

THE MASK OF HINA

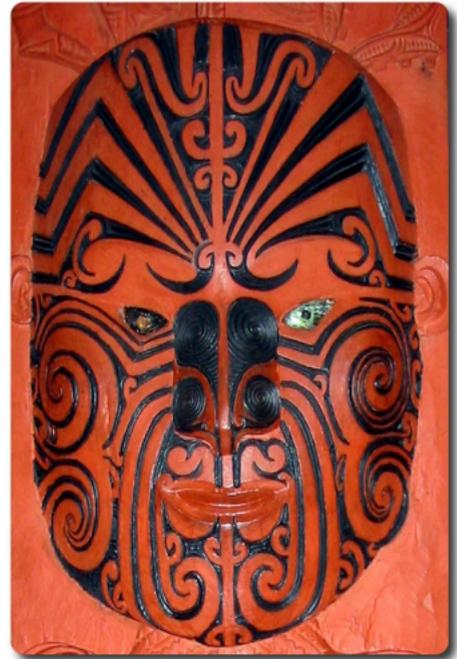
The Mask of Hina, whose pustulent womb births all things, is a small gnarled wooden mask, carved with Polynesian lines and whorls.

When any human-like (humanoid) creature puts the mask onto their face, they enter a small wooden hut. On the floor of the hut are three wooden bowls filled with sand. The bearer of the mask can draw a simple face in one of the sand bowls and, at the same time, describe the features they would like to have. Only humanoids can use the mask, and the wearer can take on any humanoid form within 50% to 200% of their normal size.

The mask cannot be used to impersonate another person. The wearer can only describe features. Even if the wearer describes the features of someone else, the wearer will not be mistaken for that person by anyone who knows that person. The new form will maintain a resemblance to the wearer's real form. Even people who know the wearer, however, will not recognize the wearer in the new form, unless they specifically ask.

Even then, the answer will be “yes, it could be that person, if they had these features”.

For example, Scurvy Jack captures Prince Philip. Scurvy Jack is 6 feet tall, dark hair, scarred and weathered skin, with a thin nose. Prince Philip is 5 foot eight with blond hair, fine skin, and a broad nose. Jack wants to pretend to be Prince Philip on shore. He goes into the mask and draws a face, while asking to be human, five foot eight, blond, with fine skin, and a broad nose.



Scurvy Jack exits the mask with his new features. No one who knows Prince Philip will be fooled; people who don't know Philip except by description might be fooled. People who know Scurvy Jack will not notice the similarities between "Prince Philip" and Jack. If they ask whether this could be Jack, the answer will be, "yes, if Jack were five foot eight with blond hair, fine skin, and a broad nose."

The mask will not let the wearer impersonate a specific individual, including other "faces" made by the mask. Once a face is erased in favor of a new face, that face is lost for good. If Scurvy Jack, for example, makes a name for himself as Prince Philip, he can continue using his fake Prince Philip form for as long as he keeps that sand drawing. If he ever erases it, however, that form is lost. The best he can do is the same as for any other impersonation: create a form with the same basic features.

The mask collects the clothes and even things held by the character when in each form. When switching from a form, all of clothes and things held "go into" the mask. They come out again when the person puts the

mask to their face to take the form again.

It only takes an action to change. The wearer puts the mask to their face and pulls it away, and in that instant they have gone into the mask to choose their desired form and have taken that form. However, the wearer cannot change if any feature that needs to be changed is being watched. If the only changes are facial features, for example, the wearer can change by turning away from any onlookers; height changes will require more privacy.

The wearer must, on wearing the mask, in some way choose a bowl or face, or begin drawing a face. If they do not choose a form, or if they choose an unformed bowl, they leave the hut immediately and are back to their normal form (if they had left it). If they are drawing and they stop drawing, they have chosen that form.

If they are in a chosen form and lose the mask, they are stuck in that form.

The mask is an artifact, the product of ritual.