

Tattooing Spells in HARP

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Krell entered the cave, it was dark and scary. Krell knew that somewhere here lived the spider queen, Queen of the Webs as local villagers named it. The Spider queen terrorized the area around her lair, the villagers were terrified because recently three hunters disappeared near the cave. Many brave men had entered into this frightening cave, but no one has returned.

Just few seconds later the Spider Queen attacks. Krell receives a deadly wound from Spider Queen's attack. Krell activates one of his tattoos which should neutralize spider's poison, mage who placed those said that it will help quite quickly. This was his last chance to neutralize the poison, so Krell hopes now that the Spider Queen cannot hit him second time.

The character who is going to make tattoos needs *Artistic Tattooing* skill and *Paint Tattoo* talent. Tattooing needs some materials. Approximate tattooing costs are $10\text{ gp} + (\text{spell casting rank}/2 + \text{total PPs spent}) \times 5\text{ gp}$. Using the skill, the character paints the tattoo and with the talent he can bind spells into it. Tattooing time is dependent on the PPs placed into the tattoo. *Creation time is: Total amount of PPs x 2 hours.*

After the *tattoo* is made, the caster places a spell into the tattoo. The character can cast the *Bind Tattoo* spell before he casts some other spell and this should be added to the total cost of the tattoo. Attack spells or spells that don't affect the target or the caster directly cannot be cast into a tattoo. Tattoos cannot be activated if the target is not a living being and casting the spells into the tattoo takes twice the normal PP cost.

The spells in *the* tattoos can be used only once. Activating the tattoo takes the same time as it takes when cast normally. Only the owner of the tattoo and the maker of the tattoo can activate it by touch. Energy in the tattoo cannot be seen with spells until it is activated, then the tattoo glows during the duration of the spell, after which the tattoo disappears.

If the skin from the tattoo area is destroyed badly, the spell vanishes. It cannot be fixed, but a new tattoo can be placed. Cut wounds don't destroy the tattoo, but bad burnings and so on will destroy the spell.

Because the tattoo grows bigger every time PPs are spent on the tattoo, there are some limitations to the total PP amount.

Creature Size	Max. Number of PPs
Tiny	10
Small	15
Medium	20
Large	25
Huge	30

Brendan the Cleric is going to tattoo her friend. First Brendan decides that she is going to cast Minor Healing spell into the tattoo. She is going to use scaling options as well. He decides to increase healing rating a little bit (Increase Healing +2PP). Her friend, Gerax the Dwarf, is of

small size so no more than 15 PPs can be spent. The spell takes 5 PPs to cast, so there are 10 PPs left for other spells. Brendan also decides that the spell should include bleeding reduction and healing. She also decides that part of the spell (there are now two different options) will activate automatically when bleeding occurs and another part of the spell is activated only when her friend so decides. At this moment spell takes 7 PPs (Minor Healing spell 3 PP+ Scaling Option 2 PP+ Bind Tattoo Spell 2 PP= 7 PP) and there are still 8 PPs left for other spells.

Brendan should buy the necessary equipment to paint tattoos. Cost of those is $10 \text{ gp} + (5/2 + 7 \text{ PP}) \times 5 \text{ gp} = 60 \text{ gp}$. Then Brendan buys the necessary equipment and makes his Tattooing skill roll and succeeds. Making a tattoo takes 10 hours (5 PPs x 2 hours = 10 hours), after tattoo is ready Brendan casts the spells into the tattoo. Every spell takes twice as much PPs as it usually will take, so Brendan has to spent 14 power points for the tattoo. After the long and tiring process the tattoo is ready and now her friend Gerax can use it when he wants.

New Talent

Paint Tattoo

With this talent the character can bind spells into tattoos. The character alters a tattoo's form so that it can contain magical properties. This talent has to be taken separately for every spell sphere.

Cost: 15

New Spell

Bind tattoo

PP Cost: 2

Range: Touch

Duration: Special

Spell Type: Utility

RR: -

Spheres: Universal

Description: Caster can bind tattoo activation to when certain situations happen. For example the caster wants that a minor healing spell to activate when a bleeding wound occurs. This spell has to be cast before actual spell to imbed into the tattoo.