack: Once per encounter you can wind up and let go with a massive hit. Make sure that you physrep a big swing and Call “Mighty Blow”. It will cause double normal damage.

Knockback* (5) – Knockback Knack: Once per encounter you can drive your opponent back a couple of paces by striking them and calling “Knockback”. They will then stagger back a few paces.

Resist* (5) – Resist Knack: Once per encounter you can call “Resist” on one call of “Knockback” or “Stun”. Your raw physicality overpowers the force. You can resist the knockback effects of explosives or gunfire.

Grapple* (10) – Grapple Knack: Once per encounter you can wrap your opponent in a bear hug (please just mime this!) and call “Grapple” stopping them acting by raw strength alone. Unless you release them, or they break the hold neither they nor you can take any other actions.

Break Hold* (5) – Break Hold Knack: Once per encounter you can shrug off the pitiful martial antics of lesser men! You can call “Break Hold” and cancel a Grapple, Choke or Hold.

Pathfinder Skill (30) – You can follow tracks and trails in soft ground in good weather, you know the local area well and can safely lead small groups through the wilderness.

Tracker (10) – Tracker Knack: No matter how bad the conditions you can follow the trail. In good weather you can follow trails over hard ground too.

ID Tracks (5) – ID Tracks Knack: Not only can you follow trails, you can recognise tracks that you have come into contact with before. You can tell the number and laden status of the tracks. In short, you not only know where they went but who they are.

Swift Skill (40) – Harpos are natural fast, once per encounter you can call time freeze and take 2 quick steps then call time in represent a swift dart forward or away from something, during this movement you take no other action.

Dart * (20) – Dart Knack. You can move as fast as the Swift skill again in the encounter. You must leave at least 30 seconds between a Swift skill and a Dart or each Dart

Chop (20) - Chop Knack. You can make one melee attack during your Swift/Dart, this will be so swift that it can only be normally be parried by other Harpos using their own Swift/Dart

Sprint (10) Sprint Knack, this is always off scene, you can call sprint, you can cover the ground much faster than a human, this escaping danger or running for help. Naturally fit, you can run at 40 mph for up to 15 minutes, so in 15 minutes you can have run 10 miles. Ideal messenger. To travel at this speed you have to have an awareness of the terrain and be able to see clearly otherwise you run the risk of hitting something and causing yourself serious damage. No matter how far/long you travel, you will need to rest for 15 minutes before you can sprint again. NOTE: This is designed as something that is Off Scene skill so this cannot be used for attacking in combat. Sprint takes some preparation time and while the Harpos can react quick enough to avoid a visible tree they cannot react quick enough to do anything other than travel. Although you could use it to leave an encounter or try and get to a bomb to a safe distance before it explodes, for example. The Refs will have final say on any ideas you may have for using this skill.

Leap * (10) Leap Knack. Once per encounter you may call a time freeze and leap over a single person, a wall no taller than 10 foot or into a tree, onto a roof ready to drop at a later time. Please call time in once the manoeuvre is over. You don't have to climb into the tree, just stick your finger in the air and let those around you know what has occurred.

Instinct Skill (30) – Harpos are in tune with nature and can sense danger, "its walking funny", "the trees are the wrong shade", "the air smells different", "the shadow is wrong shape" etc. Harpos with this skill can ask a ref once per encounter if something is wrong, they will then get a bead draw, they should not look at the bead themselves, but show the ref and a suitable reply according to the result will be given. Note; they may be able to sense overheating mechanical machines or very simple electrical technology breaking down, but the best they can hope for is 'machine is bad'. For more advanced stuff, such as electronics or computers, the instinct skill will not work at all. In certain instances the Refs may choose to inform those with this skill they feel something is wrong without the player asking.

Heightened Reflexes (20) Heightened Reflexes Knack. With the natural speed of harpos and sense of danger, a character with Heightened Reflexes can "Dodge" either the first single shot bullet, or the first melee strike per encounter, or they can take half damage against the first burst or explosion damage per encounter.

Watch Out (20) - Watch Out Knack. Anyone within touching distance can be shoved out of the way of a surprise melee strike once per encounter, or they can take half damage against the first burst or explosion damage per encounter.

Body Reading (20) – Body Reading Knack. Like the human body reading skill, but more intuitive than something learned through study, you can recognise someone's intent, maybe they are lying, maybe they are truthful, maybe they are looking for an opportunity to run or attack. This skill, like all instinct, can be unreliable and the target may have the skill to disguise their true intent .

Resistance Skill (25) – Harpos are naturally tough and resistant to toxins, even without this skill they can eat almost anything. With the resistance skill, they can resist airborne toxins as well. They have practiced breathing through their special nasal gland only, which will process in oxygen molecules, the rest either pass into their digestive system, or never get through in the 1st place.

Enhanced Resistance (10) – Enhance Resistance Knack, you are resistant to even the most dangerous toxins, gases, chemical attacks and may resist them on bead draw. You may still suffer symptoms and the ref will let you know how you are affected or not affected.

Rad Toughness *(10) - Rad toughness Knack. Some Harpos are just tougher and can take extra points of rad damage, increase max rads by 1. This skill can be bought again, however only up to a maximum of 6 rads

Harpos First Aid Skill (20) – You know the basics of first aid, clearing airways, applying pressure to bleeding wounds and the like. If you are working on someone (pressing a wound for example) then their deathcount is stopped. If you are attacked and have to stop then it starts right back up!

Stabilise (5) – Stabilise Knack: With five minutes quick effort you can patch someone up sufficiently that they can be moved safely. The deathcount still remains stopped while you stabilise.

Resuscitation (5) – Resuscitation Knack: You can safely wake up people knocked out with non-lethal damage (subdue or unarmed combat) and if someone's heart has stopped, for whatever reason, then you know CPR and can restart it. Using this on someone who has gone over their Deathcount continually until someone can treat them, this can potentially modify the bead draw in the patients favour

_____ **1st aid *(10)** You can apply your first aid skills to a named race that isn't harpos. The race should be one available for players to play, such as Human or K'Mar, and the race should be named. You can buy this multiple times for as many different available races as you wish.

Harpos Primitive Healing Skill (30) – You can sew most Harpos wounds and treat combat damage. Using appropriate physrep's you can stitch wounds shut, and bandage the resultant work. You cannot do surgery or any internal organ mending, the best you can do splint Harpos bones and make them set straight or apply one of the many herbs available in the herbs and potions equipment available to buy

Primitive Healing _____ *(30) Primitive Healing Specific Race Knack: With this knack you have gained enough understanding of another species' physiology to be able to apply your Harpos Healing skills to them. The race should be one available for players to play such as Human or K'Mar, the race should be specified when you gain this Knack. You can buy this multiple times for as many different available races as you wish. This includes being able to use herbs and potions on other races although other races aren't as tough as Harpos so effects can be more dangerous.

Equipment and Resources:

While everyone has access to simple tools and tool-like weapons (hand axes, billhooks, hammers), improvised melee weapons and knives. You can buy the rare equipment with Perks like a skill. Note Harpos do not use ranged weapons, they simply dart as fast as an arrow so never developed the need.

Resources bought are yours, they are non-transferable (assumed destroyed upon death by whatever killed you). You must provide physrep in a style suitable for the system – consult a ref if unsure. While occasionally circumstances may take these resources from you, they can't be removed permanently as they will replenish at the end of the event. Even ammunition, trade goods and other consumables will resupply at the end of the event from colony stores.

The list below will change from time to time as the game progresses.

A note on equipment found in game

Sometimes equipment is scavenged during the event, from crew npc or found, traded for during encounters, at the end of the event unlike equipment that is acquired by spending perks it is handed into the colony stores i.e even if not used or traded, it is always lost at the end of the event. Any scavenged/found/traded equipment must also be checked with ref to see if it's still in working order, repairable or just a bunch of crap, before it's used in game.

Occasionally, rare equipment will be found during events that players may wish to keep. In such circumstances, the refs may agree to let you pay the Perks to keep it permanently. For others, one shot items that will never replenish and once used are lost forever, the refs may allow you to keep them with no Perk cost for use at the next event. Note that some items may also have an 'expiry' date and if not used within a certain time will be lost.

Trade goods

Within the game there will be opportunities to trade for goods, equipment and information. Trade goods are anything from surplus food and broken electronics to illegal psychotic drugs. None of these trade goods provide any advantages in game other than providing you goods to trade with (think of it as character wealth).

Buying trade goods gives you a limited supply of these items each game, however they last only for the length of each game and are then assumed to be lost in downtime (so you cannot 'save up' points of trade over a number of events).

Anything traded for is also lost at the end of the game unless it used during the game (the player trades for parts to fix something in the Colony) or it's for things like information.

Rare items purchased with Trade Goods can only be kept permanently with Ref approval and an appropriate Perk cost to the player (the player trades for a weapon and wishes to keep it, they must pay with their normal Perk points to keep the item after the game - otherwise the item is assumed lost, broken or traded on during downtime).

Trade may be between players for something they have found, may be between NPC's either those in camp or with any others you meet. There will be a notice board with tradable goods and services listed. If anyone gives you trade goods they are now yours until the end of the game unless you re-trade them. Note that this does not give you any Trade Goods for future games.

Note Harpos are not good at valuing things so cannot spend more than 20 perks on trade goods

Legal trade goods supply (10) – Provides equivalent of 20 perks worth of trade per game.

Illegal trade goods supply (10) – Provides equivalent of 40 perks worth of trade goods per game but cannot be traded for legal goods listed on trade notice boards and may provide other troubles.

Basics

Herbs and Potions (5) – A bag of treatments normally only suitable for Harpos that are not potent or concentrated like modern medicines but still may have some effect. It should be noted the effect will be less than a modern treatment, for example a modern antibiotic will cure an infection, but harpos herb may only stop the effects for 1/2 an hour, and an anaesthetic will make someone drowsy not put them to sleep. These herbs can also be hit or miss and will require a bead draw to see if they help, have no effect, or maybe, on really bad bead, hinder.

No dose is alike, so even if the same treatment is applied again, it still requires a bead draw.

No doctoring is required as the treatment is pre-made, but with Harpos first aid the bead draw is modified by 1 and a further 1 for Harpos primitive Healing Skill.

Will not work on other races without the Primitive healing other named race knack

The cost provides one dose, but you buy as many as you wish.

The other advantage of herbs and potions is their use is not specified like modern medicines, so your bag of treatments may, with luck, contain what you need such as a painkiller, antibiotic, sedative etc. The bead draw represents if it does what you want.

Harpos Excretion (30) The regurgitated food of a Harpos is extremely beneficial and can, if given within 30 seconds of a Quick bite stop the vitality loss. Only one such treatment may be applied per character per event.

The cost provides one dose, but you may buy as many as you wish, representing your access to sufficient food and nutrients to be able to produce them.

Note in addition a 1 vitality may be recovered, if the person eating the Harpos excretion has never eaten one before at any time in the life of character.

Flaws

Flaws are disadvantageous conditions that your character can take. Please note, flaws are not excuses to behave badly and spoil other people's fun. You are in control of how severe the flaw is, curious does not mean that you *have* to open that drum of radioactive waste to see what else may be inside, you just really, really want to.

Flaws are designed to add to a character's personality, not cripple them or drive you to take actions that make little sense. You are in control of your character's actions, not the rules!

You may, on occasion, find yourself inflicted with one of these flaws during play through extreme bad fortune. Sadly, you don't get any skill bonuses for this. You've just been really, really unlucky. If your flaw needs there to be an external force acting on you then let a ref know. We'll provide the jeopardy...

Addict (3) – You have become dependent on a substance. If you do not get this on a regular basis then you will start to feel the effects.

Ambitious (1) – You are always looking for the next rung of the ladder. You want to end up at the top of this particular heap and heaven help anyone who stands in your way.

Avaricious (1) – Your personal collection of items is never enough. There is always another chance just around the corner, if only you can see it.

Bad Habit (1) – You have a bad habit that causes mild annoyance or revulsion in those around you. Trouble is, you've been doing it so long you rarely know you're doing it.

Blind (2/6) – There are two levels to this flaw, the first means you have lost one eye, the second means you are completely blind.

Clumsy (2) – No matter how hard you try you don't seem to ever move with grace. If there is the chance to trip, stumble, knock something over, drop something... it always seems to happen to you.

Cowardly (3) – There are those who face danger with courage and heroism. You are not one of them. When the going gets tough, you hide behind the table.

Cannot speak Human (4) - unlike your fellow player harpos you have not learned (or refuse to learn) to speak Human

Crippled (3) – One of your limbs is unusable. You might have a limp, or an arm in a sling. You can take this flaw up to four times, one for each limb. Your life will be progressively tougher.

Curious (2) – Say, you see that sealed box over there? That fence with stay out on it? Haven't you ever wondered what was on the other side? Inside the box? Go on, how much harm can it cause?

Dark Secret (2)– You know something, something terrible, something that could cause irreparable harm, something that others would happily kill you to stop this knowledge being "out there". Keep the secret.

Deaf (2/4) – There are two levels to this skill, the first is hard of hearing, you cannot hear anything under a clear speaking voice. The second is a profound deafness. You can hear nothing, even the shouts of warning...

Death Wish (6) – For whatever reason this life is already over for you. Nothing remains. You care not whether you die but have no intention of killing yourself. It's a dangerous world, something will get you.

Delusional (3) – You have minor paranoia that makes you see things, or believe something crazy

Dependant (4) – You have someone who depends on you, this can be anything from providing them food transfusions, to having to be certain places at certain times for the colony, failure to do the task even once will have bad consequences.

Deranged (3) – Your experiences have damaged your sanity leaving permanent psychoses. Choose a psychological malady to suffer from (examples include schizophrenia, claustrophobia, intense anxiety and many more).

- Envious (1)** – Nothing you have is ever good enough, the others always got the better chance, the better resources, they're thought of better, makes you green with envy.
- Fragile (4)** – Your body really isn't suited to the rigours of this harsh world. You get sick faster, you heal slower and you can't resist damage as well as others. (Mostly this will negatively affect bead draws)
- Gluttonous (1)** – Food is your addiction, you just can't understand how others can ever say "I'm full". This can be a problem if resources are scarce...
- Heroic (4)** – Discretion may well be the better part of valour, but someone needs to step up and face the danger. That someone is you. Whatever the threat you will stand between it and innocents to protect them.
- Hidden Master (3)** – Your destiny is not your own, unbeknownst to everyone else, you are beholden to another. You serve their desires and are beholden to them.
- Hunted (2)** – Somewhere in your past you really, really upset someone. It may have been a crime you committed, something you were accused of, anything. The result? There are people hunting you and one day they will find you.
- Ideology (3)** – You believe in an ideology that prevents you doing certain things, eating certain foods, wearing certain clothes, this not a criminal ideology that makes you a danger to others, just a set of minor issues, you are not a fanatic.
- Illiterate (2)** – Somehow, words just never seemed to make sense to you. You cannot read your native text.
- Illness (minor) (2)** – You have a minor ailment that affects you in certain circumstances, could be a hacking cough if running any distance, could be a weak stomach, essentially anything minor and contextual.
- Illness (major) (4)** – You have a debilitating illness that affects your every waking moment.
- Impulsive (3)** – You sometimes you react without thinking, someone touches you on the back so jump a mile, someone pulls a knife in unthreatening manner but impulsively you swipe it out their hands.
- Innumerate (2)** – For whatever reason, maths is a closed book to you, numbers simply do not make sense.
- Intolerant (1)** – You hold prejudicial views towards a subject or group, you may be uncomfortable simply to be in the same room or it may be that you simply dismiss them as lesser than you.
- Loose Lips (1)** – You are a gossip, secrets might be important but isn't a problem shared, a problem halved? Privileged information just is not safe with you.
- Loyal (2)** – You are absolutely loyal to another person, group or concept. You will never. Ever. Betray that person, to the death if necessary.
- Luddite (4)** – Technology causes such fear in you that fear anything new, react to any tech not seen before like its about to explode or eat you, this the more extreme version of technophobe flaw below. Over time with help you can be convinced to get close
- Mean Spirited (1)** – Sharing just isn't something you are set up to do. Your creed is "what have you done for me lately?" Essentially you are curmudgeonly and grumbling.
- Mute (3)** – You cannot squawk your only way to communicate is gesture or pen and paper
- Oath-sworn (3)** – You have made an unbreakable commitment to a cause or philosophy. Determine your oath and stick to it!
- Old (4)** – You are elderly, not late middle aged, properly elderly with everything that comes with that.
- Over Cautious (3)** – It's a dangerous world out there, some might call it cowardice but they are fools, this is self-preservation and anyone who says otherwise is not long for this world.
- Over Confident (3)** – Yep, the world is dangerous but bold action will save the day! A good offence is the best defence, surely? After all, you know what you are doing. Right?
- Prideful (1)** – You are bound by your pride. You are fantastic and you know it, if anyone challenges you then you'll just have to prove them wrong won't you?
- Phobia (4)** – You have a phobia of something, don't choose something that will make it impossible to act in the game

- Quick Infected (6)** - you have been bitten already by a Quick, you have hidden this from the tribe, your starting vitality is 1 less than normal and if you die you will become a Quick.
- Self-Righteous (1)** – You know best, your way is the right way, your personal morality is the true way and you don't care who knows it.
- Sensitive Systems (4)** – Your normal resistance to radiation is broken, you do not halve rad damage or reduce the time you can spend in rad zones, your rad damage works like a human.
- Shameful Sibling (2)** – There is a family member out there, one of those who give truth to the “choose your friends but not your family”. Who knows what they will need next or what awful favour could be asked.
- Slothful (1)** – Frankly, you are lazy, if there is an easy way to achieve your aims then that is the way. Path of least resistance, who cares right?
- Social stigma (1)** – You have bad feathers, paint your claws black, you're openly a member of an unpopular minority etc, something that makes others uncomfortable to be near you
- Stubborn (1)** – Once your mind is made up then there is no changing it. You dig your heels in, set your sails and bludgeon others into seeing your point of view.
- Superstitious (1)** – Sure, reason and logic are all very well but the light of these sciences don't seem to illuminate like the old sorceries. You are happy to believe in ghosts, ghouls and things that bump in the night. Even more for Harpos who also see the Technologies and Sciences of Humans as 'magic'.
- Techno Stupid (3)** - Most Harpos can operate a light switch or door handle, but for you even this is impossible, any more advanced than a club is beyond you.
- Technophobe (2)** - Technology causes fear, will the light switch explode, will the door handle fight back. You may operate very simple tech, but tech cause you fear, you need to build up courage before using it.
- Tribal (2)** - Only your tribe matters, you do whatever your leader or shaman says.
- Tribeless (2)** – Your tribe is one that is not present, you are alone, pack less, you know other harpos will not want you as you are not of their tribe, so you look to other races to be part of your pack. You will find an individual or group of choice follow them loyally.
- Unable to Lie (2)** – The truth is generally the best way. Liars get tied up in knots and are eventually found out. Isn't it better to know a painful truth than to live in ignorance of information that could save you?
- Unforgiving (1)** – You hold a grudge like no-one else, no second chances. That's your motto. Someone crosses you? They'd better not expect help next time.
- Unlucky (4)** – For whatever reason, your stars just seem cursed. Things just don't ever seem to work out for you, things like bead draws for example... Be sure to mention it to the ref when you make one.
- Vengeful (1)** – Vengeance is the only way to guarantee safety, break one of our tribes arm then we will cut off your arm. Assured retaliation is the only way to dissuade these animals.
- Weak Stomach (2)** – Your stomach is weak, and when you process toxins, while they do not kill you throw up your lunch.
- Wrathful (1)** – Your fuse is very, very short. You are quick to anger, slow to calm.

Character Advancement

After each game, all those taking part will be awarded points of 'perks'. These may be spent on any new skills, knacks, equipment, or resources you can afford. They can also be saved up for future advancement.

Any new perk costs the same as it would have at start up, and any new knack still needs you to have the skill to apply it to before purchase.

Equipment buyback, unlike skill and knacks, it is possible to change between events. However, the process will lose you 20% off the original cost in perks, so this is not something we encourage you to do on a regular basis.

A weekend game will typically provide a player (note the player and not a specific character) between 10 to 20 Perks, which can be spent on an existing or new character.

Equipment and Perks spent on Skills, Knacks, Equipment or Resources for a character that dies in game cannot be claimed back, as they are permanently lost.

No player may create more than two characters that they wish to play. To create another character when two are available to play, the player will be required to retire an existing one.

Harpos Background

Costume:

- ❖ Harpos are primitive, they dress in furs, leathers, scavenged items. Their clothing should be stone age and basic.
- ❖ They all sport a coloured mark of any shape or complexity on the back of their hand. This is their mark and the colour is their tribe.
- ❖ They will often hang scavenged items, sometimes technology they do not understand around their necks, belts or wrists. Sometimes they will wear a stone with a hole through, or in rare cases, something fashioned in what could be called jewelry.
- ❖ They may also wear a sash of the same colour as their tribe.
- ❖ Harpos are able to see the shade difference in many more colours than humans, so just because its a red mark, it may be a totally different tribe with another red mark to the eyes of a Harpos.
- ❖ Weapons are primitive, at best axes, but crude spears, clubs are the norm. Harpos have NO missile or thrown weapons.

Physiology:

Appearance

- ❖ The Harpos, just like humans, come in many shapes and sizes, though all have the same following traits:
- ❖ They have feathering on their faces, this can be applied by makeup, or via a half mask, for example at the beginning of the document.
- ❖ When speaking their own language it comes across to humans squawks and whistles, however most is so high pitched other races cannot hear it.
- ❖ They also use gestures and have natural but basic sign language allowing them to hunt silently.

What the Harpos are not

- ❖ Dogs or Birds, although they could be considered to have some of the traits of both

Under the Skin

- ❖ Harpos skeletons are made of a natural carbon fibre making them much stronger and lighter than the human skeleton, this allows them along with the stronger muscles to move much quicker than humans. Harpos are half the mass of a human. Harpos can run whilst carrying a human.
- ❖ They have claws which gives them natural weaponry.
- ❖ Harpos breathe oxygen and have red iron based blood like humans.
- ❖ The Harpos have many organs that produce hormones, filter blood etc. Whilst these may not look the same or be in the same place as a human, they serve similar functions.
- ❖ Harpos digestive tract has multiple organs that are used for many purposes – They have two main systems (a ‘cleanse system’ and then a normal ‘absorption’ system) – vaguely similar to an Owl expelling ‘pellets’ of indigestible food.
- ❖ They can produce pellets of ‘safe’ food that keep for a while. On their original home world food could be sparse, so the ability to eat a lot and produce pellets that would last a long time until more food could be found was critical. Where they are now they have a more plentiful food supply so this isn’t as necessary for them meaning they may have enough pellets to share with others. NOTE: To have a pellet in game you must purchase access in the Equipment section, representing your recent access to enough food stuff.
- ❖ Harpos skin is very tough while flexible, it's no thicker than human skin, but stiffens on impact and has fibres of carbon that resist cutting. This is represented by Harpos having more base Hit Points than other races.
- ❖ There are vestigial wing stumps on their spines, but they lost the ability to fly long ago in their evolution.
- ❖ They reproduce as per mammals, with live young. They grow rapidly, natural lifespan is about 20 years, with adulthood reached after about 5 years.

- ❖ Along with their appearance they also have bird-like heightened senses – so will see/hear better than a human can, but they are also more sensitive to loud noises. They also have strong claws which they use for defence which many can do Lethal Damage with. This is represented by the cheaper cost for Close Combat Skills. Harpos do not have to take this Skill, but their claws are not quite as sharp so they will only be able to do temporary damage.
- ❖ They are Not infected with the Quick. If they do become Quick, they will maintain their claws and will be able to infect with claw damage instead of just bites. However they will move in a jerky fashion and lose all their speed as the body arrangement is slightly different. Harpos Quick do not have access to any of their Skills just like other races who turn, especially things like their Swift Skills.
- ❖ Diet: Omnivorous, although primarily they eat plant crops in the area. Their bodies have the ability to remove/alter impurities like heavy metals in food. Side effect of this is their excrement is actually highly nutritious and completely safe for human consumption (they also eat it a second time to get the purified nutrients from it).

History:

The Harpos ancient history has been lost.

Recent History:

The Harpos you will play has joined the Human community.

The Harpos have been here for over 500 years, their tribes have been changed slightly over that time as they have realised they are trapped (by being too scared to travel to certain areas) and have a limited amount of space to compete within. They have encountered what the Humans refer to as the 'Dark', with the Black Tribe already having completely fallen to it. They have also encountered the 'Hive'/'Bugs' but managed to resist them by being extremely violent and destroying the Queen that was being placed in their lands, but they did lose a few tribes while fighting the bugs.

They are now also aware of Humans and the Quick, some have even managed to learn to speak human.

Culture:

Small primitive tribes that will fight for territory between each other. Quite warlike in nature but not to the point they are self-destructive.

They have their own religions that are totemic based, often finding something that they find inspiring and worship that as a deity. The whole tribe will follow the same totemic deity

They consume their dead who die in battle or old age, believing they absorb their strengths through this. This is a sign of respect, to not do so would imply the dead are cursed. This culture stems from the low amount of food on their original home world and the traditions have been passed on through the generations. Those that die through disease are burned and seen as cursed. Recently they encountered Humans and after the loss of the Red Tribe to an infection that occurred after they ate the invaders (Quick), most of the Harpos have been convinced not to eat dead Humans they might encounter.

There are the 'main' tribes and then some smaller family units in the area.

They treat both genders equally, you are just as likely to find a female or male Chieftain of a tribe.

Technology is Primitive Stone age at best – although some have discovered higher tech they do not use it, it is seen as something to be revered or feared depending on which tribe is encountered.

Punishment:

The Harpos have no formal punishments, system of laws or codes of conduct other than follow what the leader or Shaman says. So if they are unhappy, it's generally just a fight until one wins the point or leader/shaman does or says something which could be anything depending on mood, relationship etc. It is totally ad-hoc.

When a leader or shaman disagree, if the Shaman has time to consult their Totem, they generally will be the one to win the discussion, if there is no time for that (ie it is an instant choice), the leader is the usual winner

Religion :

The Harpos on this planet in the main follow the great deity of the Temple, this is a clever being that guides them when should they gain access to the cavern/temple. This actually an artificial intelligence hologram that is slightly broken but of a much more advanced technology than humans could reproduce. Individual Tribes can also follow 'lesser totems' which could be anything around them (a tree, a rock, a river etc) be inventive.

The Tribes:

The main tribes of the planet are as follows, defined by the coloured markings they use on their hands. Players should choose to have come from either the Blue, Green, or White tribes. Players cannot be tribal leaders or shamans but may aspire to move into such a role.

Colour: GREEN

Respects: Material Items, shinier the better

Notes: This group maintains the 'Temple' and are seen as even more religious than other groups. They like to collect physical items, these do not have to be valuable (from a Human perspective) but generally aesthetically pleasing

Colour: BLUE

Respects: Skill / Prowess

Notes: This group is led by Human called Iana, and were the first group to learn to communicate with Humans. They respect skill and prowess in all things, and those that can prove themselves worthy are respected.

Colour: WHITE

Respects: Lore, knowledge

Notes: This group is known to be the record keepers of the Harpos, keeping records and passing on the stories of their people. They respect those who are willing to share knowledge and are willing to listen and learn.

Colour: BLACK

Notes: This Tribe has fallen to the Dark. Others fear them, they aggressively protect their territory - other Harpos who have ventured there have not returned, either being killed or joining the tribe. Players cannot play members of this tribe.

Colour: RED

Notes: This tribe was all infected with the Quick and have since been hunted to extinction to protect the Harpos species. Players cannot play members of this tribe.

Colour: YELLOW

This Tribe was fully destroyed by the Hive a number of years ago. Players cannot play members of this tribe.

Harpos Greeting:

The traditional Harpos greeting is a downward pointing triangle formed by the fingers and thumbs of both hands. This actually means life. An up pointing triangle means death and used as a threat.

Harpos rub heads on the shoulders or backs of others they consider friends and have not seen in a while.

Naming Conventions:

The Harpos name are in their marks on their hand, when in a human community they may take a human name with a maximum of two syllables

Language:

Using faltering English in game is perfectly acceptable, however a splattering of whistles and squarks will add to the feel of the character.

Written language is via simple images, some have become stylized, colour can be important, but you do not need to know these, if you are playing a Harpos and encounter these a ref will translate for you, however we have listed below some useful common ones already used in game. The Harpos have no Alphabet equivalent.

Note that not all of the Harpos tend to write things down as most of their stories are shared by telling of them rather than reading. As such while the symbols below are 'common' other symbols could have different meanings between different tribes. The Harpos living with Humans will be encountering things never seen before so you are allowed to develop symbols of your own to help communicate with the Humans. Please keep the symbols as simple as possible though. Some samples of those already used in the game below



Humans / Quick

This symbol (normally in Blue) was used by the Harpos to indicate a Human
This was because the first Human encountered by them was found by the Blue Tribe
The shape is a simplification of the PA Logo they saw on the clothing/cryopod etc.



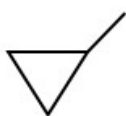
Bugs

These are race that have attacked the Harpos in he past and tried to establish a new Hive in the Harpos territory
They are often drawn in Red as it was the Red tribe that first encountered them, however any colour would be siutable



Bug Hive

This symbol indicates a Hive where the Bugs live / come from



Infected / Controlled

The Bugs are known to be able to infect and contol others, however there is a protuding part from this contolling bug that sticks out of the neck of those infected.
The diagonal 'tail' top right of the Harpos symbol represents this
A similar 'tail' is added to other symbols (normally in the same colour as the bugs) to represent Infections in other species.



Life / Alive / Harpos (also a greeting)

Also refers to the Harpos themselves (being alive)
Normally a solid colour (unless the outline needs to be a different colour such as identifying White on a white background), which indicates the Tribe of the Harpos involved



Death / Dead

Refers primarily to the Harpos being dead. Other symbols used to identify a group would be flipped or rotated to indicate death
Normally a solid colour as per the life symbol indicating the Tribe involved



Travel

The number of ^ shapes generally indicate the distance involved
2 being a short journey of maybe a mile or two, up to 5 that represents weeks of travel
Normally the image to the left of the symbol is travelling to the image to the right of it
The colour is generally linked to those travelling rather than an indication of terrain



Exchange / Give

This indicates that an exchange of some form happens. This often has an indicator of those 'giving' on the left of the symbol and the outcome of the exchange on the right
For a Trade it would often be written in the form A gives to B gives to A (with the outcome)
The colour is generally linked to those giving something.