

HOURI

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	25:24	9	3	Single	1s		Beguile 1/2 lvl/Day Evaluate Treasure Immune To Disease Utilise Light Weapons
2	26:25	10	6		2s		Colour Spray 1/3 lvl/Day Reflex 1
3	27:26	12	9		2s	1	Mesmerise 1/lvl/Day Dagger Mastery 1
4	28:27	13	12	Ambidex	3s		Empathic Projection (Love or Desire) Cast 1 Good\Evil\Neutral 1 st lvl Miracle
5	29:28	15	15		3s		Possession 1/5lvls Reflex 2
6	30:29	16	18	Thrown	3s	1	Charm
7	31:30	18	21		3s		Cast 1 x 1 st lvl, 1x 2 nd lvl, & 1x 3 rd lvl Miracle, Make Love Potion
8	32:31	19	24		4s		Reflex 3 Bond x 1 Ever
9	33:32	21	27	Double- Handed	4s / 5d	1	Dagger Mastery 2 Conceal small object
10	34:33	22	30		5s / 6d		Empathic Projection (Jealously), Reflex 4
11	36:35	25	35		6s / 6d		Cast 1x 2 nd lvl, 1x 3 rd lvl, & 1x 4 th lvl Miracle
12	38:37	27	40		7s / 7d	2	TBC

A Human Houri Gains 25:1 Life Points

An Elven Houri Gains 24:1 Life Points

- Houri can wear silks, velvets etc which give them AC of 2.
- Houri are a specialised version of the oldest profession, they use the guiles and ways of the body and mind to get others to do their bidding.
- Some Houri take on the name of Gigolo instead. There is no mechanical difference.
- Houri natural heal is transferable.
- Houri skill points are from the Scout base class.

Class abilities

Beguile - this allows the Houri to use their charms to *Beguile* someone for 25 minutes. Only one person may be beguiled at a time, and any person so beguiled will remember the beguilement after the event. This is a physical effect and will affect those not usually affected by a mystical version (ref's discretion)

Evaluate Treasure - allows a Houri to have a rough idea of the value of an item. This ability will not reveal any mystical properties an item may have.

Immune To Disease – the Houri is immune to most diseases (refs discretion for the more powerful mystic types)

Utilise Light Weapon – This allows the Houri to be able to use any Light Weapon.

Colour Spray – this allows the Houri to cast the spell colour spray the listed number of times. The spell mesmerises the target with dazzling colours for 10 seconds at a range of 30', or until struck (minimum 1 life point damage). This is magical in effect and not mind effecting. The spell will not work on blind, spirit seeing, mono-colour seeing elementals, etc. It will though affect mindless creatures that can see colours.

"Let colours come and hold thee to bewilderment."

Reflex 1 - this gives the Houri 1 point of dexterity armour.

Mesmerise – as long as the Houri attempts to keep the victim mesmerised by use of their many charms, etc then the victim will stand / sit and just stare totally lost in the Houri- if they are attacked this will break the mesmerise.

Dagger Mastery 1 - this skill gives the Houri +6LPs damage with a dagger.

Empathic Projection Love or Desire - Instils a chosen emotion in target this is as the psionic power . This ability lasts 5 minutes and may be cast at a range of up to 30'.

Cast 1 Good/Evil/Neutral 1st level Priestly Miracle (For Power) – the Houri is able to cast one miracle of each Good, Evil and Neutral lists for the stated power costs – these miracle choices should be chosen and recorded on a miracle list card.

Possession - this allows the Houri to possess someone as per the priestly miracle.
Max of 2 at 10th Level

Possession

Level: 8

Duration: Special

Range: Touch

Vocal: "Spirits of Dominion go forth and enter here to do my will."

Mind Influencing: Yes - Greater (see below)

Description: Similar in nature to a beguile, the priest must place their open palm on the victims forehead while incanting the vocal. A spirit is summoned that enters the victims body which henceforth co-habits with the victims spirit. It is similar to a wraith's spirit and is intelligent, it also obeys the priest to the letter. The victim has no power to resist the wraith. Therefore the victim is at the whim of the possessing priest. When not given instructions the 'wraith' will lose its grip and the victim may go about their business as they wish, save that they will always follow previous instructions. The following rules apply to possessed individuals:

1. A possessed character cannot cast good aligned spells or miracles.
2. Possession destroys all blesses on the victim.
3. A character who dies whilst possessed cannot be resurrected.
4. 'Detect Evil' will reveal a 'yes' answer along with a true answer.
5. Spirit sight will reveal the presence of two spirits.
6. On the release of the possession, the most common methods of which are 'remove own miracle' or 'exorcism', the victim will remember nothing of the time they were possessed.
7. Possession will only affect characters of lower level than the priest. Should the victim pass the level of the priest they will automatically be released.
8. Although a possessed character will hand over wealth, betray or even kill friends, they will never do anything self destructive. If ordered to do so they will simply refuse - the possession is NOT broken.
9. Whilst this miracle is mind influencing, it is also a form of spiritual domination. Only complete immunity to both mind influencing and spirit will render a character immune to the effects.

Possession costs the casting priest 1 permanent Power per victim until the victim is released. Should the victim be released from the possession by a method other than 'remove own miracle' the Power is lost permanently.

Reflex 2 - this gives the Houri 2 points of dexterity armour (gives a total of 3 dexterity with Reflex 1)

Charm - Number of people equal to level acts as a mass beguile

Cast 1 x 1st level, 1 x 2nd level, 1 x 3rd level Priestly Miracles (For Power) - this allows the Houri to pick one miracle of each of the listed levels. They may choose any of good evil neutral for each spell EG they may take 1st level Neutral 2nd level Evil and the 3rd level from Good. These 3 miracles should be recorded on the miracle card.

Make Love Potion - There are 3 variations of love potion that can be made. Only one type of potion may be made per weekend.

Physical I - Can make 1/lvl/weekend

Poured into a drink, will affect one person. Will cause effected person to be in a general state of lust. Duration 30 minutes. (Effect is physical, does not count as mind influencing)

Physical II - Can make 1/2 lvls/weekend

Poured into a drink, this will affect one person. Will cause affected person to feel lust towards the first person they see that they could normally be attracted to. Duration 24 hours. (Effect is Mantic 1, counts as mind influencing)

Physical III - Can make 1/weekend

This more potent version is made in 2 parts, each of which must be poured into a different drink. When the drinks have been consumed, the two individuals that drank them will feel drawn to one another. The effect of the potion lasts one month. (Effect is Mantic 2, counts as mind influencing)

Reflex 3 - this gives the Houri 3 points of dexterity armour (total of 6 points Dex AC with Reflex 1 & 2).

Bond - this ability binds a person to the Houri in a possession style / best friend/ worship style control. The bonded person will do anything asked of them by the Houri and would even be willing to put their life on the line to protect the Houri. NB this does come up on a discern possession

Dagger mastery2 - this skill gives the Houri +6LPs damage with a dagger.

Conceal small object - this allows the Houri to hide upon themselves small objects no more than small dagger sized, so the item could not be found by any but the most thorough of body searches.

Empathic Projection Jealously - Instils a chosen emotion in target this is as the psionic power . This ability lasts 5 minutes and may be cast at a range of up to 30'.

Reflex 4 - this gives the Houri 4 points of dexterity armour, (total of 10 points Dex AC with Reflex 1, 2 & 3).

Cast 1x 2nd level 1x 3rd level 1x 4th level Miracles (For Power) - this allows the Houri to pick one miracle of each of the listed levels. They may choose any of good evil neutral for each spell EG they may take 2nd level neutral 3rd level evil and the 4th level from good. These 3 miracles should be recorded on the miracle card.