

# *Haina: The Eternal Empire* *Character Creation Guidelines* *June, 2008*

These guidelines are for players wishing to create Living Arcanis characters who are native to the Haina Empire. Most of the regular Character Creation Guidelines for Living Arcanis will suffice for a Hainese Character; however, there are a few changes, especially with reference to available Races and Classes.

Please refer to the latest copy of the Living Arcanis Character Creation Guidelines (CCG) as you use the CCG for the Haina Empire. If you need a copy, the current LA CCG file should be available on the LA\_Talk Yahoo! Group in the “Files” section.

Please be aware that some of the information in this document may change over time. Your character will not be penalized if something changes that she or he was using.

## Step 1: Ability Scores

There are no changes to this step.

## Step 2: Race and Class

The following Races are **not** available for characters created within the Haina Empire: Dwarf, Elorii, Ssressen, and Val.

The following Classes are **not** available for characters created within the Haina Empire: Cleric of Anshar, any kind of Holy Champion, Priest of Anshar, any class (base or prestige) limited to members of one of the above banned races. Additionally, Dark-Kin, Elorii, Ssressen, and Vals that live in the Haina Empire must be sterilized, by order of the General (Legacy of Damnation, page 60); although the methods used are crude, and purely physical. As such, a *heal* or similar spell will restore their normal anatomy.

Hainese males may be clerics, druids, and priests of Saluwe.

Finally, unless granted the right by the General of the Haina Empire, females in the Empire are forbidden from owning or carrying weapons or armor in public. Women ARE allowed to train as warriors in private though. In public, females may carry one Dagger (as a utensil), a Combat Cloak, a staff (walking stick), a War Fan (disguised as a common ornamental fan), a sling (must be made from cloth so as not to appear as a weapon), darts, shuriken, a sap (moneybag), a sickle, a club, a kukri, or a fishing spear (half spear.) Again all of these items should be easily hidden or disguised as normal items or farming implements. Armor that can be bought by females at first level is limited to padded or leather—both of which are considered to be disguised as clothing.

## Step 3: Hit Points

There are no changes to this step.

## Step 4: Skills and Feats

Skills and feats that are specific to the above banned races and classes are likewise banned.

Female Fighters gain the class skill Perform (fan dancing) instead of Examine Martial Technique. Female fighters and all monks gain proficiency in War-fan. Monks can use Spiked Chains, and War Fans with their flurry of blows ability. Male Fighters gain Spiked Chain as a Martial Weapon.

Please use the following tables to assign regional skills to your character:

<u>Male PCs from:</u>	<u>Gain this skill:</u>	<u>Female PCs from:</u>	<u>Gain this skill:</u>
Zhuan	Diplomacy	Zhuan	Sense Motive
Kantang	Craft (Armor)	Kantang	Heal
Kou	Survival	Kou	Knowledge (Nature)
Sang-du	Appraise	Sang-du	Appraise
Tenji	Bluff	Tenji	Listen

Hainese characters may take the following feats (all from the *Player's Guide to Arcanis*), ignoring their usual homeland requirement: Cloak Use, Cloak Attack, and Steel Cloak.

## Step 5: Equipment

Since there is no gunpowder in the Haina Empire, guns and shot are not allowed. Tempered Sarishan Steel items cannot be acquired at character creation, including through the use of the heirloom feat.

All characters native to Haina have access to purchase Tempered Sarishan Steel items at any Living Arcanis Marketplace.

## Step 6: Background

There are no changes to this step.

## Step 7: Nationality

This should be obvious but, by definition, Hainese Characters are from the Haina Empire.

## Step 8: Choose a Faction (Optional)

There are **no** Secret Factions available to characters created within the Haina Empire at this time. However, such characters may elect to join a secret faction once they have adventured outside of the Haina Empire.

## Step 9: Playing Your Character

There are no changes to this step.

**Questions:** Please log on to HainaEmpireTalk on Yahoo Groups.