

ENO

You're an eno, a member of a magically created humanoid cat race, but who made your kind and why is lost in the mists of time.

Your physical structure points to being a creation in a number of ways. Your upper body's skeletal structure is nearly identical to that of a human. Your larynx is well formed to speaking common and other languages. You also are likely to have long hair growing on your head. If female, you only have two mammalae, as the rest of the humanoid races do, unlike any of the natural felines in the world.

Still, your animalistic side shows through the thin veneer of civilization that your people have erected. You have an almost pathological aversion to getting wet, and swimming is out of the question. Likewise, metal is a rare and confounding material for your people - working with fire and forge is uncomfortable and the ringing of a smith's hammer is sharp and painful for you sensitive ears. Perhaps this aversion to smithing is tied up in your race's origins; whatever the reasons, metal items are a highly prized trade good to you and other enos. And then there's the subject of combat... it seems that you can't leave a downed opponent alone until you're certain that he's no longer a threat.

Common Personality Traits: Aloof, easily distracted, intimidating, oblique, practical, and prideful

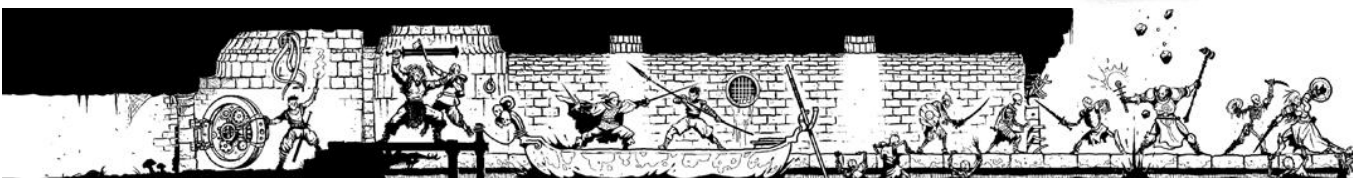
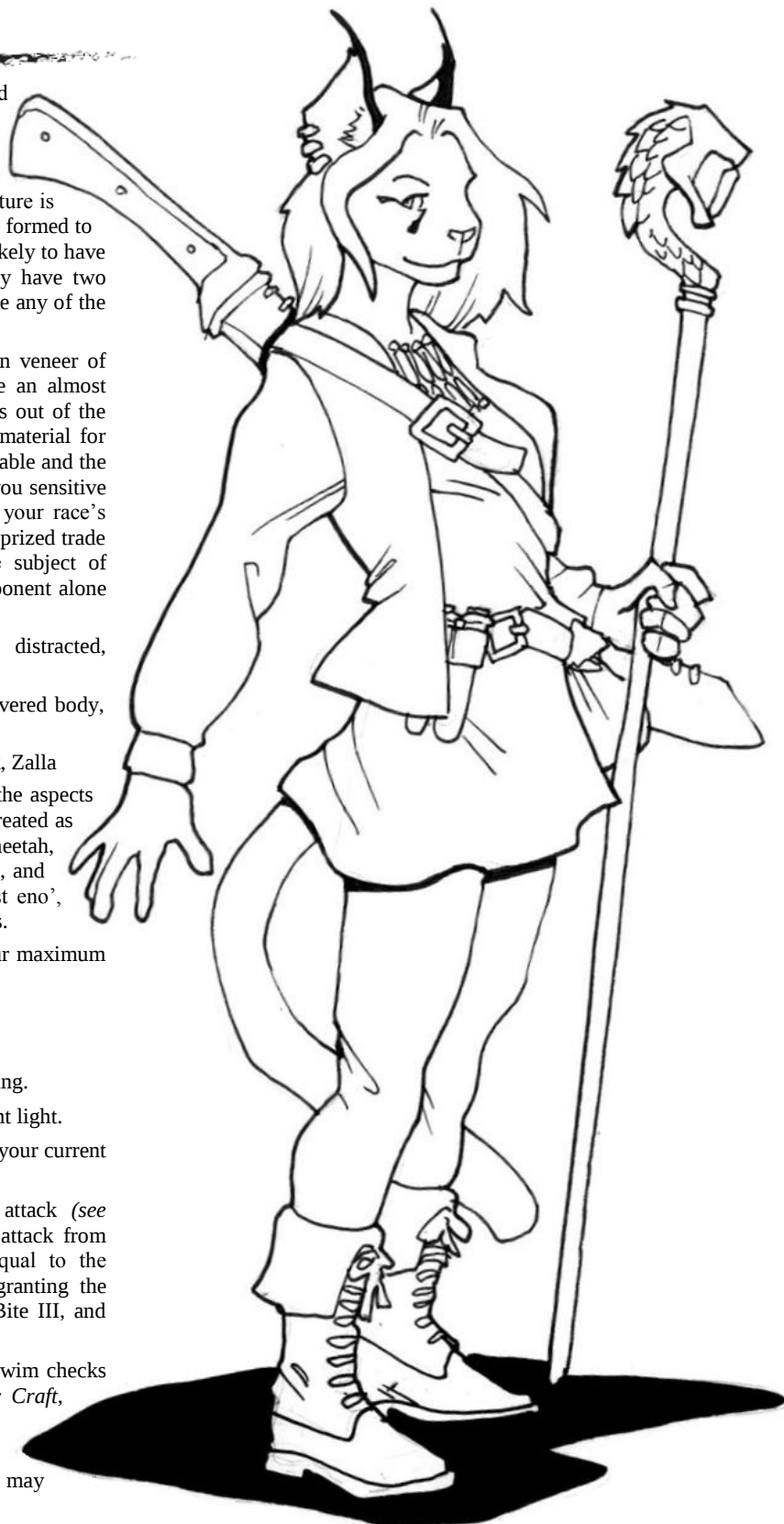
Common Physical Traits: Feline features, fur covered body, graceful movement, musty smell, retractable claws

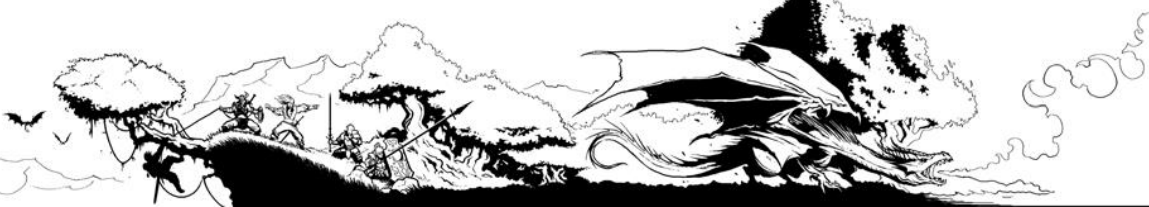
Example Names: Gwar, Janchur, Kawal, Suri, Tak, Zalla

Splinter Race Feats: Not true splinter races, but the aspects that an eno expresses after the Ralgan Mist ritual are treated as such by many other races. The aspects are Bobcat, Cheetah, Domestic, Jaguar, Leopard, Lion, Lynx, Ocelot, Puma, and Tiger. Unless you choose one of these, you're a 'lost eno', one who never underwent the ritual of the Ralgan Mists.

Type: Medium biped folk with a Reach of 1. Your maximum wounds equal your Constitution score.

- **Attributes:** +2 Dexterity
- **Base Speed:** 40 ft.
- **Cat Fall:** You suffer 1 less die of damage from falling.
- **Darkvision I:** You ignore the effects of dim and faint light.
- **Fixated:** You may not attack a new opponent until your current one is defeated or has escaped.
- **Natural Attack:** You gain the Claw I natural attack (see *Fantasy Craft*, page 235). If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Bite IV, Bite III, and Bite I become Bite V).
- **Restricted Actions:** Crafting (metalworking) and Swim checks you make are considered untrained (see *Fantasy Craft*, page 63).
- **Sharp Hearing:** Your hearing range increments are equal to your Wisdom score x 10 ft. Further, you may always act during a surprise round unless deafened.





ENO CULTURE, METAL, AND WEAPONS

The eno inability to work metal is an important, but difficult to understand part of the race's culture. Its reasons are both mental and physical, including an inefficient feline cooling system, the annoying din of hammers and acidic smells assaulting sensitive ears and noses, the distracting hypnotic flames, the dangers of singed or flaming fur... Many tribal elders even claim the basic bias is supernatural or magical due to the race's forgotten origins. For all these reasons (and more) enos do not produce metal items.

Eno tribes, therefore, have a distinct lack of metal items, including weapons. Thanks to their claws, this isn't as much of a hindrance for them as it could be; but they are intelligent, tool-using humanoids. The usefulness of metal as a material isn't lost on the eno – no, in fact metal weapons and armor are sought after and command high trade value with the cat-men. Remember, though, that just because enos have a pre-bronze age technology level, it doesn't mean they are stupid. Socially, enos are just as savvy as any other Player Character race, and will likely hoodwink anyone who treats them as backwards country bumpkins.

Enos, therefore make and use wooden weapons as a matter of course – including two that are unique to their culture (barring a heavy Asian influence on your campaign). These two “enoish weapons” are the boomerang and the tonfa. They also use the bola extensively as a racial weapon (but sharing it with other hunting cultures).

The bolas they use are similar to those of other races, but with a somewhat savage feel – the weights are often the skulls of small prey, packed with clay.

The boomerang and the tonfa, however, have unique forms that set them apart. Both weapons use the standard stats from the Fantasy Craft rulebook – only the form and design is changed to create a racial weapon.

The enoish tonfa (Enoish name: Rragleeth, or “blocking club”) is made from a single piece of wood, and its profile is rather “J” shaped. The curve of the J is the handle, while the top of the J is a spoon shape (for cradling the elbow) with a heavy knob of wood on the bottom of the “spoon” to help facilitate its use as a striking weapon.

The enoish boomerang (called a Rragthor, or “far club” by enos) is “Y” shaped, with all three arms being equally spaced around the center hub. The arms then widen out into a propeller/spoon-like shape. Enos typically carry three to five boomerangs resting between the shoulder blades, tucked into a bandoleer.

NEW ROGUE TEMPLATE

ENO (+6 XP)

Benefit: The NPC's Dexterity rises by 2, his base speed increases by +10 feet, he gains *darkvision I* and the *Claw I* natural attack. In most cases you should also avoid Crafting (metalworking) and Swim checks.

NEW SPECIES FEATS

The following new Species feats expand the abilities of enos in any campaign containing them as a character option.

ENO BLOOD

Really, this is just to be expected in a world that had cat-girls.

Prerequisites: Non-Eno Folk, Level 1 only

Benefit: Your Dexterity score rises by 1, you gain *darkvision I* (see *Fantasy Craft*, page 233), and you suffer 1 less die of damage from falling, and you may select feats as if you're an eno.

Special: You may only have 1 “Blood” feat. When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the requirement “Level 1 only.”

RALGAN MANIFESTATION

You have undergone the Ralgan Mist ritual and it has revealed your true self.

Prerequisites: Eno, Level 1 only

Benefit: Choose one of the following feline aspects.

- **Bobcat:** You gain the aspects of the most compact and surefooted of the wildcats. You ignore Speed penalties from terrain. Also, you gain 1 rank in Notice and a +1 morale bonus to all Notice checks. This rank cannot cause you to exceed your maximum ranks in Notice. Finally, you manifest bobcat-like physical characteristics.
- **Cheetah:** You gain the aspects of the swiftest feline known. Your base speed increases by +10 feet and you gain the *Superior Runner II* NPC quality. Finally, you manifest cheetah-like physical characteristics.
- **Domestic:** Your aspect reminds many of their cherished pet. Your Charisma increases by 1. Also, you gain 1 rank in Impress and a +1 morale bonus to all Impress checks. This rank cannot cause you to exceed your maximum ranks in Impress. Finally, you manifest the physical characteristics of any one of the hundred or so domesticated cat species.
- **Jaguar:** You take on the aspects of one of the stealthiest and most observant of the big cats. Your Wisdom increases by 1. Also, you gain 1 rank in Sneak and a +1 morale bonus to all Sneak checks. This rank cannot cause you to exceed your maximum ranks in Sneak. Finally, you manifest jaguar-like physical characteristics.

Leopard: Your aspects encompass that of the leopard, one of the most adaptable and competitive feline species in the world. You gain the *Superior Climber II* NPC quality. Also, you gain 1 rank in Survival and a +1 morale bonus to all Survival checks.



THE RALGAN MIST RITUAL

When an eno reaches puberty, his eyes turn a deep red. This condition lasted about a week and marks his time to endure the *Ralgan Mist* ritual.

The ritual lasts several hours (often up to a day) as the youth is locked in the misting hut. As he breathes in the mists, profound changes occur in his body and mind, and his “true form” is revealed by the mist. Some may bulk up considerably, and their fur becomes tiger striped. Others may take on more leonine features and their minds adapt to planning and leading. Whatever the result, it changes the eno fundamentally.

Not all enos undergo the ritual, though, and those who don’t appear to be bipedal humanoid calico cats. The “misted” enos refer to them as ‘lost’.

This rank cannot cause you to exceed you maximum ranks in Survival. Finally, you manifest leopard-like physical characteristics.

- **Lion:** You take on the aspects of the most noble of big cats. Your Charisma increases by 1. Also, you may improve the Disposition of any non-adversary eno NPC by 5. This ability can be used once per session per eno affected. Finally, you manifest lion-like physical characteristics.
- **Lynx:** Your coat thickens as you express aspects for surviving the artic. You gain Cold resistance 5. Also, you gain 1 rank in Survival and a +1 morale bonus to all Survival checks. This rank cannot cause you to exceed you maximum ranks in Survival. Finally, you manifest lynx-like physical characteristics.
- **Ocelot:** You express the aspects of one of the only cats that regularly swims for recreation. You gain 1 rank in Athletics and a +1 morale bonus to all Athletics checks. This rank cannot cause you to exceed you maximum ranks in Athletics. Also, Swim is no longer a restricted action for you. Finally, you manifest ocelot-like physical characteristics.
- **Puma:** Your aspects focus on the greatest feline jumper in the world. Your gain the *Superior Jumper II* NPC quality and your jumps are no longer limited by your height. Finally, you manifest puma-like physical characteristics.
- **Tiger:** You gain the aspects of the largest and most deadly of cats. You gain Thick Hide 2. Also, you gain 1 rank in Intimidate and a +1 morale bonus to all Intimidate checks. This

rank cannot cause you to exceed you maximum ranks in Intimidate. Finally, you manifest tiger-like physical characteristics.

RALGAN MATURATION

You have fully embraced your true self.

Prerequisites: Ralgan Manifestation

Benefit: Your chosen feline aspect gains the following additional abilities.

- **Bobcat:** When you benefit from cover, it increases by 1 grade (One-quarter becomes One-half, etc.) and your Wisdom increases by 1.
- **Cheetah:** Your base speed increases by +10 feet (for a total of +20) and your Dexterity increases by 1.
- **Domestic:** You gain the *Beguiling* NPC quality and your Intelligence increases by 1.
- **Jaguar:** The DCs of Tracking checks to follow your trail increase by 10 and your Wisdom increases by 1.
- **Leopard:** Your Panache rises by 2 and your Intelligence increases by 1.
- **Lion:** You gain Thick Hide 2 and your Strength increases by 1.
- **Lynx:** Your Cold resistance increases by +5 (for a total of 10) and your Constitution increases by 1.
- **Ocelot:** You gain the *Superior Swimmer II* NPC quality and your Charisma increases by 1.
- **Puma:** You gain Thick Hide 2 and your Dexterity increases by 1.
- **Tiger:** Your Claw natural attack increases by 1 additional grade (typically to Claw II) and your Constitution increases by 1.

RACIAL ARMOR AND WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction upgrade for the eno race.

ARMOR UPGRADE DESCRIPTIONS

Eno: Enoish armor is made to blend in with a given terrain, emulating their four-footed feline cousins.

WEAPON UPGRADE DESCRIPTIONS

Eno: Enoish weapons are typically made of a heavy hardwood, and can easily knock an opponent away with a solid hit.

Table X.X: Armor Upgrades (Craftsmanship)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Eno	—	+4 gear bonus with Sneak in 1 terrain	—	+1	—	—	—	+5	-25%	Primitive	+50%

Table X.X: Weapon Upgrades (Craftsmanship)

Name	Effect	Const	Comp	Weight	Era	Cost
Eno	Grants Shove trick (see <i>Fantasy Craft</i> , page 222)	—	—	+25%	Primitive	+100%



NEW MASTER CLASSES

There is one new master class that accompanies the addition of enos as a playable race to a campaign.

LEGENDARY ENO (MASTER)

Some say that Legendary Enos are a throwback to the race's savage roots, due in no small part for their propensity for mercilessly clawing and biting their foes. But they also show a smooth and practiced proficiency with the unique racial weapons made by the eno, proving they are simply the finest enoish warriors possible.

Depending on your campaign, a Legendary Eno could be...

- A wandering warrior, always ready to prove that skill makes enoish weapons as effective as the steel of other races
- A regal orator, who is also one of the finest unarmed combatants in the region
- A cunning hunter who protects tribal lands from the forest shadows
- A honey-tongued minx, mixing grace and cat-like allure to cover the fact that this kitten has claws
- A tribal war leader who undergoes a ceremonial Ralgan Mist ritual a second time... and expresses a striking new inner self, blended with his original aspect

Party Role: Combatant. You are the poster child for a savage, animalistic humanoid predator race. Of course your party role is combatant.

CLASS FEATURES

Requirements: Eno, Ralgan Maturation feat, Ralgan Maturation's bonused attribute 15+, Parry trick, Panache 4+, Heroic Renown 1+

Favored Attributes: Dexterity, Wisdom, Charisma

Class Skills: Acrobatics, Athletics, Intimidate, Notice, Search, Survival

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Were-Touched class skills for you.

Skill Points: 4 + Int modifier per level



Vitality: 12 + Con modifier per level

CLASS ABILITIES

Eno Epitome: You display many of the most renowned traits of your kind. At Level 1, you gain 1 additional Species feat. With GM permission, you may gain the Ralgan Manifestation feat a second time or any species feat that possesses the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, next page). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 additional Advanced Skill feat.

By Tooth And Claw: At Level 1, your gain the Bite I natural attack. Also, any time after this that you gain an increase in your Claw or Bite natural attack grade, you may apply to the other if you wish.

Table X.X: Legendary Eno

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+1	+2	+0	+1	+2	+0	+0	By tooth and claw, eno epitome
2	+2	+2	+3	+0	+1	+3	+0	+1	Tools of my people
3	+3	+2	+3	+1	+2	+4	+1	+1	Foot rake
4	+4	+2	+4	+1	+2	+5	+1	+1	By tooth and claw, living legend
5	+5	+3	+4	+1	+3	+5	+1	+1	Deadly grace



BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* ability and some of these feats involve radical physical transformations (e.g. the Swan Nation feat grants an elf a pair of wings). With GM approval, the *epitome* ability may allow a character to ignore the "Level 1 only" prerequisite when taking a Species feat, which can result in physical transformation after a character's been in play for a while. In these cases, the player and Game Master should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained "off screen," which places major body adjustments outside adventures and therefore most regular play. In settings where such events are exceedingly rare, the GM may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps ensure a preservation of the setting and a smooth progression of the story.

At level 4, you gain 2 natural attack grades, to be used for any claw or bite natural attacks you already possess.

Tools Of My People: At level 2, bolas, boomerangs, and tonfas on your person are considered armed at all times. Also, your species feats count as Melee Combat feats for use of the Parry trick.

Foot Rake: At Level 3, you gain an additional Claw I natural attack (separate from the Claw attack granted by your species). This raises your total natural attacks to 3 (claw, claw, bite), allowing you to flurry (see *Fantasy Craft*, page 235).

Living Legend: At Level 4, your starting action dice increase by 1.

Deadly Grace: At Level 5, your Appearance modifier rises by 1. Also, you gain Thick Hide 3. Finally, you gain a +5 bonus to reflex saves.

NPC CLASS ABILITIES

The following new class abilities from the Legendary Eno master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Tools of my people	3

Race, feats, craftsmanship, and Master Class design by Big Jim.
Art by pachycrocuta, RodEspinosa, and everwho of deviantART.

