

Herbalism

*A rules supplement for HERO, 6th Edition by Hero Games (www.herogames.com)
by Jonathan Andrews*

Standard Parameters

Abilities granted by herbal brews are never usable on others, so a Potion of Healing only heals the consumer—it doesn't let the consumer heal others. A Potion of Drain drains the consumer. It doesn't give the consumer the ability to drain other people. A potion of Transform works on the character that drinks it.

On the other hand, abilities granted by herbal brews typically do not have an END cost.

Effect Duration

The effects of potions with a Persistent duration last until the target eats a significant meal or sleeps (or falls unconscious) for longer than 15 minutes. For objects, a normal duration lasts until sunrise.

Potions with Constant duration last about one minute.

Special Consideration: Blast, Hand to Hand Attack, and Killing Attack

Blast, Hand to Hand Attack, and Killing Attack are special cases.

Blast and Killing Attack potions are like grenades. When they come into contact with the target, they deal damage. The most common types of damage are fire, frost, lightning, and concussion, and they can deal standard or killing damage, per the effect.

Hand to Hand Attack typically grants the imbiber additional damage to his unarmed attacks, or to armed attacks if the user pours the brew over a weapon. This has the same damage types as the other attack powers.

Preparing Brews for a Session

After an herbal concoction is brewed, it only retains its potency until it cools... often, for about 15 minutes. As such, herbalists cannot prepare brews ahead of time. However, they can mix ingredients and carry them in pouches ready to brew.

Potency

The general potency guidelines go something like this:

ACTIVE POINT LIMIT BY INTENSITY

AP Limit	Intensity Level
2	Incidental
5	Very Weak
10	Weak
15	Moderate
20	Strong
30	Very Strong (maximum base intensity found in nature)
40	High
50	Pure
60	True
80	Lordly

No matter how Intense a brew is, its effect cost cannot exceed the brewer's Herbalism trait.

All settings have to be determined by the brewer at time of crafting.

Special Ingredients

Strengtheners are special ingredients that increase the final intensity of a brew by one level, and alchemists and herbalists both use them. A Strengtheners can only work on a brew with an Intensity equal to or less than its own. Apply a -2 penalty to the cooking check for a batch infused with strengtheners.

Breakers are special ingredients that reduce the resistance of the target. Its effect gains the Armor-Piercing Advantage. Apply a penalty up to -4 to the cooking check of a brew infused with breakers; the target's resistance saves suffer an equal penalty.

Enhancers are special ingredients that improve the effect of a brew's die roll by +1, +2, or +4, depending on the power of the enhancer. Apply a -2 penalty to the cooking check of a brew infused with enhancers.

Binders are special ingredients that make it easy to combine effects. Adding a binder to a mixture allows you to add one spark component to the mixture without suffering a penalty.

Healing Effects

Applying a healing paste to a cut or wound requires a first aid check. It takes effect at the end of the next turn after it is applied, and inflicts one level of fatigue at the same time. Applying a poultice takes an hour. It does requires a first aid check, but it does not inflict any fatigue.

Ingested healing effects can stabilize a dying character within 2 turns, but they take about 5 minutes to achieve their full effect. They do not require a First Aid check, but they inflict two levels of fatigue on the subject.

All types of healing also numb pain: for pastes and salves, localized to the affected locations. For elixirs, the numbness spreads through the entire body and causes lethargy.

Contact effects only heal damage to the targeted location. Injected effects heal up to full damage to the targeted location first, then up to half the total healing effect to the adjacent hit location and finally up to one-quarter the healing effect to the chest. (for the legs only) Ingested effects heal damage to the abdomen first, then to the chest and legs, and finally to the head and arms. Inhaled effects heal damage to the chest and head first, then to the abdomen and arms, and finally to the legs.

Common Regional Components

Garam

Novice

Allum Stem VWk (5 RP) Energy Defense: Ice
Resistant Protection: 8 ED, Limited: Only vs. Frost (-1 1/2) (12/5 A/RP)
Dried: 4 ED (6/3 A/RP)
Strengthened: 16 ED (24/10 A/RP)

Apple VWk (5 RP) Physical Drain: CON
Drain CON: 1d3 (5 AP)
Cannot be Dried.
Strengthened: 1d6 (10 AP)

Artichoke Root Mod (15 RP) Mental Defense
Mental Defense: MD 15 (15 AP)
Dried: MD 10 (10 AP)
Strengthened: MD 20 (20 AP)

Chrysanthemum Stem Wk (10 RP) Natural Armor
Defense (non-resistant): PD 10 (10 AP)
Dried: PD 5 (5 AP)
Strengthened: PD 15 (15 AP)

Honeysuckle Petal VWk (5 RP) Mental Characteristics: PRE
Enhance PRE: +5 (5 AP)
Dried: +2 (2 AP)
Strengthened: +10 (10 AP)

Ivy Leaf Wk (10 RP) Combat Skill Levels
Combat Skill Levels: +1 with all HTH Combat (8 AP)
Can't be dried.
Strengthened: CSL +2 (16 AP)

Rose Stem Wk (10 RP) Flash Defense
Flash Defense (Hearing): 10 (10 AP)
Dried: FD 5 (5 AP)
Strengthened: FD 15 (15 AP)

Tiger Lilly Seed Wk (10 RP) Skill Levels: Agility
Skill Levels: +1 with all Agility Skills (6 AP)
Can't be dried.
Strengthened: SL +2 (12 AP)

Special

None

Competent

Calla Lilly Nectar Wk (10 RP) Enhanced Senses: Magic Sense
Detect Magic: 5 AP, Tracking (5 AP)
Dried: No Tracking.
Strengthened: Discriminatory (5 AP)

Corn VWk (5 RP) Images: Smell/Taste
Images: Nontargeting - Smell/Taste (5 AP)
Dried: Smell only (3 AP)
Strengthened: -2 to PER roll to detect (11 AP)

Crab Apple Bud VWk (5 RP) Healing: BODY
Healing BODY: 1d3 (5 AP)
Cannot be dried.
Strengthened: 1d6 (10 AP)

Crab Apple Seed Wk (10 RP) Physical Characteristics: DEX
DEX: +5 (10 AP)
Dried: +2 (4 AP)
Strengthened: +7 (14 AP)

Daffodil Leaf Wk (10 RP) Healing: BODY
Healing BODY: 1d3, Can Heal Limbs (10 AP)
Can't be dried.
Strengthened: 1d6, Can Heal Limbs (15 AP)

Forget-Me-Not Seed Wk (10 RP) Healing: BODY
Healing BODY: 1d6 (10 AP)
Dried: 1d3 (5 AP)
Strengthened: 1 1/2d6 (15 AP)

Iris Root VWk (5 RP) Healing: BODY
Healing BODY: 1d3 (5 AP)
Cannot be dried.
Strengthened: 1d6 (10 AP)

Pixie Bush Branch Mod (15 RP) Enhanced Senses: Magic Sense
Detect Magic: 5 AP. Discriminatory: 5 AP. Ranged (line of sight): 5 AP.
Dried: Within Touch Range only.
Strengthened: Analyze: 5 AP.

Rosemary Stems Wk (10 RP) Energy Defense: Ice
Resistant Protection: 16 ED, Limited: Only vs. Frost (-1 1/2) (24/10 A/
RP)
Dried: 8 ED (12/5 A/RP)
Strengthened: 24 ED (36/15 A/RP)

Wheat Stalk Wk (10 RP) Aid: Agility Skill
Aid Agility skill: +1 to one skill for 1 minute; Delayed Return Rate (+1).
(6 AP)
Cannot be dried.
Strengthened: +1d3 to skill, -2 per minute. (12 AP)

Pumpkin Seed Wk (10 RP) Mind Scan
Mind Scan: 2d6. (10 AP)
Dried: 1d6. (5 AP)
Strengthened: 3d6. (15 AP)

Special

<u>Cherry Wood</u>	Mod Enhancer	+2 to Effect or Damage Roll
<u>Date</u>	Inc Strengtheners	Adds 1 to Intensity Level

Professional

Basil Leaves Wk (10 RP) Resistant Protection
Resistant Protection: 6 PD (9 AP)
Dried: 3 PD (5 AP)
Strengthened: 10 PD (15 AP)

Belladonna Lilly Stem Wk (10 RP) Regeneration
Regeneration: +1 BODY every 20 Minutes (10 AP)

Dried: +1 BODY per Day (4 AP)
Strengthened: +1 BODY every Minute (14 AP)

Mustard Seed Mod (15 RP) Dispel
Dispel: 5d6 (15 AP)
Dried: 3d6 (9 AP)
Strengthened: 7d6 (21 AP)

Plum Pit Mod (15 RP) HtH Attack
Hand to Hand Attack: +4d6 (-1/4 mandatory), No Knockback (-1/4)
(20/13 A/RP)
Dried: +3d6. (15/10 A/RP)
Strengthened: +6d6. (30/20 A/RP)

Poppy Stem Mod (15 RP) Aid: Interaction Skill
Aid Interaction skill: +1d3 to one skill, -2 per minute; Delayed Return
Rate (+1). (12 AP)
Dried: +1 to one skill for 1 minute. (6 AP)
Strengthened: +1d3+1 to skill, -2 per minute. (18 AP)

Rhododendron Bud Mod (15 RP) Mind Scan
Mind Scan 3d6 (15 AP)
Dried: 2d4 (10 AP)
Strengthened: 4d6 (20 AP)

Shallot Mod (15 RP) Mind Scan
Mind Scan 3d6 (15 AP)
Dried: 2d4 (10 AP)
Strengthened: 4d6 (20 AP)

Special

<u>Maple Bark</u>	Inc	Strengtheners	Adds 1 to Intensity Level
<u>African Lilly Petal</u>	Wk	Strengtheners	Adds 1 to Intensity Level
<u>Pansy Petal</u>	Mod	Breaker	+Armor-Piercing

Expert

Anemone Stem Mod (15 RP) Aid Physical Ability: CON
Aid CON: +2 1/2d6, -2 per turn (15 AP)
Dried: +1 1/2d6, -2 per turn (9 AP)
Strengthened: +3 1/2d6, -2 per turn (21 AP)

Dahlia Flower Wk (5 RP) Generative Regeneration
+0 Regeneration; Can regrow limbs through natural healing (5 AP)
Cannot be Dried.
Strengthened: +1 BODY per Day; Can regrow limbs. (10 AP)

Hydrangea Flower Mod (15 RP) Healing: STUN
Healing STUN: 3d6 (15 AP)
Dried: 2d6 (10 AP)
Strengthened: 4d6 (20 AP)

Macadamia Nut Str (20 RP) Killing Attack: Ice
1d6+1 Killing Energy (Frost) Attack (20 AP)
Dried: 1d6 KA (15 AP)
Strengthened: 2d6 KA (30 AP)

Maple Acorn Mod (15 RP) Mind Control
Mind Control 3d6 (15 AP)

Dried: 2d5 (10 AP)
Strengthened: 4d6 (20 AP)

Thyme Leaves Str (20 RP) Clairsentience: Hearing
Clairsentience (Hearing) at 300m range (19 AP)
Dried: 150m range (15 AP)
Strengthened: 1.5km range with up to 2 Perception Points (29 AP)

Special

<u>Bird of Paradise Petal</u>	Wk	Strengtheners	Adds 1 Intensity Level
<u>Calla Lilly Root</u>	Mod	Breaker	+Armor-Piercing
<u>Grapevine</u>	Wk	Enh + Str	+1 Eff/ Dmg & +1 Intensity
<u>Spider Flower Root</u>	Mod	Brk + Str	+Armor-Piercing & +1 Intensity

Master

Gourd Pulp Str (20 RP) Explosion: Ice
1d6 Killing Energy (Frost) Explosion @ 10m Radius (1d3 KA at 8m, 1 KA @ 6m) (19 AP)
Dried: 1d3 KA @ 6m radius (1 KA @ 4m) (12 AP)
Strengthened: 1 1/2d6 KA @ 16m Radius (1d6+1 KA @ 14m, 1d6 KA @ 12m, 1d3 KA @ 10m, 1 KA @ 8m) (31 AP)

Hyacinth Floret Mod (15 RP) Mind Control
Transform EGO Minor 6d6; Rapid Healing: REC per Hour (-1) (30/15 A/RP)
Dried: Transform 4d6 (20/10 A/RP)
Strengthened: Susceptibility +8d6 (40/20 A/RP)

Transform: Target suffers Susceptibility to Mind Control (+2d6 for 10AP)

Hemp Str (20 RP) Absorption: Ice
Absorption: 20 BODY (Energy, to STUN); Defensive & Resistant (+1
1/2); Limited: Only vs. Frost (-1 1/2) (50/20 A/RP)
Dried: 15 BODY (37/15 A/RP)
Strengthened: 30 BODY (75/30 A/RP)

Poppy Petal Mod (15 RP) Absorption: Kinetic
Absorption: 10 BODY (Physical, to STR); Defensive, non-resistant
(+1/2) (15 AP)
Dried: 6 BODY (9 AP)
Strengthened: 13 BODY (20 AP)

Special

<u>Boisenberry</u>	Str	Enhancer	+4 Effect or Damage Roll
<u>Lavender</u>	Mod	Strengthened	Adds 1 to Intensity Level