

Character Kits



Kits are modifications to character classes. They are packages of descriptions, proficiencies, benefits, and hindrances that help flesh out characters. In short, the kits give adventurers background and depth.

The kits that follow are divided into sections based on race and class. Generally speaking, you cannot choose a kit that belongs to a different class or race. With your DM's permission, however, you can modify or create an existing kit to suit your character, even if it was originally intended for a different class or race.

Such exceptions notwithstanding, a player may not choose a kit that is barred to his character's class or race. In the case of multi-classed characters, if the kit is barred to any of the character's classes, he may not select that kit.

A player can have only one kit per character. Normally, kits are chosen during character creation. If, however, the character develops through play in such a way that warrants taking a kit, they may do so with the approval of the DM. The character can then adopt the kit, gaining its benefits and drawbacks.

Once a kit is chosen, the player can only later change it with the DM's permission. For example, if a character has the slave gladiator kit, and over the course of a long, successful campaign he becomes the head of a noble house, he can only assume the noble warrior kit if the DM agrees and if the character fully leaves his slave past behind him, adopting the attitudes and behaviours of his new station. Changing kits is not an easy road – people carry their legacies with them, often until death.

Aarakocra Kits

Hraak'thunn Initiate

The hraak'thunn are the mighty air elementals revered by the silvaarak aarakocra of Winter Nest. The shamans of the silvaarak lead their people in great ceremonies dedicated to these creatures. Aarakocra who are deeply drawn to worship of the air elementals study beneath the wings of these shamans, learning deep lore under their tutelage.

A hraak'thunn initiate has been taught the secrets and rituals of the mighty elementals of the air. Their study of this ancient lore has taught them self-improving rites of savage grace and wild passions, secrets that have been handed down since the earliest times of the aarakocran tribes.

Hraak'thunn initiates are not necessarily priests, although many go on to follow the clerical life. They are simply aarakocra with devout beliefs who have immersed themselves in the lore of their tribe. They believe deeply in the sanctity of the elements, and in the element of air in particular.

For this reason, many hraak'thunn initiates leave Winter Nest and travel the Tablelands in order to experience more of the vast heavens that the elementals call home. Some also adopt an evangelical approach, spreading worship and reverence of the hraak'thunn to all who will listen – and many who will not.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Expression (singing), navigation, omen reading, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Expression (dancing), knowledge (religion).

Equipment: Hraak'thunn initiates can use any weapon suited to their class. Those who are not air clerics sometimes choose the weapons favoured by that class (bow, blowgun, sling, or spear).

Special Benefits

Sacred Ritual: Hraak'thunn initiates learn several rituals that grant them blessings from the air elementals. The rituals require a four-hour trance followed by an hour of sacred rites, and can be performed once per day. Each time the initiate performs the ritual, he chooses one benefit from the following list:

Cloud Blessing: The initiate performs a slow, deliberate series of dances and gains +1 on all saving throws for one day.

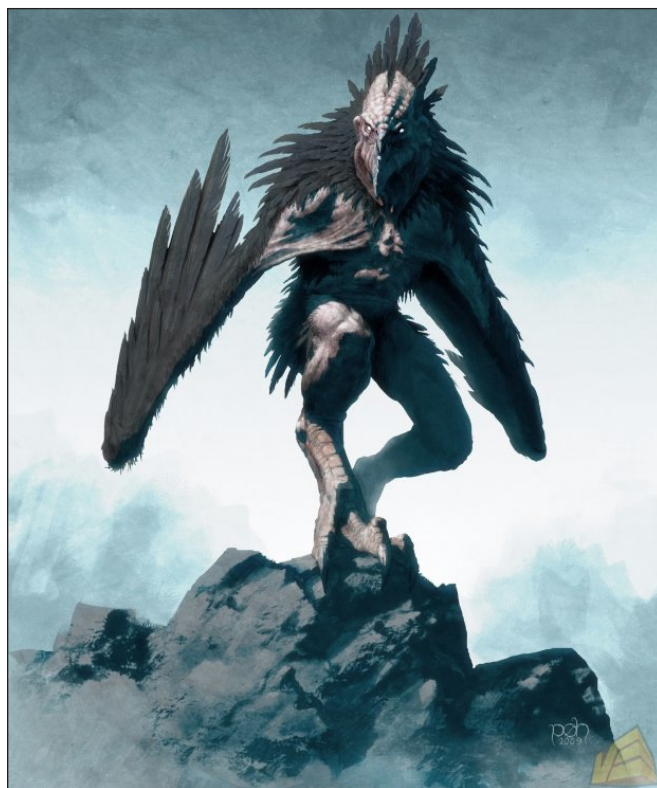
Sirocco Dance: The initiate engages in a carefree, energetic dance and receives a +4 bonus on all expression (dancing) and acrobatics non-weapon proficiency checks for one day.

Tempest Sword: The initiate performs a war dance, extolling the virtues of the aarakocra and enumerating the evils of their enemies. When fighting two specific races, the initiate gains +1 on damage rolls with melee attacks and with ranged attacks with ranges of up to 30 feet. The races are chosen when the character first takes this kit and cannot be changed.

Special Hindrances

Religious Intolerance: Hraak'thunn initiates have dedicated their lives to the air elementals. They can never benefit from granted powers or spells cast by clerics of elements other than air. If they do, the initiate loses the ability to perform the sacred rituals until they seek atonement from a hraak'thunn shaman.

Wealth Options: Standard.



Silvaarak Envoy

The silvaarak aarakocra of Winter Nest in the White Mountains are rarely found in the Tyr Region, although many of the young bird-people have begun to explore the world beyond their mountain sanctuary. These adventurous silvaarak believe that the time has come for Winter Nest to take part in the affairs of the world. What impact the silvaarak will have on Athas now that a significant portion of their community has abandoned their isolationist ways has yet to be seen.

The silvaarak envoy is an aarakocra who has set forth from Winter Nest to explore and integrate with the wider world. In some cases, these envoys are merely young, ambitious aarakocra who desire to see more of Athas and learn from their experiences abroad. They are enthusiastic, unafraid, and determined to embrace the experiences offered by a life outside Winter Nest.

In other cases, silvaarak envoys are exactly that – envoys and ambassadors from the ruler of Winter Nest, sent abroad to carry the good will of the silvaarak to other communities and discover what those communities have to offer Winter Nest in return. These envoys are diplomats, couriers, emissaries, and legates of the aarakocra. Others are traders, who wish to develop fresh trade routes for the aarakocra, to the benefit of their home.

Silvaarak envoys embody the open-mindedness of Winter Nest. Less xenophobic than other aarakocran settlements, and unwilling to stoop to raiding as a way of life, the silvaarak hope to demonstrate their good intentions by example. Their envoys are usually the first silvaarak that others encounter. It is important, therefore, that these envoys show themselves in the best possible light.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Bargain, bureaucracy, knowledge (local history), language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, information gathering, navigation.

Equipment: Silvaarak envoys travel lightly, but must carry enough equipment to be self-sufficient, as they expect to be away from Winter Nest for some time. They prefer to convert excess coinage into gems for ease of transport, although this puts them at risk of robbery.

Special Benefits

Honoured Visitor: A silvaarak envoy can draw upon their semi-official status as an emissary to request hospitality at any settlement the envoy visits. Assuming that the inhabitants of the settlement are not hostile or otherwise disinclined to provide hospitality, the silvaarak envoy will receive free room and board for up to one week. The envoy can take advantage of this hospitality no more than once a month in any given settlement.

Lodgings will be of good quality – comfortable but not luxurious – unless the settlement can only offer poor accommodation. In such a case, the aarakocra's hosts will do their best to make the envoy as welcome as possible.

Skilled Diplomat: The silvaarak envoy can attempt to influence the reactions of NPCs they encounter, much like a bard does. Assuming combat has not broken out, the envoy can address the NPCs verbally for one round, attempting to affect how they see the envoy. The NPCs must save vs. paralysis – if the saving throw fails, the NPCs' reaction can be shifted one level, toward either the Friendly or Hostile end of the scale, at the player's option. Those who make the saving throw have their reaction shifted by one category in the opposite direction to that desired by the envoy.

If the envoy is a bard and already possesses this ability, they impose an additional –1 penalty on the NPCs' saving throws whenever the bard uses their Influence Reactions ability.

Special Hindrances

Easy Mark: Silvaarak envoys run the risk of being targeted by pickpockets, muggers, and other unsavoury types. Whenever the envoy visits a new settlement, there is a chance that they will be the target of an attempted theft or assault. The chance is 1 in 10 for a village, 2 in 10 for a town, and 3 in 10 for a city. Roll once per visit.

Too Trusting: The open-minded attitudes of the silvaarak envoy mean that they are particularly susceptible to attempts to influence their mental state. Whenever the silvaarak envoy is the target of an enchantment or charm spell, they make all saving throws at a –2 penalty. This is simply the price that an envoy pays for taking an optimistic approach in a world like Athas.

Wealth Options: Standard.



Sky Raider

Not all aarakocra are as open-minded and respectful of others as the silvaarak of Winter Nest. Most aarakocra tribes in the Tablelands are territorial, even xenophobic, and turn to raiding as a way of life. These aarakocra are feared by groundling races, swooping down from the skies to wreak havoc on their victims, before flying away to enjoy the spoils of their predation in lofty aeries.

The sky raider is an aarakocra who is specialised in aerial combat – specifically, attacking groundling races and making the most of the aarakocran superiority afforded by flight. Sky raiders form part of many aarakocran assault wings and bandit groups, but are also found in more regimented forces. Even the silvaarak of Winter Nest use troops with abilities akin to sky raiders for the defence of their home.

Sky raiders are often willing to work as mercenaries and join adventuring parties as a way of gaining wealth and increasing their combat prowess. They struggle with

large cities, moreso than most aarakocra, but are very much at home in the open wastes and in the peaks of the mountains that span the Tablelands. For an aarakocran sky raider, being aloft is the finest way to live, equalled only by the thrill of combat with those unable to match the aarakocra in their native environment.

All sky raiders are particularly leery of bludgeoning weapons. Although aarakocra take increased damage from such weapons, they affect sky raiders, whose bones are more fragile than normal more severely. This fragility is due to the increased amount of time sky raiders spend aloft, soaring the thermals and honing their airborne assault techniques. For this reason, few sky raiders allow themselves to come with range of melee attacks.

Recommended Weapons: Missile weapons are highly favoured by sky raiders, because they allow the aarakocra to attack without being exposed to melee attacks from their targets. Javelins and spears are also popular because they work well with the aarakocran dive attack.

Recommended Non-weapon Proficiencies: Intimidation, navigation, survival.

Bonus Weapon Proficiencies: The sky raider receives one free fighting style specialisation from a style of their choice.

Bonus Non-weapon Proficiencies: None.

Equipment: Sky raiders start play with a single bone weapon of their choice, at no cost, that can be used with their bonus fighting style.

Special Benefits

Air Superiority: When attacking a target who cannot fly, the sky raider can make an attack pass every round (instead of every two rounds, as is normal for aarakocra) and receives a +1 to hit and damage. This is in addition to the normal +1 to hit for attacking from elevation.

Special Hindrances

Increased Fragility: Sky raiders have even more fragile bones than normal aarakocra, due to the increased amount of time they spend aloft, practising their aerial superiority. All bludgeoning weapons automatically deal maximum damage to the sky raider. Add 1d4 damage to this, as is usual for all aarakocra.

Wealth Options: Standard.

Tested Devotee

The hraak'thunn air elementals worshipped by the silvaarak of Winter Nest have a close relationship with the aarakocra of that tribe – and none are closer to the elementals than the tested devotees.

Tested devotees are followers of the hraak'thunn – usually clerics of elemental air – who have willingly surrendered themselves to the elementals in order to receive their blessings. The tested devotee has flown to the highest peaks of the White Mountains, been tested by the greatest of the hraak'thunn, and has emerged with great insight.

The process of the Testing grants devotees intense inner calm, but it also instils in them an aloofness many find off-putting, marking them as forever changed. The devotees see the world as it is meant to be seen, know the things that were meant to be known, and their destiny is forevermore intertwined with that of the aarakocran race.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Expression (dancing, singing), navigation, omen reading, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation, knowledge (religion).

Equipment: Tested devotees can only use weapons suited to air clerics (bow, blowgun, sling, or spear).

Special Benefits

Elemental Blessing: Tested devotees learn prayers that grant them blessings from the air elementals. The prayers take three hours and can be performed once per day. Each time the devotee performs the prayer, he chooses one blessing from the following list:

Aerial Alacrity: The devotee calls upon the hraak'thunn to guide his flight. The devotee's fly speed and manoeuvrability increase to 42 (B) for one hour.

Chill Blood: The hraak'thunn imbue the devotee with the chill of the snows around Winter Nest. For one day, the devotee takes no damage from heat stroke.

Gift of Prophecy: The hraak'thunn have granted the ability to communicate with their agents. Once per day, while in trance, the devotee can cast the *commune* spell. The devotee must be 7th level to use this blessing.

Gift of Sight: The devotee sees the world as it truly is. Once per day, the devotee can cast *true seeing*. The devotee must be 9th level to use this blessing.

Special Hindrances

Uncanny Aura: Tested devotees suffer a –3 reaction penalty and reactions to them can never improve beyond Indifferent. They can never receive discounts on purchased goods, nor can they avoid taxes and tolls.

Wealth Options: Standard.



Dwarf Kits

City Artisan

Actual dwarven settlements are rare in the Tablelands. Other than Kled and Ledopolus, few exist. Most dwarves make their homes in the cities of the humans, plying their trade in the crowded streets. The city artisan is just such a dwarf – a skilled craftsman who knows what the inhabitants of his home need, and provides it with dedication and focus.

The city artisan is a member of a dwarven community in one of the city-states. There, its members are respected by the local inhabitants as expert artisans or engineers. They maintain their dwarven traditions and cultural identity, but have integrated into city life, crafting, trading, and cooperating with their fellow urban inhabitants.

There are many reasons for dwarves to integrate with larger communities in this way. Some see it as a way to strike back against the oppression of the templars, or the corruption of the nobles. By offering good, honest work, they hope to lead by example, showing that solid, decent folk still have a place in Athasian life.

Others have turned their back on the dwarven settlements of places like Kled and Ledopolus. Both of those communities are marked by a unifying focus – the recovery of lost Kemalok or the unification of North and South Ledopolus. Some dwarves reject this in favour of seeking a more personal focus and turn to the cities in order to find a place where they can do so.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Appraising, bargain, etiquette, language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Craft (any one), information gathering, knowledge (local history).

Equipment: City artisans start play with the tools and workshop needed to carry out their craft, worth 25 cp.

Special Benefits

Expert Crafter: Once per day, a city artisan can focus their concentration, gaining a +4 bonus on all craft non-weapon proficiency checks for one hour.

Local Customers: City artisans make twice the normal daily wage when using their craft proficiency. Double the multiplier listed in the Campaign Guide.



Special Hindrances

City-Bound: City artisans are not at home in the wilderness and suffer a -2 penalty on all rolls to navigate and survive in non-urban environments. This includes proficiencies such as navigation, survival, water find etc.

Wealth Options: Standard.

Hearth Guard

A Hearth guard is a dwarf who has received intensive military training. Frequently a weapon specialist, she fights in defence of her community. Not all dwarven settlements have hearth guards but, in those that do, hearth guards form a respected, elite fighting force dedicated to defending the stronghold and its children from external threats.

Hearth guards were originally formed as a purely defensive force to defend a dwarven stronghold in case of attack. This tradition dates back to a time when dwarves as a species came under attack from a legendary Dwarf Butcher. Even though those days are long gone, the tradition remains.

Hearth guards are highly regarded. They form an effective fighting force, well-trained in combat and tactics. Martial skill is not their only area of prowess, however. Hearth guards are custodians of dwarven culture and tradition, often called on to mediate in disputes, and possess considerable knowledge on a broad range of dwarven areas of interest.

Although originally formed to protect strongholds, hearth guards are as free as any dwarf to adventure or travel; they are not restricted to a stronghold. Wherever the interests of dwarves can be found, a hearth guard will often travel to investigate, bringing much-needed lore and resources back to their community.

Recommended Weapons: Hearth guards must be proficient in traditional dwarven weapons of battle: axe (one or two-handed), spear, and any crossbow.

Recommended Non-weapon Proficiencies: Craft (bowyer/fletcher, weaponsmithing), intimidation, language (sign), literacy (dwarf runes), navigation.

Bonus Weapon Proficiencies: The hearth guard receives a free weapon specialisation – see below.

Bonus Non-weapon Proficiencies: Endurance, knowledge (ancient history, local history), survival.

Equipment: When a hearth guard is created she must be equipped with at least shell armour, a battle axe, a spear, and a light crossbow.

Special Benefits

Weapon Specialisation: A hearth guard fighter receives one free weapon specialisation in battle axe, spear, or light crossbow. The hearth guard does not have to pay a weapon proficiency slot for this.



Home Defence: A hearth guard gains a +1 bonus to attack and damage when defending her home. When fighting to protect young dwarves, this bonus increases to +2. To gain this bonus, an attacker must be in a position to physically harm the young, or about to enter a nursery or home.

Special Hindrances

Proficiency Requirements: Hearth guards are not merely warriors – they are expected to understand and support daily life in their community. A hearth guard may not spend any bonus non-weapon proficiency slots accrued from high Intelligence on weapons until she has acquired all non-weapon proficiencies recommended above.

Wealth Options: A hearth guard receives the standard $5d4 \times 30$ gp. If this is not enough to buy the required equipment, the equipment is provided free by her community, but the hearth guard character starts with no money.



Sapper

The dwarven sapper is one of the most feared enemies in the Tablelands. They preserve ancient wisdom from days long past when (it is said) dwarves were masters of the subterranean world, building great citadels within the earth. The dwarven sapper is the heir to this lore, but uses it not for construction, but to bring the fortifications of their foes down about their ears.

A dwarven sapper is usually a rogue, capitalising on their skills of stealth and subterfuge to wreak havoc among their enemies. Dwarven sappers tunnel into the earth beneath opposing forces and deal devastating structural damage to their homes, fortifications, and defensive emplacements. Even the city walls of the sorcerer-kings are not safe from a sapper's ingenuity.

Sappers work to defend their own communities, primarily dwarven settlements. Sappers who live in cities and communities alongside other races are happy to put their skills to good communal use, as needed. Others work as mercenaries in the armies of the sorcerer-kings or for merchant houses or bandit lords. Wherever their loyalty lies, sappers approach their tasks with the single-mindedness that typifies dwarves – much to their opponents' horror.

Dwarven sappers guard their knowledge jealously. They see themselves as inheriting the last true wisdom of the dwarves – the ability to create great delves beneath the earth. In truth, the sappers' skills are nothing compared to the dwarves of yore. But, on Athas, their abilities are enough to make them feared opponents, as they work their dark deeds beneath their enemies' feet.

Recommended Weapons: Sappers favour size S weapons, suited to close-quarters combat in tunnels.

Recommended Non-weapon Proficiencies: Alchemy, craft (carpentry), endurance.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Craft (mining, stonemasonry), knowledge (engineering).

Equipment: Sappers start play with a basic set of mining and tunnelling tools – sufficient for them to carry out their work.

Special Benefits

Expert Tunneller: The sapper receives a +10% bonus on their tunnelling rogue skill.

Structural Ingenuity: Any war machine that is crewed by a sapper automatically deals one additional point of structural damage. It does not deal increased hit point damage to creatures. A sapper working with basic tools can deal 1d3 points of structural damage to an object per hour.

Special Hindrances

Skill Penalty: Sappers suffer a –10% penalty to their climb walls rogue skill.

Tunnel Vision: Sappers are most comfortable when encased in the bowels of the earth. A sapper forced to fight in the open air suffers a –2 penalty to all attacks and saving throws.

Wealth Options: Standard.

Scrupulous Trader

Dwarf merchants who trade mainly with other races, the scrupulous trader seeks to drive the hardest bargain they can. They deal in whatever goods they can get their hands on, striking fair but uncompromising deals with whoever is willing to trade.

Traders transport their wares on kanks or inixes, taking their goods to towns or cities where they sell them to local merchants. Some traders have established their own shops in such places, eliminating the middleman.

They are often willing to travel vast distances in search of bargains. Some traders deal with the races of the wilderness, particularly elves, and sometimes with gith or tareks. Others act as the only contact some remote dwarf communities have with the outside world. Traders are vital to these communities, bringing in goods that local dwarves are unable to manufacture themselves.

Scrupulous traders are adventurous by nature and are always looking for a good deal. They are driven by a desire to deal honestly and fairly with their customers, a concept that cuts both ways. Although a scrupulous dwarven trader is hard to cheat, they also seldom take advantage of market openings that others would exploit. This has given them a reputation for reliability and honesty among the folk of the Tablelands.

Recommended Weapons: Scrupulous traders should be proficient in light crossbow and a concealable hand weapon such as a dagger, knife, or hand axe. Otherwise, they may be proficient in any weapon they choose.

Recommended Non-weapon Proficiencies: Animal handling, bureaucracy, endurance, etiquette, hunting, knowledge (local history), riding (land-based), survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Appraising, bargain, navigation

Equipment: A trader starts his career with a kank and packs and panniers for carrying goods and equipment.

Special Benefits

Hard Bargain: The scrupulous trader always gains a 10% discount when buying due to hard bargaining.

Honest Reputation: A scrupulous trader gains a +1 reaction bonus from merchants and other traders. This bonus is based on his reputation as a fair and honest trader. If he cheats on a deal and is later discovered, the bonus changes to a -2 penalty.

Protected Interests: A scrupulous trader gains a +1 to attack and damage when protecting his goods or animals.

Special Hindrances

Fair Deal: The scrupulous trader can never bargain for better than a 10% discount or take advantage of market trends that would allow for a discount greater than this.

Fixed Prices: The scrupulous trader can never charge more than standard value for any item, even if market forces would otherwise increase its price.

Wealth Options: A scrupulous trader starts with 4d4 x 30 cp.

Vermin Slayer

The vermin slayer is a highly skilled specialist who enters the tunnel systems of monsters such as anakore, hej-kin, and wezers, with the intention of eradicating them. Vermin slayers are also adept at negotiating the constricted passages created by giant rats, centipedes, and other pests and vermin. They are used to fighting in confined spaces and are experts at hiding in shadows, where they wait to surprise their prey.

The vermin slayer is part of a proud tradition among dwarves, who recall days when they had immense subterranean communities. Nowadays, the vermin traders take their skills abroad, selling their services to those who require them. Many operate as freelancers, selling their skills to humans and other races who are experiencing problems with “vermin”.

Within dwarf communities plagued by pests and desert creatures such as the anakore and hej-kin, vermin slayers are highly regarded. Their willingness to enter narrow tunnels is seen as commendable by other dwarves. In strongholds where they are not constantly employed, they are often viewed with suspicion and distaste. Many have been known to turn to illegal activities in order to support themselves, but their willingness to enter even the sewers of the city-states has proved their worth as recoverers of lost items and has earned them a reputation for being incredibly tough.

Outside of dwarf society, vermin slayers are something of an enigma. They do not readily fit the image other races have of the dwarves. Most humans are amazed

that a skill as specialised as vermin slayer even exists. Even so, they easily find work in human cities as pest exterminators, and their services have even been called upon to eradicate bands of raiding gith from their lairs.

Recommended Weapons: Vermin slayers must be proficient in light crossbow and hand axe, hammer, or dagger. Many favour the specialist weapons of the close-combat fighter. Generally, vermin slayers should choose fast weapons that require little space.

Recommended Non-weapon Proficiencies: Intimidation, hunting, language (sign), navigation.

Bonus Weapon Proficiencies: The vermin slayer receives one free fighting style specialisation from a style of their choice.

Bonus Non-weapon Proficiencies: Endurance, tracking.

Equipment: Vermin slayers may spend their money on any kind of equipment. Depending on the current job, they have a wide variety of armour options available. If stealth is required, they should wear no more than leather armour. When seeking to destroy the opposition, heavy armour may be worn, even though this causes any rogue skills to be negated.



Most vermin slayers carry at least two light crossbows, allowing them to fire two shots before having to reload.

A new vermin slayer character receives a light crossbow, 10 bolts, and a quiver free of charge.

Special Benefits

Close-Quarters Combat: Vermin slayers receive a -1 initiative bonus anytime they are fighting in a restricted tunnel or passage.

Combat Skill: Vermin slayers receive a +1 bonus to attack and a +2 bonus to damage with one chosen melee weapon when fighting creatures of size S or smaller. This does not stack with weapon specialisation.

Improved Skill: Vermin slayers receive a +5% bonus to their find/remove traps, detect noise, and move silently skills.

Special Hindrances

Size Vulnerability: Vermin slayers are not trained to fight large creatures, so Large, Huge, and Gargantuan creatures receive a +2 to hit when attacking vermin slayers.

Skill Penalty: Vermin slayers suffer a -10% penalty to their pick pockets skill and a -5% penalty to their read languages skill.

Wealth Options: Standard.

Wayfinder

The wayfinder is a hardy mix of warrior and thief who usually operates independently of other dwarves. He cares for himself, acting on his own initiative, and is able to survive in the wastes of Athas for long periods of time on a minimum of food. The wayfinder is a pioneer among his kind, travelling far afield from his home.

Wayfinders are traditionally employed as explorers and spies. They chart the best routes across the Tablelands, note supplies of food and water and prominent oases, and mark down the location of any reliable trade outposts or friendly settlements they find.

Wayfinders are frequently employed to explore new areas for settlement and prepare the way for others to follow. While elves are commonly seen as the main race that calls the wastes their home, wayfinder dwarves are quite capable of making steadfast progress where elves and kreen are most at home.

Dwarven communities employ wayfinders primarily as scouts and guides, and dwarven military expeditions always sport a cadre of these intrepid explorers. Wayfinders frequently venture into monster-infested areas in order to learn the numbers and positions of guards, and any weakness in the monster defences. Once they have reported their intelligence, they guide dwarf troops to the locations, following their own mapped routes.

In broader Athasian society, the wayfinder has found employment with trading houses, merchant caravans, prospectors, and parties of adventurers. The wayfinder's combat and rogue skills make him doubly useful to his colleagues. Not only can he help them forge fresh routes across the wilderness, but he is more than capable of dealing with whatever threats he may encounter along the way.

Some wayfinders have become very rich discovering lodes of metals - already extremely rare on Athas - during their explorations. Their ability to find alternate routes makes hiding the discovery from their employers a simple task, and then they can exploit it themselves. Not all wayfinders are this unscrupulous, of course, but there are those who are happy to take advantage of the letter of their employment and see such discoveries as an added bonus for their efforts.

Recommended Weapons: Wayfinders should carry a mix of melee and missile weapons so that they are prepared for whatever they may encounter while out in the wilds. Crossbows, with their impressive range, are particularly favoured.

Recommended Non-weapon Proficiencies: Animal handling, animal lore, craft (mining), herbalism, hunting, knowledge (local history), language (modern, sign), mountaineering, riding (land-based), running, sailor, tracking.

Bonus Proficiencies: None.

Bonus Proficiencies: Endurance navigation, survival.

Equipment: Wayfinders should start with a suit of leather armour and a shield. They should carry basic survival equipment such as ropes, pitons, a hammer, food supplies, waterskin, etc. A mount of some kind (kanks are a popular choice) is also recommended.

Special Benefits

Improved Skill: Wayfinders gain a +10% bonus to their hide in shadows and move silently rogue skills.

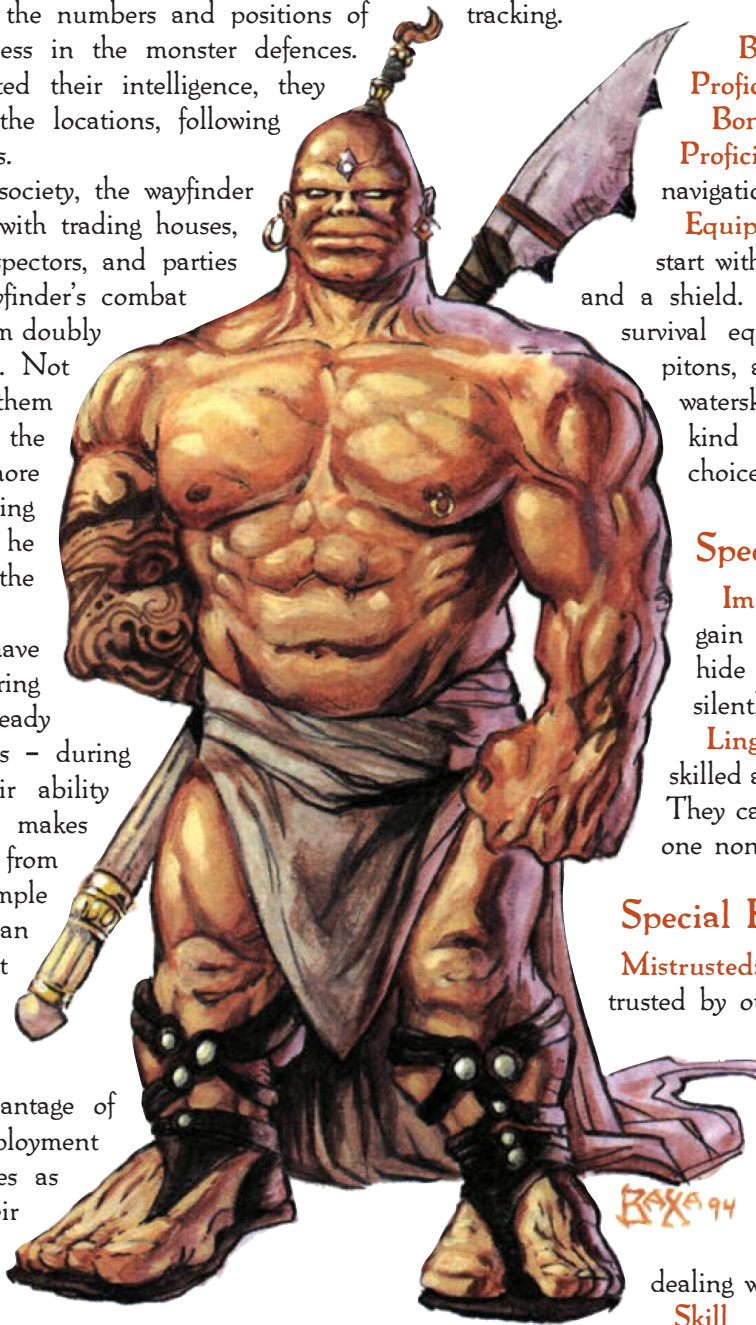
Linguist: Wayfinders are skilled at picking up new tongues. They can learn two languages for one non-weapon proficiency slot.

Special Hindrances

Mistrusted: Wayfinders are not quite trusted by other dwarves due to their independent nature - good, honest dwarves do not go wandering about the wilderness. As a consequence, wayfinders suffer a -2 reaction penalty when dealing with other dwarves.

Skill Penalty: Wayfinders suffer a -10% penalty to their pick pockets and read languages rogue skills.

Wealth Options: Standard.





Half-Elf Kits

Charlatan

Half-elves are often treated as outcasts by their elven and human parents alike. Even when admitted to a community, they are seen as outsiders. The half-elf charlatan responds to this widespread scorn and suspicion by using their talents for ill gain.

For the charlatan, defrauding the people who disdain them is a sure way to make them pay for their offences. The charlatan did not ask to be an outcast. But this is the way of life on Athas. And so now the charlatan will make everyone pay for their prejudice and intolerance.

Some charlatans took to this life early, seeing from a young age that they could turn their skills to larcenous ends. Others came to the realisation later in life, clinging to the hope that they would eventually receive fair treatment until one abuse too many convinced them that there was no other way.

Charlatans employ a variety of ruses. For some, it's simply a matter of fast talking merchants to get a quick discount. Other charlatans devise more elaborate schemes, infiltrating organisations, deceiving and blackmailing officials, and spinning vast webs of lies to earn a dishonest wage.

Charlatans, unsurprisingly, make enemies. This, as much as discovery, is the prime risk that they face. No con lasts forever and victims of fraud have long memories. On Athas, vengeance is as impossible to avoid as the desert sands. The wise charlatan always watches his back.

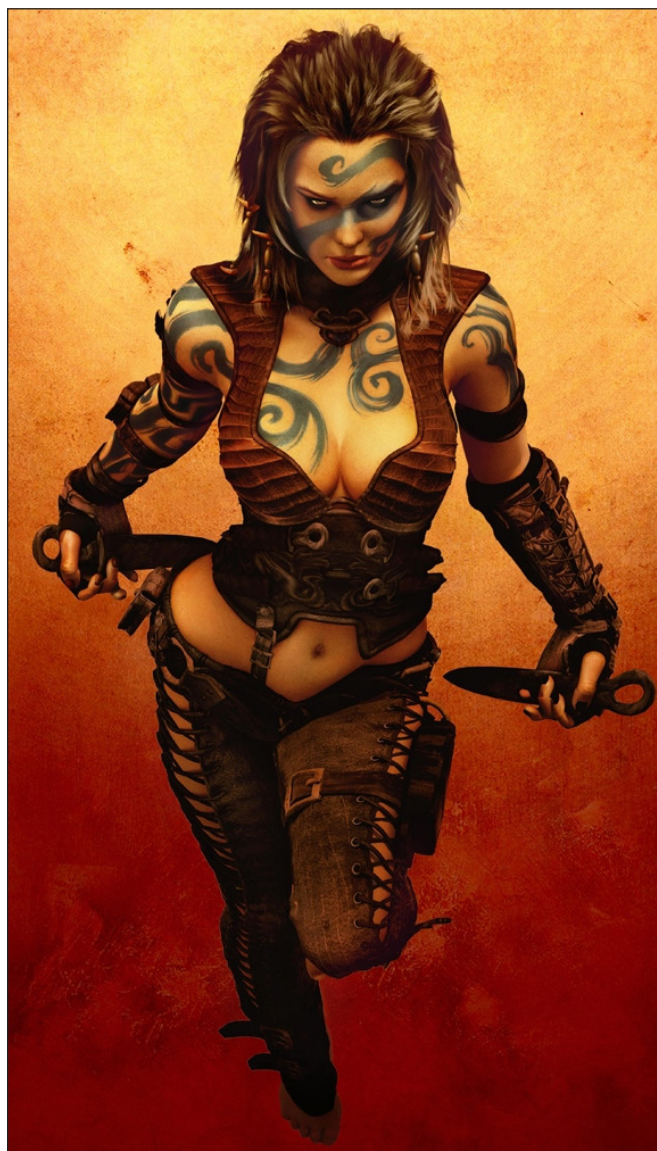
Recommended Weapons: Charlatans rely on small weapons that can easily be concealed and deployed at need. Some cons rely on large weapons for a cover story, but ease-of-use is the charlatan's main concern.

Recommended Non-weapon Proficiencies: Appraising, bureaucracy, cryptography, disguise, expression (any), gaming, information gathering, intimidation, prestidigitation, reading lips, taunting.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Bargain, Etiquette.

Equipment: Charlatans choose their equipment to support their latest scheme. They are more concerned with practicality than appearances (unless the con requires a certain demeanour). The charlatan bears this in mind before all else.



Special Benefits

Contacts: Charlatans cultivate a network of contacts as part of their many scams, using them to gain information and calling upon them for favours as the need arises. A charlatan starts play with one contact in one city, as chosen by the player with the DM's approval. The contact is a source of information in their area of expertise and provides the charlatan with appropriate guidance. The charlatan can call on his contact for small favours from time to time or can ask for a major favour once per contact. Small favours are minor impositions or inconveniences, while a major favour is a favour that causes the contact significant personal loss or danger.

Once he has received a major favour or 3-6 (1d4+2) small favours, the charlatan can no longer use that contact for favours, although he may still gain information, if the contact somehow can be convinced to part with the information. The DM will adjudicate the charlatan's acquisition of new contacts, but typically a charlatan can expect to attract a new contact each level.

Fast Talk: Charlatans are masters of distraction and misdirection, of conning others into a certain course of behaviour. This ability functions like the trader ability of the same name. It is impossible to fast talk player characters, targets with Intelligence 3, or targets with Intelligence or Wisdom 20.

Fast talk requires a Charisma check. Apply the target's Insight Bonus and Will Bonus to the result, as well as a situation penalty:

A *routine situation* includes receiving up to 10% more or paying 10% less for an item than it's worth, or persuading a target to believe a plausible falsehood. A routine situation is a normal Charisma check.

A *moderate situation* includes getting 30% more or paying 30% less for an item than it's worth, persuading a target to believe an implausible lie, or convincing a band of raiders of equal or lesser level not to attack. A moderate situation is a Charisma check at -3.

A *very difficult situation* includes receiving 50% more or paying 50% less for an item than it's worth, convincing a target of an obvious lie, or talking higher level opponents out of making an attack. A very difficult situation is a Charisma check at -6 or more.

If the charlatan already has this ability (through being a trader, for example), he receives a +4 bonus on his Charisma check.

Special Hindrances

Enemies: Charlatans can't help but make enemies - it's a trade hazard when you spend so much time defrauding people. A charlatan has 1d2 enemies of low level and will probably make more as time goes by. Old enemies may grow stronger as the charlatan gains levels. Good choices might include other charlatans, templars, nobles, merchants, criminals, elves, and auditors. The DM should judge when and where enemies show up. Their actions may range from spreading nasty rumours about the charlatan to deadly attempts on his life.

Wealth Options: Standard.

Exiled Survivor

Elves often drive out a tribe member who gives birth to a half-elf child, a fate tantamount to a death sentence. The exiled survivor is the child of just such an individual. Cast out with their elven parent, they have been forced to develop a broad range of skills in order to survive.

Without the support of a tribe, elves and their offspring find it very hard to endure the Athasian wastes. However, when raised in this situation, a child adapts quickly, learning to get by on far less than others would find feasible.

Some survivors cast in their lot with the slave tribes that dot the deep desert. Here, if one can contribute, one can find a home. Others turn to the city-states, eking out a living in the slums or hoping to find refuge with their human parent.

Many exiled survivors carry a deep weight of guilt with them. Some are blamed by their elven parent for the simple fact of being born, as if this were a crime that justifies their shared exile. For many, this leaves deep scars that never heal, meaning the exile remains a loner, even when they find a home.

Recommended Weapons: The exiled survivor learns to craft their own simple weapons, but prefers to have a decent choice of armaments to ensure that they are ready to meet any challenge.

Recommended Non-weapon Proficiencies: Animal handling, appraising, bargain, etiquette, gaming, herbalism, hunting, information gathering, language (modern), running, tracking.

Bonus Weapon Proficiencies: The exiled survivor receives one free fighting style specialisation.

Bonus Non-weapon Proficiencies: Craft (any), endurance, knowledge (any), survival.

Equipment: Exiled survivors are able to craft a variety of simple gear, but (as with weapons), understand the importance of being well-equipped wherever possible, in order to survive in the harsh world of Athas.

Special Benefits

Improvisational Genius: An exiled survivor can craft a suit of standard light armour, one size S weapon that does not require metal, or one non-metal item of equipment valued at 100 cp or less with one day's work.

Meagre Rations: The exiled survivor only needs 1/2 gallon of water per day when active.



Special Hindrances

Loner: The exiled survivor's Charisma score is treated as being four points lower for the purpose of reaction checks, maximum henchmen, and retainer loyalty. For all other purposes (including Charisma checks), the score is treated as being at its normal value.

Wealth Options: The exiled survivor starts play with only half the normal starting funds for their class. Roll starting money as usual, then divide the result by two.

Heartless Mercenary

The heartless mercenary is a half-elf who was never able to find a practical line of honest work in their community, and so resorted to a less noble means to make ends meet – she became a professional killer.

Although swords-for-hire are not uncommon on Athas, the heartless mercenary doesn't stop there. She has made a name for herself as a particularly ruthless and brutal executioner. All the rage and sorrow that come from being neither of the elven nor the human world, all the rejection and shame that come with her outcast status, are channelled into a chilling bloodlust.

Many heartless mercenaries operate openly, using their true names and identities. They do not care who knows who they are – indeed, they thrive on the notoriety. But others hide their real names and pasts, either from a sense of shame or guilt, or from a desire to protect their families from retribution at the hands of their victims' relatives. And some, of course, prefer to hide their identities out of pure self-preservation.

Those who conceal their true selves still have a false name by which they are known, on which their reputation as a cold-blooded killer rests. But they may also try to preserve something of a separate life, keeping their murderous profession hidden from those close to them.

Some heartless mercenaries try to leave the killer's life behind. They may take work as bodyguards, join town militias, or even sign up with adventuring parties in an attempt to distance themselves from who they were. This is a difficult endeavour, of course. Their pasts and reputations often follow them, a constant reminder of all they have done, all the blood they have shed. And even when they can evade their past, they cannot evade the memories, and the nightmares they bring.

Recommended Weapons: The heartless mercenary chooses their weapons based on several criteria. First and foremost, they choose weapons that can kill, quickly and efficiently, dealing high levels of damage. But they also choose weapons that make a statement, that are exotic or unusual, or serve as a calling card.

Recommended Non-weapon Proficiencies: Armour optimisation, gaming, information gathering.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation.

Equipment: As with weapons, the heartless mercenary chooses gear for effectiveness but also to match her signature style. She might dye her armour a particular colour, have emblems that she leaves on the bodies of her victims, or daub her face in intimidating warpaints or tattoos.

Special Benefits

Killing Stroke: Once per day, a heartless mercenary can pour all of her cold-hearted hatred into one attack, dealing a particularly cruel and effective blow. When using this ability, she automatically deals maximum damage with a single attack from a melee or missile weapon. She still has to roll a successful attack with the weapon – but if the attack hits, she does not need to roll for damage. It will automatically be the maximum possible amount. This ability never causes weapon breakage.

Murderous Reputation: The heartless mercenary is known for her lethal efficiency. She can use her intimidation non-weapon proficiency to strike fear into the hearts of those she confronts. If she makes a successful intimidation check, the target of that check must save vs. paralysis or suffer a –2 penalty to attack rolls, saving throws, and morale checks for 1 turn. Even if the target makes their save, they still suffer a –1 penalty to the above rolls.

Special Hindrances

Feared: The heartless mercenary's reputation makes her feared by other folk. She suffers a –3 reaction penalty. Reactions to her cannot improve beyond Cautious.

Haunted: The heartless mercenary is haunted by her deeds. She may claim (and even believe) that they have no effect on her, but still the darkness of what she has done follows her. When she wakes each day, she must

make a saving throw vs. paralysis. If she fails, she is haunted by dreams and visions of what she has done, and suffers a –2 penalty to all attack, damage, and saving throw rolls for the remainder of the day.

Wealth Options: Standard.



Half-Giant Kits

Brutal Thug

Half-giants have an unfair reputation for being dim-witted bruisers who only care about pounding smaller folk into the dust. Not all are lumbering oafs, good for little more than casual murder, their fists several times larger than their brains. The brutal thug, however, is exactly that kind of half-giant.

Brutal thugs have taken enthusiastically to their stereotypical role in life. They know that they are bigger and stronger than anyone else around and they love it. These half-giants make the most of their incredible physical prowess, and take a grim delight in demonstrating it at the slightest provocation.

Many brutal thugs make their way into the employ of individuals or organisations keen to take advantage of these tendencies. Crime lords, bandit chiefs, and even merchant houses have these startlingly aggressive half-giants on the payroll. More discerning employers know that half-giant thugs are more trouble than they are worth, and steer clear.

Some of these half-giants try to find other paths in life, striving to leave behind their uncaring past. Of these, a fair few make their way into the ranks of adventuring parties, where they find ample opportunity to put their skills to use in service of a more meaningful cause.

Recommended Weapons: Half-giant thugs begin play with only two weapon proficiencies, one of which must be a greatclub. The thug acquires weapon proficiencies at the normal rate thereafter. Thugs favour large weapons that convey their message swiftly and simply. They are not given to flashy, gladiator armaments. A huge stick or overly large rock will do fine, thank you very much.

Recommended Non-weapon Proficiencies: The brutal thug begins play with only one non-weapon proficiency, which he receives free of charge – see below. Following this, the thug acquires non-weapon proficiencies at the normal rate.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation.

Equipment: The brutish thug begins with padded or leather armour, usually a little more than a large hide with a hole in the centre, slipped over his head to hang down his body. A brutish thug rarely uses a shield; it interferes with smashing things.



Special Benefits

Mental Resilience: The brutish thug saves at +2 vs. mind-affecting magics, due to targeting difficulties.

Thick Hide: The brutish thug receives a +4 natural Armour Class bonus.

Wild Brawl: When unarmed, the brutish thug can fly into a rage, flailing madly at a single target. Roll to hit once to determine if these attacks find their mark. Damage is 2d6 plus Strength Damage Bonus.

Special Hindrances

Language Limit: The brutish thug can only ever learn one language.

Limited Magic: A brutish thug cannot use magical items that require command words or concentration.

Lumbering: The brutish thug has movement 12.

Wealth Options: Standard.



Feral Raider

The feral raider is a half-giant who has made their way through the world plundering villages and settlements for water, food, and other supplies. Usually part of a slave tribe or outlaw band, they have carved a trail of blood across the Tablelands.

The feral raider might have continued in this manner, but something changed the course of their life. They abandoned their raiding ways and sought a different path, albeit still one that made good use of their martial abilities. For some, this involved joining a settled community, or even finding employment in the city-states. Others, of course, took up the adventuring life.

The reasons for this change of heart are many. Often, a raiding band simply crosses path with a more powerful enemy, with the survivors scattering to the winds. But others have abandoned the raider's way after realising how much suffering they had caused.

Whatever path they now follow, feral raiders are shaped by their experiences. They still possess fearsome fighting skills – they are known for their rock-throwing ability, like the giants of the deep desert – and are most content in a life that allows them to still use these, although preferably without as much wanton suffering.

Recommended Weapons: The feral raider is skilled in throwing rocks and always has a few to hand. Beyond this, he defaults to melee weapons over missile, as these allow him to make use of his ability to deliver ferocious attacks.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, hunting, intimidation, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Running.

Equipment: Feral raiders travel light, preferring light armour, to make most effective use of their special benefits, but are quite capable of fighting in heavier gear.

Special Benefits

Ferocious Attack: The feral raider's ferocity tends to overwhelm almost any opponent rapidly. On the first round that he closes to melee, he may declare a ferocious attack. He gains a -2 bonus to initiative and +2 to all melee attack and damage rolls that round. However, he is unable to defend himself effectively, suffering a -2 AC penalty during that round.

Rock Throwing: The feral raider has learned the rock throwing techniques of his giantish forebears and gains a +1 bonus on attack rolls when throwing rocks. The half giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 100 feet. Each rock inflicts 2d6 damage.

Special Hindrances

Travelling Light: The feral raider prefers to wear light armour where possible. If forced to wear medium or heavy armour, he loses the special benefits of this kit.

Wild Combatant: The feral raider takes little care in melee. Any time the feral raider misses an enemy in melee, he runs a 1 in 6 chance of accidentally striking an ally within 10 feet instead.

Wealth Options: Standard.

Noble's Guard

Many half-giants find themselves working as bodyguards and personal retainers, serving in the war band or palace guard of a great noble. Their great size and strength make them the perfect choice to watch over their "little master", defending them from all manner of ills. The skills learned in this profession mean that the half-giant is well-equipped to face life on his own, once he leaves this kind of employment behind.

For most, this kind of life meant service in a city-state. This service was not always voluntary - many half-giants are slaves - but some do choose this life willingly. Most served as personal guards to a human noble. Others were soldiers in the private armies of the great houses and merchant clans. All learned to fight and die in the name of their patron.

Half-giants with this background can move on to other employment more easily than most of their kind. If not enslaved, the experience of living on the fringes of Athasian nobility gives them a social mobility that other half-giants could never dream of.

Recommended Weapons: Noble's guards usually have their weapons decided by their employer. Those that move on to independent life carry this training with them. Two-handed swords, polearms, spears and the like are the most common choices.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, etiquette, heat protection.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation.

Equipment: A noble's guard starts play with one weapon chosen by their employer, and a suit of light armour at no cost. They are also given a uniform, waterskin, and off-duty smock.

Special Benefits

For the Master: The noble's guard receives a +1 bonus to hit and damage when defending their patron. Half-giants who move on to independent life designate who their patron is at the start of each day.

Take the Blow: When in combat, the half-giant can take damage intended for someone else by interposing himself between that person and the source of the damage (a sword blow, an incoming missile). The half-giant can do this once per round.

Special Hindrances

Guidance Needed: The noble's guard is used to following orders. Unless he receives clear instructions in combat from someone else, he suffers a -2 penalty to all attack and damage rolls.

Slow Uptake: The half-giant follows his patron's lead and must act after his patron in initiative order when in combat.

Wealth Options: The noble's guard begins play with the maximum possible amount of starting wealth for their class.

Slave Labourer

The lowest form of employment for a half-giant is that of slave labourer. Many have spent their lives toiling for a master, using their great strength in a stone quarry or mighty endurance to work the fields. Some have been fortunate enough to leave this life behind, but find it hard to escape their past. Slaves - even former slaves - can expect little respect in Athasian society, and few treat half-giant slave labourers as anything other than property.





Prior to winning their freedom, slave labourers will have had all manner of masters. Many worked simple lives in fields or quarries, harvesting crops or hewing stone. Others will have managed to learn crafting skills, helping build stone edifices and monuments. Entire generations of slave labourers were born and died, just to complete Kalak's great ziggurat in Tyr.

Eventually, however, some slave labourers become free. Either they escape, fleeing a life of servitude, kill their masters, or are freed by them. Most find, however, that a life of freedom brings new challenges, and many struggle to shake off the shackles of servitude.

A significant number of former slave labourers take up the adventuring life, seek employment as paid labourers with merchant houses, or take off into the wastes to chance their luck among the dunes.

Recommended Weapons: The slave labourer uses

whatever weapons are available, but favour those that reflect his previous experience as a labourer. Clubs, flails, knives and the like are all comfortable, familiar choices.

Recommended Non-weapon Proficiencies: Craft (any), heat protection, intimidation, water find.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Endurance.

Equipment: The slave labourer starts play with a simple set of clothes, a waterskin, and one basic weapon from the following list: blowgun, carrikal, club, dagger, flail (cavalry), knife, quabone, quarterstaff, or sling.

Special Benefits

Increased Endurance: Slave labourers have endurance on a par with muls and can work for great lengths of time, depending on the type of labour. Regardless of the type of exertion, eight hours of sleep will let a slave labourer become fully rested, ready to begin work again.

Type of Exertion	Time Before Rest
Heavy labour (stone construction, quarry work, running)	24 + Con hours
Medium labour (light construction, mining, jogging)	36 + Con hours
Light labour (combat training, walking encumbered)	48 + Con hours
Normal activity (walking, conversation)	Con days

Less Water: Slave labourers are used to surviving on less water than other half-giants. They only need two gallons of water per day when active.

Special Hindrances

Prejudice: Tattoos, brands, and other marks of ownership set a slave labourer apart as once having been property. Slave labourers can never acquire services or lodgings above Poor level and are treated as goods and chattel at every turn. They may also be arrested as runaways at the slightest provocation. They suffer a -2 reaction penalty from all but the most enlightened Athasians.

Wealth Options: The slave labourer starts with no funds, and only the equipment listed above.

Halfling Kits

Forest Hunter

The forest hunter is a halfling scout, adept at moving through the jungles of the Forest Ridge, tracking prey and trespassers. Forest hunters are very protective of their home region, working hard to keep it clear of intruders. Those whom they hunt will often never see them coming, until it is too late.

This retribution exceeds the mistrust that forest halflings already show outsiders. To a forest hunter, any affront against the forest is treated like an attack on a friend, not like the theft of a possession. They will even pursue those who have affronted the forest beyond its boundaries, seeking to exact vengeance far from home.

Forest hunters possess a deep curiosity that compels some of them to leave the forest behind and see what more there is to discover in the world. The opportunity to encounter new types of trees and map out hitherto unknown regions of forest and woodland is often enough to tempt a forest hunter into joining an adventuring party on a short-term basis, but he will always return to his home eventually.

Forest hunters are the most skillful hunters among their kind. When one returns to their settlement deep in the jungles, it is often with a large cache of fresh meat. Often the forest hunter can barter for all the other essentials of life, simply through knowing how to gain the bounty of the woods.

Besides hunting, forest hunters are adept at finding nuts, edible berries and other fruits, herbs, and roots. Many are fine cooks, able to serve up savoury soups and rich stews that would be the envy of any noble.

Recommended Weapons: The forest hunter must spend an initial proficiency slot on a missile weapon, and another on a weapon that can be made from wood, such as a club or a small quarterstaff.

Recommended Non-weapon Proficiencies: Acrobatics, animal lore, craft (bowyer/fletcher, cooking), expression (any), herbalism.

Bonus Weapon Proficiencies: Blowgun, short bow.

Bonus Non-weapon Proficiencies: Hunting, survival (jungles), tracking.

Equipment: In addition to weapons, the forest hunter will rarely be found without a fire kit, a large waterskin, and a heavy cloak or blanket that can double as a

bedroll. The forest hunter will always have a knife, even if it is too small to properly be considered a weapon, for marking trails, skinning small game, preparing meals, and whittling.

Special Benefits

Conceal Tracks: Forest hunters are adept at hiding tracks – both their own and those of their companions. By slowing his movement rate to half that allowed for the terrain type, a forest hunter can conceal all trace of his passage and, if he is walking in the rear of a party, a number of companions as well. To determine if the trail of a large party is effectively concealed, the player must make a successful tracking non-weapon proficiency check with a –1 penalty for each non-forest hunter in the party (with an additional –2 penalty for each mount accompanying the party).

If the tracking non-weapon proficiency check is successful, the track will be invisible even to a skilled tracker. Even though some characters may be riding instead of walking, this does not improve the forest hunter's chances to cover their tracks, as the added weight makes the mount's trail more difficult to conceal. The halfling will know whether or not his efforts have met with success.

Forest Tread: In addition to the normal halfling stealthiness, the forest hunter can move at full movement rate through tangled undergrowth. If he chooses to slow down to the normal movement rate, however, he can move silently through such terrain (no ability check necessary).

Special Hindrances

Light Gear: Forest hunters may only wear light armour, and many eschew armour altogether. Since metal makes so much noise in the woods, they will avoid carrying much of it on their person and will not use any metal weapon larger than an arrowhead, hatchet, dagger, or knife.

Outsider: Forest hunters are loners by trade, and unskilled in social graces. They suffer a –2 reaction penalty as a result. This penalty rises to –4 when the halfling is in a setting which calls for good manners and/or elegant dress.

Wealth Options: Standard.

Illusionist

The illusionist is a halfling wizard who is highly proficient in the use of illusion/phantasm spells. They rely upon their spells to protect their tribe and further its agenda in the forests of Athas. Adventuring illusionists use their spells to distract, confuse, demoralise, and harm their foes. Those who become mighty in their craft often rise to the rank of chieftain of their tribe. Most halfling chieftains of the Forest Ridge are illusionists.

Masters of deception and distraction, illusionists use their spells to disguise themselves and their spellcasting when in the Tablelands, where magic is feared. They cover their magic with illusions designed to fool observers into believing the magic is only normal sleight-of-hand.

Some become entertainers of note, invited to perform at the houses of nobles, merchants, and even templars. Most don't steal from such venues, but overhear choice information, and become friendly with their patrons. Information may be sold or given to an interested party for other considerations.

In their homeland, illusionists act as scouts and messengers while remaining hidden within the forests. They work tirelessly to safeguard their tribe, knowing that some day their skills may allow them to rise to the position of greatest responsibility among their people.

Although they follow the basic rules for preservers, most spells a halfling illusionist learns are illusions. They mostly choose alteration or enchantment/charm magic to complement their illusions.

Only preservers are halfling illusionists - to defile in the great forests is to invite death. Some illusionists who have left their homeland can be found as entertainers, either hawking their "show" in the elven market or performing for nobles, but these are rare.

Illusionists must have an Intelligence score of at least 13 and a Dexterity score of at least 15. More so than other wizards who might use illusion spells, those who take this kit must dedicate themselves to the constant practice and observations that make illusions realistic.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Etiquette, information gathering, knowledge (agriculture), languages (modern), literacy, observation, omen reading, prestidigitation, spell concealment.

Bonus Weapon Proficiencies: Blowgun, short bow.

Bonus Non-weapon Proficiencies: Disguise, spellcraft.

Equipment: Standard.

Special Benefits

Honoured: Halfling illusionists are greatly respected among their own kind. When dealing with any halfling, the illusionist gains a +3 bonus on his reaction check.

School Specialisation: Illusionists receive a +1 bonus to saving throws against all types of illusions, whether magically or psionically engendered. Others save against their illusions with a -1 penalty due to the complexity and refinement of the spells the illusionist creates.

The illusionist can prepare an extra spell from the illusion/phantasm school at each spell level and gains a +15% bonus when learning such spells. He can add a new illusion/phantasm spell to his spellbook when he reaches a new spell level and treats all illusion/phantasm spells as one level lower when attempting to create a new spell.

Tribal Support: Halfling illusionists can always find shelter, food, water, and assistance with their tribe. The illusionist can also arrange for up to one guest per level to receive similar aid, without them needing to worry about being eaten by their hosts.

While a tribe can always accommodate the illusionist, a large number of guests may strain the tribe's resources, and the illusionist should never bring more guests than the tribe can support, or the guests may find that they become the main course at a feast in their honour.

Special Hindrances

School Restrictions: Illusionists suffer a -15% penalty when learning non-illusion/phantasm spells and cannot learn spells from the abjuration, invocation/evocation, or necromancy schools.

Object of Fear: Non-halflings who know the character is an illusionist rarely trust him. Like elves, illusionists have poor reputations among the common folk, who see them as thieves and con men. Though most people have no idea the illusionist is actually a wizard, seeing him instead as a street entertainer or performer, they view the character as a leech who is giving legitimate business a bad name. Should the illusionist be revealed as a wizard, these people will do nothing to help him hide from templars or guards, and may even turn him in if the price is right.

Wealth Options: Illusionists begin play with (3d4+3) x 30 cp due to their respected status.

Nature's Protector

Nature's protectors are halflings – and usually druids – who have committed their lives to protecting the few natural resources left in the world. Their guardianship over places like the Crescent Forest and the Forest Ridge has granted them an almost totemic connection to the lands in their care.

This connection gives the nature's protector a special bond with one species of animal native to her home forest.

Some inherited this task from their predecessors, following in a long line of druids in their tribe, while others assumed the burden on their own. All were called by the spirits of the land to step forward and help safeguard the last forests of Athas.

Generally, the nature's protector focuses her attention on her guarded lands. Some, however, spend time away from their guarded lands, tending to the troubles of the forests wherever they find them. And those who leave the forests behind in their times of wandering continue to carry this responsibility with them into the wider world.

For the nature's protector, all of Athas is in need. And it is her place to answer this need, however she can.

Recommended Weapons: Quarterstaff, spear.

Recommended Non-weapon Proficiencies: Animal lore, knowledge (agriculture), mountaineering, navigation, survival, tracking.

A nature's protector starts play with one less non-weapon proficiency than would be normal for her class.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: None.

Equipment: The nature's protector must spend all of her starting wealth, barring a single ceramic piece. All excess funds are discarded.

Special Benefits

Totem Insight: A nature's protector receives a +4 bonus to any healing, animal handling, or animal lore proficiency checks related to her totem, assuming that she has those non-weapon proficiencies.

Totem Shapechange: A nature's protector has a special totemic bond with one type of forest animal and can shapechange into the form of this totem animal a number of times per day equal to her experience level divided by three (rounded down), plus one. This ability functions as normal druidic shapechanging, except that the character does not regain hit points when shapechanging into or out of the totem form.

A nature's protector who is a druid can use this shapechanging ability in addition to her druidic shapechanging powers.

Totem Tongue: A nature's protector can communicate freely with normal or giant examples of her totem animal species (as with the *speak with animals* spell).

Special Hindrances

Skill Restriction: A nature's protector begins play with one less non-weapon proficiency slot than normal, as a result of spending so much time in animal form. She acquires non-weapon proficiencies at the normal rate thereafter.

Totem Rage: If the nature's protector ever sees a member of her totem animal's species come to harm, she flies into a rage, attacking the individual(s) who killed the animal without cease, until she or they are dead.

Wealth Options: Nature's protectors begin play with half the normal starting wealth, as they have a less pressing need for money due to the amount of time they spend in animal form. Roll the standard amount and divide the result by two.





Renegade Mercenary

For some renegade halflings, splitting off from the dominant halfling culture is not enough. There are those among the renegades who have turned away from their people entirely, abandoning their tribe to find their fortune in the human cities.

Deemed a renegade by every halfling, these self-imposed outcasts sell their skills to merchants, sorcerers, slave tribes – anyone who meets their price. They usually desire to be paid in coin, but other renegade mercenaries have stranger tastes. The halfling love of fresh meat is well-known, and some mercenaries expect to be paid in kind.

The reasons for a renegade halfling to leave his tribe – the only people in the world he can trust – are many. In some cases, it is because that tribe was wiped out and he is now the last of his kind. Or perhaps a blood feud rose to such intensity that he was forced to flee. Or he may even have transgressed the law of the tribe and turned on his own people, and was driven into exile.

Some renegade mercenaries look longingly backwards in life, wishing for a chance to return home. They may be struggling with regrets or guilt and looking for a way to make amends for past wrongs. But others embrace their freedom. Now the world is theirs, and no custom, law, or tradition can hold them back now.

Recommended Weapons: Renegade halflings carry whatever weapons are needed for the task they are hired for. They naturally prefer weapons they are used to – blowguns, missile weapons, nets, and small melee weapons – but are as versatile as any warrior.

Recommended Non-weapon Proficiencies: Animal handling, armour optimisation, craft (armourer, bowyer/fletcher, cooking, weaponsmith), endurance, gaming, knowledge (ancient history – specifically military history, heraldry), riding (land-based), sailor, survival.

Bonus Weapon Proficiencies: Any one, which may be spent as the renegade mercenary desires.

Bonus Non-weapon Proficiencies: Healing, herbalism, intimidation.

Equipment: The renegade mercenary may spend his starting money on whatever sort of arms, armour, and equipment he chooses, but receives everything for half price. The remainder is paid for by his employer. If he has no employer when he starts play, then the mercenary pays full price for all gear.

Special Benefits

Powerful Patron: As an employee of a powerful patron, the renegade mercenary receives food, water, and lodgings free of charge. If on official business for his employer, he does not need to pay any taxes or tolls – these are covered by his patron. The patron can also halve the time the mercenary spends in custody for any wrongdoing, assuming that the patron has political influence in the city where this happens.

If the mercenary is actually part of a city-state's standing army, he is completely immune to prosecution by any civilian authority – but can face court martial for his misdeeds.

The renegade mercenary receives a daily, weekly, or monthly wage, as agreed with his employer, according to the figures listed on page I88 of the **Campaign Guide**.

Special Hindrances

Powerful Enemies: The downside of serving a powerful master is that the renegade mercenary also shares that master's enemies. Any time that the renegade mercenary is in an area where his employer's enemies are active, there is a 3 in 10 chance per week that he is noticed and recognised.

These enemies will then seek to move against him immediately. This might only result in an unpleasant brawl, or imprisonment for ransom. But it could end up with the renegade mercenary embroiled in a fight for his life because of who he serves.

If the renegade mercenary chooses to disguise himself, this will help, but he will also lose the benefits of being a recognisable agent of a powerful patron.

Wealth Options: Standard.



Shaman

Shamans are common among the halfling tribes of the Tablelands. Belgoi, gith, giants, nomadic humans, and thri-kreen are all likely to have a shaman in their settlements – this kit can be modified for use with those races as well. Usually, these priests live a short distance away from native populations, rather than in their midst. This helps them to maintain an air of mysticism.

A halfling shaman makes the same pact as other clerics, but views the elemental beings granting his power as literal gods. Many earth shamans are known to worship the “God of the Mountain,” for instance. That deity does not exist, but entire cultures have arisen based on such false beliefs. This is the chief distinction between a halfling shaman and a tribal priest – the latter knows that they follow the elements, whereas the shaman believes in a hierarchy of supernatural divine entities. Some halfling tribes have traditional elemental priests, but shamans are far more common.

The tribe’s environment usually dictates with which element the shaman allies himself. As most halflings dwell in the Forest Ridge and the Ringing Mountains, air, earth, rain and water affiliations are most common. Renegade halflings who dwell in the open desert are more likely to favour sun, and those who dwell near the Smoking Crown pay fealty to fire and magma.

The halfling shaman is alchemist, medicine man, spiritual leader, and witch doctor, all combined in one mysterious, and often frightening, person. He or she is expected to provide healing, watch over births, conduct funeral ceremonies, and generally provide for the tribe. Player characters are rarely shamans, but if they are, they should have to explain why they have deserted their responsibilities for the sake of mere adventure. Perhaps they are on a vision-quest or seeking something that will be of use to their tribe, or perhaps they are seeking vengeance for some wrong done to their people.

Halfling shamans are almost always lawful, but can be good, neutral, or evil in nature. Evil shamans are feared by their tribes, and they use this fear to cultivate fanaticism and respect.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Animal lore, etiquette, knowledge (agriculture, religion), language (modern), mountaineering, navigation, omen reading, riding (land-based), survival, water find.

Bonus Weapon Proficiencies: Blowgun, short bow.

Bonus Non-weapon Proficiencies: Healing, herbalism, intimidation.

Equipment: Standard.

Special Benefits

Detect Magic: Halfling shamans’ spiritual sensitivity allows them to feel when there is something magical in the vicinity, as per the first-level priest spell of the same name. They have a 10% chance per experience level to determine the sphere of the magic involved. The shaman can use this power once per day per level.

Prophecy: With this power, the halfling shaman can see visions of the future, which they believe are sent by their deities. Once per day, the shaman can enter a trance (by meditation, drumming, ingesting sacred plants etc.) lasting ten turns: if the shaman is interrupted before the ten turns are done, the trance is prematurely broken and the priest receives no vision.

This power is primarily a tool for the DM to give the priest clues about the future which guide the adventure without giving the priest an overwhelming advantage in the campaign. The visions are short and symbolic. If he sees a rat fighting a serpent to the death, the animals may represent mighty armies which bear those creatures on their flags, or may represent two characters with traits similar to those animals. The visions will always be useful, however, and always relevant to matters of importance to the shaman and his people.

Special Hindrances

Conjunction Ban: Because the halfling shaman does not worship the elements in the traditional manner, he loses the ability to enjoy a power conjunction when near his element.

Reputation: The halfling shaman is imposing and strange and worships the elements “all wrong” (ie, civilised folk and priests recognise that his rites are unlike theirs). Therefore, he suffers a –2 reaction adjustment from all civilised folk and those who follow the elements in the standard fashion (NPCs, that is; PCs can decide for themselves how they react to him).

Wealth Options: The halfling shaman starts out with 3d6 x 5 cp. After the campaign starts, he will encounter money, and the player may decide either that he likes the stuff or rejects it as a stupid city-human idea.

Pterrann Kits

Diplomat of the Vale

The pterrann of the Hinterlands are known as the most civilised of their kind. While the tribes of the Tablelands can be savage and murderous, the pterrann of Lost Scale and Pterrann Vale are famed for their erudition and reasoned approach to life. Pterrann Vale in particular is home to pterrann who prize a non-violent approach to life. When pterrann from the Hinterlands started visiting the Tablelands in larger numbers, they were led by diplomats from Pterrann Vale.

Diplomats of the Vale are always abroad, rarely spending time at home in the Hinterlands. They concentrate on dealings with other races and communities, forging bonds that hopefully lead to cooperation and mutually beneficial trade for their people. They act as middlemen, translators, and spokesmen. Diplomats rely on their wits to smooth the way, particularly when negotiations sour.

Many diplomats of the Vale use their position to spy upon other communities. Most races consider such activities as espionage, but pterrann view it as merely taking necessary precautions. They know how easily the cities of the Tablelands can slip into open war and understand that being properly informed is the best way to be prepared for such eventualities.

The profession of diplomat is a highly respected one in pterrann society, and is known as the Path of the Speaker. Many such pterrann also follow the Path of the Mind – the Path of the Speaker is often seen as an offshoot of or subset of the Path of the Mind. Families with a member of the Path of the Speaker are proud of this achievement and enjoy honour in their home communities.

In the towns and cities of the Tablelands, the diplomats of the Vale were initially viewed with suspicion. Pterrann with apparently civilised intentions were all but unheard of. But the diligent work of the diplomats has been key in rehabilitating the pterrann's image in the Tyr region and the diplomats are now seen as wise and knowledgeable envoys.

For those diplomats who use their position for espionage, this is an entirely admirable state of affairs. They capitalise on their good reputation and political clout, using it to gather information and send this back to their homes for use in times of need.



Recommended Weapons: None. Diplomats of the Vale are poor combatants and try to avoid combat wherever possible – or leave it to those better suited to the profession. When they do wield weapons, these tend to be small and unobtrusive.

Recommended Non-weapon Proficiencies: Appraising, disguise, information gathering, intimidation, knowledge (local history), language (ancient), literacy, navigation, reading lips, riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, language (modern).

Equipment: Because of the sensitive nature of their missions, diplomats dress as unobtrusively as possible and carry easily concealed weapons such as daggers and darts – although they prefer not to end up in combat if they can help it.

Special Benefits

Diplomatic Immunity: A diplomat of the Vale can leverage their political influence and connections to safeguard one person per adventure from legal entanglements. These could be something as minor as taxes, tolls, or bribes levied by gate guards or templars. They could include arrests, interrogations, fines, and other legal consequences. Or they could cover serious problems such as sentences issued by authorities and templarates.

A diplomat of the Vale is even able to countermand sentence levied by templars of their level or lower – much to their frustration. This will almost certainly earn the diplomat an enemy, but such actions are sometimes necessary in the dangerous cities of the Tablelands.

This represents a significant expenditure of the diplomat's political clout, hence the limitation on use. It is for the DM to decide what constitutes an adventure. It could be as often as once per gaming session, if the DM agrees, but if this ability is abused, it rapidly loses its effectiveness.

Pleasing Demeanour: Diplomats of the Vale know how to present themselves, how to address people from all parts of society, and how to ingratiate themselves with all manner of audiences. A diplomat of the Vale receives a +3 bonus to all reaction checks and reactions can never be Hostile unless the diplomat is acting in a deliberately aggressive manner.

Special Hindrances

Costly Position: Everyone knows that diplomats are rich. And even if they aren't, they're treated as if they are. A diplomat of the Vale pays an extra 20% for all goods and services purchased. This reflects the fact that people are always trying to skim a little off the top when a diplomat is spending coin.

Poor Combatant: Because they concentrate so much on the diplomatic solution to problems, diplomats of the Vale are poor warriors. They suffer a -1 penalty to Armour Class and all attack and damage rolls.

Wealth Options: Diplomats of the Vale start with an extra 50% of their standard starting wealth for their class. Roll starting wealth as normal, then add half that amount to find the final total.

Earth Child

In pterrann society, worship of the Earth Mother is central. The Earth Mother is, quite literally, Athas itself. To the pterranns, the world they inhabit is a living thing, and they are its first and best children. This veneration is fundamental to their culture and many religious rites and celebrations revolve around it.

An earth child is a priest of the Earth Mother – specifically, a druid – who oversees these rituals, and presides over celebrations in her name. An earth child also acts as an evangelist for the Earth Mother and uses their druidic power to protect the tribe against threats and to safeguard its growth and prosperity.

Earth children have much in common with clerics of elemental earth, but the relationship is not as simple as it seems on the surface. To the earth children, the earth and its component elements are a spiritual manifestation of a deeper spirit – that of the world – and not merely a power in and of itself. The earth child attunes herself to many different aspects of the Earth Mother, not merely her manifestations through the element of earth.

In pterrann society, service to the Earth Mother is one of the most respected paths that one can follow. The Path of the Druid governs this service. There are priests of the Earth Mother who are not druids, but those who follow the druidic way are her most powerful. Only they can command the deepest powers of the cosmos – the ability to restore life to the dead, to regrow lost limbs, to refill the soul with life energy.



The guarded lands of an earth child are almost always in close proximity to the tribe – the lands around Lost Scale and Pterran Vale are all watched over by earth children of varying degrees of power. Other earth children venture further afield, seeking guarded lands in places where pterrans have less influence. These druids face more pressing challenges far from home, but believe that it is worth the sacrifice if all of Athas is to be saved.

It is this latter type of earth child that travels abroad most frequently and is therefore more likely to be encountered by adventuring parties. As an ally, an earth child is a valuable asset to any settlement, merchant house, or adventuring association, and wise adventurers go to considerable lengths to convince an earth child to join them on their travels.

Recommended Weapons: None. Earth children make use of whatever weapons they can find, treating them all as gifts of the Earth Mother.

Recommended Non-weapon Proficiencies: Craft (pottery, mining), endurance, hunting, knowledge (agriculture), navigation, tracking.

Bonus Weapon Proficiencies: Survival.

Bonus Non-weapon Proficiencies: None.

Equipment: Earth children, as with all druids, may not wear armour of any type. As for their other gear, they are careful not to be wasteful and many prefer to craft their own equipment rather than line the pockets of yet another merchant house.

Special Benefits

Earth Sense: An earth child has an intimate sensitivity to changes in the earth. She can sense avalanches, volcanic eruptions, and rockfalls one turn before they happen when the player rolls 1 to 5 on 1d6. This ability also enables the druid to detect deadfalls, pit traps, and falling blocks on a roll of 1 to 3 on 1d6.

Power Conjunction: An earth child can benefit from power conjunctions, just like an elemental cleric. Each day, the earth child decides which aspect of the Earth Mother she will attune herself with, and selects one of the four elements or four paraelements. For the rest of that day, she receives a +2 bonus to her effective caster level whenever she is in conjunction with that element or paraelement, as described in the Campaign Guide.

Skill Expertise: An earth child receives a +4 bonus on all survival non-weapon proficiency checks.

Special Hindrances

Defiling Sensitivity: Earth children feel the pain of defiling magic more keenly than most. An earth child suffers an additional +2 initiative penalty when caught in a defiling radius.

Slow Caster: When an earth child casts spells, these always include extensive prayers and invocations of the Earth Mother. This adds 1 point to the casting time of spells of levels 1 to 3, adds 2 points to the casting times of spells of levels 4 to 6, and 3 points to the casting time of spells of level 7 or higher.

Wealth Options: Standard.

Ghetto Trader

As pterrans from the Hinterlands have made inroads into the cities of the Tablelands, they have become more accepted as civilised folk. The relatively urbane nature of emigrants from Lost Scale and Pterrann Vale help offset the less salubrious reputation that pterrann tribes have in the Tablelands. In many cities, communities of pterrans now make their home. Ghetto traders are pterrans who make their living running trade emporia at the heart of these communities.

Although pterrans from the Hinterlands strive to live respectable lives, they often find themselves forced to live in less-desirable parts of the Tablelands cities that they now call home. For the ghetto traders, this is far from an unwelcome state of affairs. Living and working away from the main trade thoroughfares allows the ghetto traders to attract a broad variety of customers – and cultivate an equally broad variety of wares.

It is this that sets the ghetto traders apart from other merchants in the human cities of the Tablelands. Whereas many traders specialise in one or two types of merchandise, pterrann ghetto traders instead aim for a broad market appeal. Their shops are wild collections of goods from all manner of sources, often chaotic and apparently disorganised, stacked precariously, and with little thought to accessibility for the trader or his customers.

Although a ghetto trader's wares may not be of the highest quality – and some are shockingly poor – the trader nevertheless can get his hands on almost anything with a little notice. If he doesn't have it in some crate at the back of his warehouse, he will be able to source it from a contact, seller, or passing caravan with a few hours' notice.

There are drawbacks to doing business in this way. Ghetto traders often acquire goods on credit from their sources, with promises to settle the balance once the items are sold. This means that they have a steady series of debts that need paying, to other traders, authorities, and less legal creditors.

Although a pterrann ghetto trader may not have the finest weapons and armour, the purest spices, the most luxurious cloth, he will almost certainly have what you are looking for. And he is a good choice of companion on ventures abroad, as his practised patter will open doors, loosen lips, and loosen coin purses far more easily than most other traders find possible.

Recommended Weapons: A ghetto trader has no particular recommended weapons, but the wise trader keeps a decent weapon on hand – a hidden blade, a thanak just inside the doorway – for special occasions.

Recommended Non-weapon Proficiencies: Bureaucracy, etiquette, gaming, information gathering, knowledge (local history), language (modern), taunting.

Bonus Weapon Proficiencies: None

Bonus Non-weapon Proficiencies: Appraising, bargain.

Equipment: Ghetto traders have access to all manner of equipment through their trader connections and personal stores. This wildly mismatched collection of gear does not necessarily represent their personal appearance, however, as ghetto traders understand the importance of maintaining a presentable appearance. Most try to maintain a middle-class or wealthy lifestyle, to appeal to a better sort of clientele.

Special Benefits

Ready Supply: A ghetto trader can source any item of normal equipment from his personal stores or contacts within 1d4 hours. Particularly rare and valuable items add 2d6 hours to this total.

Sales Patter: A pterrann ghetto trader receives a +3 bonus on all Charisma checks made as part of his trader's fast talk ability.

Special Hindrances

Backhanders: A pterrann ghetto trader needs to grease the palms of other traders, neighbours, templars, and various criminal elements on a regular basis. Each month, the ghetto trader must pay 100 cp per level or lose access to his ready supply ability and possibly suffer other unpleasant consequences from disgruntled creditors at the DM's discretion.

Shoddy Workmanship: Equipment bought from a pterrann ghetto trader is not always of the highest quality. With any item, there is a 1 in 10 chance that it malfunctions somehow at a critical moment – a weapon breaks, a suit of armour loses 1d4 points of Armour Class, a mount bolts, an item of miscellaneous gear falls apart etc.

Wealth Options: A ghetto trader starts play with 4d6 x 60 cp.



Pterrax Rider

Pterrax riders are pterran warriors who dedicate their lives to becoming the ultimate mounted combatants aboard their pterrax steeds. Seen as heroes and daredevils by other pterrans, they enjoy an exalted status among their people.

Pterrax riders have a close kinship with their mounts, hand-rearing them from eggs. The close training they undergo means that the pterraxes and their riders develop an uncanny bond with each other. The pterrax rider's specialisation in aerial combat means that he is of limited use in other areas, but when the pterrax can come into play, these warriors are potent opponents.

As mentioned, in pterran society, the pterrax rider is the elite warrior, and commands a lot of respect among his own kind. Outside pterran lands, however, pterrax riders are very definitely outsiders. Their unusual mannerisms and obvious and very unusual friendship with their mounts set them apart from most societies. Because of this, the pterrax rider may become especially attached to adventurers (if they treat him as an equal and not a freak), even if he'd never admit it.

Recommended Weapons: Pterrax riders favour weapons commonly associated with mounted warriors, such as bows, cavalry flails, maces, and picks, lances, spears, swords, and the pterran slodak and thanak.

Recommended Non-weapon Proficiencies: Animal lore, healing, hunting, survival, tracking.

Bonus Weapon Proficiencies: Any one fighting style specialisation from the Mounted Fighting Style.

Bonus Non-weapon Proficiencies: Animal handling, riding (airborne).

Equipment: At start of play, the pterrax rider may only have light armour. Later in the campaign, he may switch to more advanced forms of armour, so long as his mount can carry him and the armour both, of course. When first created, he may have only weapons from the recommended weapons list above.

The pterrax rider also starts play with a pterrax mount.

Special Benefits

Animal Empathy: The pterrax rider receives a +5 reaction bonus with all pterraxes. On a die-roll result of 13 or more (on the Hostile column of the Encounter Reactions Table), he can even persuade attacking pterraxes to leave him and his allies alone.

Psychic Link: The pterrax rider has a telepathic rapport with his steed. When in contact or visual line of sight with his mount, he can tell what it is feeling and thinking. He and the mount can communicate with one another without appearing to. When the two are not within sight of each other, each knows the other's emotional state, whether or not the other is hurt, and the direction and distance to travel to find their friend.

Special Hindrances

Psychic Vulnerability: Should the pterrax rider's mount ever die, the pterrax rider immediately takes 2d6 points of damage and must make a saving throw vs. spells. If he fails, he behaves as if he were a magic-user hit with *feeblemind* for the next 2d6 hours.

The pterrax rider can seek out another pterrax mount, but this must take place through play.

Reaction Penalties: The pterrax rider is out of place in most societies and suffers a -3 reaction penalty when meeting NPCs from any culture but his own.

Wealth Options: Standard.