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RACES OF NEOEXODUS: PRYMIIDIAN



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Prymidians are regal, red-skinned humanoids. Their stately demeanor and formidable build impress other races, and their learning follows suit. The Prymidians are a scientifically-inclined race, dedicated to reason and intellect. Their culture seeks to know all there is to know in Exodus - and none know better than the Prymidians that knowledge is power.

PERSONALITY:

Although Prymidians pride themselves on logic and reason, they rarely fit the stereotype of the shy scholar. The typical Prymidian possesses a forceful, even arrogant personality. He is contentious, skeptical, always questioning and probing the opinions and thoughts of those around him and arguing with anyone who disagrees. Prymidians strive to be objective and insist that argument is merely the crucible in which understanding forms, and certainly many of them hold to this ideal. To a Prymidian, one who grasps the truth is truly wealthy; generous Prymidians seek to increase the understanding of all, while greedy members of the race hoard knowledge or even attempt to impose their truth on reality.

PHYSICAL DESCRIPTION:

Prymidians are tall, lithely built humanoids with rich red skin, ranging from smoldering near-ebon to bright crimson. They are taller and heavier than humans on average, their bones and muscles denser. Most Prymidians have silver or white hair; the rare dark-haired examples of the race are often looked upon with suspicion by the colleagues. A Prymidian's most unusual feature is the long, rubbery tentacle beneath the skin of each of its arms. The creature can extend these tentacles to manipulate or strike objects at a surprising distance.

RELATIONS:

At best, Prymidians look upon other races with pity. At worst, they hold the other inhabitants of Exodus in contempt. All consider their race a small flame of enlightenment in a benighted, even savage world. Most humanoids look up to Prymidians for their learning and regal bearing, but the scholars of other races have come to resent the Prymidians' primacy in their arts.

ALIGNMENT:

The typical Prymidian is True Neutral, unconcerned with morality and torn between his creative and passionate side and his reason. Virtually no Prymidian gives in to chaos, though, while many hone themselves to their concept of law. Prymidian arrogance sometimes leads to outright evil, but most reject extremes of morality.

PRYMIIDIAN LANDS:

Prymidians are relative newcomers to Exodus. If they possess a homeland of their own, it apparently lies on another world or plane of existence. On Exodus, they primarily make their homes in the Arman Protectorate and the Dominion, but few Prymidians gather in one place for long. They are usually encountered in small scholarly groups, and even these are nomadic as they scour the world for new tidbits of information to shed light on the universe.

RELIGION:

To a Prymidian, religion is a subject of logical consideration like any other. Virtually all Prymidians reject the multitudinous dieties worshipped by the benighted masses, which they consider either illusory or a type of energy being. Some Prymidians do find their reason leads them to belief in a 'first cause' that set the universe in motion and may have a rational plan for it. Others are agnostic, postponing such speculation until they possess more information. Still others are true atheists, believing in a perpetual material universe entirely without cause or direction.

LANGUAGE:

Prymidians have a language of their own, which they employ strictly for scholarly debate among themselves. Because it is known only in closed scholarly circles, the Prymidian language is considered a secret language, like Druidic. Prymidians exclusively speak common or the local tongue when discoursing with members of other races.

NAMES:

Prymidians' secrecy about their language does not extend to their names. Unlike many creatures that often travel to new lands, they decline to adopt appro-

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priate nicknames in the local tongue, considering these barbaric.

Family Names: Aponi, Chenoa, Eyota, Meda, Ogin, Tehya

Male Names: Gryn, Kynon, Moren, Oth, Yna

Female Names: Amser, Eys, Garan, Kieve, Talar

ADVENTURES:

Prymidians adventure to acquire new information. Exodus is littered with scraps of knowledge from which a Prymidian may derive new theories and make new discoveries. Magic, particularly in the form of tomes and scrolls, interests the Prymidians as a branch of the sciences they have yet to properly codify. Prymidians are naturally nomadic, and most have little fear of danger, so they find it only natural to seek the hidden secrets of Exodus in person. Besides, few Prymidians are willing to trust the safety of the legacies of ancient science to a band of unwashed swords for hire!

PRYMIIDIAN RACIAL TRAITS

- **+2 Intelligence, -2 Wisdom:** Prymidians are famous for their intellects, but their intellectual pursuits sometimes blind them to common sense.
- **Medium:** As Medium creatures, Prymidians have no special bonuses or penalties due to size.
- Prymidian base land speed is 30 ft.
- **Scholarly Nature:** A Prymidian gets a +1 racial bonus to all Knowledge checks.
- **Tentacle Grapple:** A Prymidian's tentacles grant him a +4 racial bonus to Grapple checks.
- **Tentacle Reach:** A Prymidian's tentacles allow him to manipulate objects at a distance. A Prymidian's tentacles can hold objects, wield weapons and deal unarmed damage as a normal unarmed strike. A Prymidian has a 10 ft. reach with his tentacles. However, a Prymidian suffers a -2 penalty on Strength and Dexterity-based checks (including attack rolls) when using his tentacles. A Prymidian cannot manipulate fine objects with his tentacles; he cannot employ them for Craft, Disable Device, Escape Artist, Open Locks or Use Rope checks, nor for Use Magic Device checks requiring him to physically activate an object.

- **Automatic Languages:** Prymidian and Common. Bonus languages: Celestial, Cynean, Draconic, Elven, Gnomish, Infernal.
- **Favored Class:** Wizard. A multiclass Prymidian's wizard class does not count when determining whether he takes an experience point penalty. Prymidians are natural scholars and consider magic one of the most important sciences.

PRYMIIDIAN FEATS

While Prymidians prize themselves on their intellectual achievements, many are also capable physical specimens. Their racial feats reflect both a sound mind and a sound body.

ACADEMICIAN

You can trade on your reputation as a scholar.

Prerequisites: Knowledge (any 4) 5 ranks.

Benefits: You can substitute a Knowledge check for a Profession check to earn a living, and you gain your check result in weekly gp (*rather than 1/2 your check result, as normal*).

In addition, you get a +2 circumstance bonus on Bluff, Diplomacy and Intimidate checks targeting anyone with at least 5 ranks in two or more Knowledge skills.

EXTENDED TENTACLES - PRYMIIDIAN

Your tentacles extend farther than most Prymidians'.

Prerequisites: Prymidian.

Benefits: You have a 15 ft. reach with your tentacles. You suffer a further -2 penalty to Strength- and Dexterity-based checks targeting creatures or objects 15 ft. away. This penalty stacks with the normal Prymidian penalty for tentacle use.

Special: Even if you have the Flexible Tentacles feat, you still suffer the -2 penalty from this feat, although you can manipulate objects normally anywhere within your reach.

FLEXIBLE TENTACLES - PRYMIIDIAN

Your tentacles have manual dexterity on par with your hands.

Prerequisites: Prymidian, Dexterity 13+.

PRYMIIDIAN PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Int +2, Intellectual Synergy	
2	+1	+0	+0	+3	Smart Defense	
3	+1	+1	+1	+3	Core Principles	+1 level in existing class

Benefits: You can use your tentacles without a penalty to Str and Dex. You can accomplish fine manipulation using your tentacles, including all Craft, Disable Device, Escape Artist, Open Locks, Use Magic Device and Use Rope checks.

Normal: Prymidians suffer a -2 penalty on Strength- and Dexterity-based checks when using their tentacles. A Prymidian cannot use the Craft, Disable Device, Escape Artist, Open Locks or Use Rope with his tentacles, nor certain uses of Use Magic Device.

INTELLECTUAL POWER - PRYMIIDIAN

All your seemingly supernatural powers derive from your reason and esoteric formulae.

Prerequisites: Prymidian, Intelligence 17+, Wisdom 13+, Charisma 13+.

Benefits: You can use Int as the key stat for all psionic manifesting classes, divine and arcane spellcasting classes. Determine bonus spells and power points as normal for your class, but using Int rather than the normal key stat.

Spellcasting or manifesting that is already Intelligence-based is unaffected.

MASTER LECTURER - PRYMIIDIAN

You can overawe the weak minded by your facility with logic and oratory.

Prerequisites: Prymidian, Diplomacy or Intimidate 5 ranks, Intelligence 15+, Charisma 13+.

Benefits: You gain a competence bonus equal to your Int modifier (*minimum 1*) to all Bluff, Diplomacy and Intimidate checks. This ability works only against creatures with an equal or lower Int.

PRYMIIDIAN PARAGON

The Prymidian Paragon is a travelling scholar, researcher and scientist. He boasts a remarkable breadth and depth of knowledge, but, far from being an ivory tower academic, he also knows how to apply that knowledge in the field.

Because the Prymidian Paragon's abilities are so useful to his race's core mission, many of the Prymidians on Exodus have levels in this class.

The most powerful Prymidian Paragons belong to a faction of their race that believes magic to be the core principle underlying reality. By understanding those principles, the Prymidians believe, they can eventually learn to circumvent them.

CLASS INFORMATION

The following information pertains to the Prymidian Paragon class.

HIT/DIE

The Prymidian Paragon gains 1d6 hit points per level. The character's Constitution modifier applies.

CLASS SKILLS

The Prymidian Paragon's class skills (*and the key ability for each skill*) are:

Concentration (*Int*), Craft (*Int*), Decipher Script (*Int*), Diplomacy (*Cha*), Gather Information (*Cha*), Knowledge (*all skills, taken individually*) (*Int*), Psicraft (*Int*), Spellcraft (*Int*).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Prymidian Paragon class.

Intellectual Synergy: A Prymidian Paragon's extensive learning allows him to apply knowledge in unusual ways. Provided he has at least 5 ranks in all

Knowledge skills, the Prymidian Paragon gets a +2 synergy bonus to all skill checks, except those he uses untrained.

Intelligence Increase: A Prymidian Paragon gets +2 Int at 1st level.

Smart Defense: A 2nd level Prymidian Paragon may add his Int modifier to his AC in addition to his Dex. He loses this benefit whenever he would be denied his Dex bonus.

Core Principles: A 3rd level Prymidian Paragon has discovered core principles of magic-as-science. He may research any divine spell or psionic power, or an arcane spell not on his spell list, and add it to his spell list as an arcane spell.

The Prymidian Paragon must spend one week per level of the spell, and 1,000 gp per week on research materials. At the end of this span, the Prymidian Paragon makes a Spellcraft check (DC 15 + the spell's level). If he succeeds, he adds the spell or power to his spell list at its usual level. If he fails, he cannot research that particular spell or power again.

If the Prymidian Paragon adds a psionic power to his spell list, he cannot normally augment it. However, if he has power points from another source, he may augment the spell by spending those power points as if he had spent power points to 'cast' the spell, treating his manifester level as equal to his caster level.

All spells and powers gained by a Prymidian Paragon in this way are considered arcane spells, regardless of their original type.

Spellcasting: At 3rd level, the Prymidian Paragon gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the paragon class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of Prymidian Paragon to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

A character without levels in a spellcasting class gains no benefit from this class feature.

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CHARACTER NAME _____ PLAYER _____
CLASS & LEVEL _____ PRYMIIDIAN RACE _____ ALIGNMENT _____ DEITY _____
M / _____
SIZE / TYPE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	RACIAL MODIFIER	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR								
DEX								
CON								
INT			+2					
WIS			-2					
CHA								

HP	AC	TOUCH	FLAT-FOOTED	INITIATIVE

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE							
REFLEX							
WILL							

BASE ATTACK BONUS	SPELL RESISTANCE

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
					RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)



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