



LPJ9715

RACES OF NEOEXODUS: GYNEASTA



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system

Crystalline scholars of all things arcane, the Cyneans are as mighty in mind as in body. While the psionically-inclined might expect the Cyneans to share their tendencies, these beings of living crystal are masters of magic, not mentalism. On Exodus, which is both their home and their only known haunt, they can ever be found seeking some mystical secret or long-lost spell.

PERSONALITY:

The iconic Cynean is as stoic and sedate as the rock crystal he so resembles. As a rule, these creatures are honorable and thoughtful. They are as slow to trust as to anger, though members of other races have come to trust in them. A Cynean's only passion is magic - and in this alone, he can be as fervent as the most fanatical human ideologue. Cyneans are often misunderstood by other races, who read either dullness or tranquility into their slow, deliberate way of thinking and their quiet nature. In fact, most Cyneans are constantly thinking, their crystalline minds leaping from one thought to the next at great speed; they simply prefer not to articulate their thoughts and feelings until they've finished mulling them over internally.

PHYSICAL DESCRIPTION:

Cyneans are orc-sized blocks of roughly humanoid crystal. A Cynean is nearly as wide as tall, and many who do not know of this race mistakenly believe them a species of indomitable warriors. Despite the oddities of his appearance, a Cynean is actually a living creature, not a construct or an elemental. In youth, a Cynean's body, which may be any color from rose quartz to jade, is light and almost entirely transparent. As the creature ages, his crystalline skin darkens and becomes more opaque; an ancient Cynean may be black as night and entirely solid to the eye.

RELATIONS:

Cyneans receive the respect - and occasionally fear - of the other races of Exodus. Known for their immense magical abilities, they are often sought out by spellcasters, particularly wizards, hoping to expand their mystical knowledge. Cyneans respect casters of all races; those who lack magical abilities, they treat with a kind of polite pity, as a human might a pauper or a cripple. Because Cyneans speak slowly and think things through thoroughly, they can grate on the nerves of those who prefer to think on their feet.

ALIGNMENT:

Cyneans often appear lawful to outsiders because the passions that rule them are quite alien, but in their own way they are creatures of instinct and obsession. Most Cyneans are split evenly between chaos, neutrality and good. Few Cyneans are lawful and fewer still are evil.

CYNEAN LANDS:

Cynean originated in Gavea but the majority of them have migrated to Koryth and the rest to the other highly populated areas of Abaddon, Cordel, Nas and Sametia in Exodus. Some of the braver Cyneans have even set up small outposts on the lands of Unthara.

RELIGION:

Cyneans believe their arcane studies have unearthed underlying principles agreed upon by most of the major religions of Exodus, and it is to these core principles they address their devotion. Cyneans believe in "life energy" permeating the planet and hope to see it increased; powers that destroy this "life energy," such as undeath, are anathema to them.

LANGUAGE:

Cyneans speak their own language, a slow but methodical and highly detailed tongue, and common.

NAMES:

Cyneans use different names for different purposes. A Cynean has a version of his family name, which is usually taken from an honored forefather; this is his name as far as outsiders are concerned. He also has a personal name, often a diminutive of his family name, which he uses only with the closest friends and relatives.

Male Names: Axo-Sal, Dema-Ma, Gals-Pa, Has-Ona, Kas-Bi, Xan-Ti, Yav-Ma.

Female Names: Boasx, Iska, Joia, Kaxis, Maqia, Qan.

ADVENTURES:

A Cynean adventures to acquire the magical knowledge so craved by his race. Many Cyneans live a life others would describe as adventurous; to a Cynean,

battling eldritch horrors, unearthing unimaginable secrets and wrestling with the fundamental forces of the universe is simply 'field research.'

CYNEAN RACIAL TRAITS

- **+2 Strength, +2 Constitution, -4 Dexterity:** Cyneans are extremely strong and hardy, but their hard exteriors make them less agile than most.
- **Medium:** As Medium creatures, Cyneans have no special bonuses or penalties due to size.
- Cynean base land speed is 30 ft.
- **Crystal Skin:** A Cynean has a +3 Natural Armor bonus to Armor Class due to his crystalline skin.
- **Force and Sonic Vulnerability:** A Cynean's body is particularly vulnerable to force and sonic damage. A Cynean suffers double damage from such attacks. Sonic effects that do not damage most creatures but harm glass or crystal objects damage Cyneans, but do not deal double damage.
- **Personal Arcane Energies:** A Cynean can use the magical power contained in his body to fuel a metamagic spell. He can spontaneously cast metamagic spells at their normal casting times.
- **Unusual Body Shape:** Cyneans are much bulkier and more heavily proportioned than most humanoid; armor for a Cynean costs twice as much as armor for a regular humanoid, and weighs half again as much.
- **Automatic Languages:** Cynean and Common. Bonus languages: Abyssal, Celestial, Draconic, Giant, Elven, Terran.
- **Favored Class:** Sorcerer. A multiclass Cynean's sorcerer class does not count when determining whether he takes an experience point penalty. Cyneans are naturally magical creatures to whom arcane power is both a right and a duty.

CYNEAN FEATS

Experienced Cyneans can improve their already formidable arcane powers by tying them more closely to the latent magic in their crystalline forms.

CRYSTAL RESILIENCE - CYNEAN

You can use your arcane energies to shore up the vulnerability of your crystalline body.

Prerequisites: Cynean, Charisma 13+, spontaneous caster level 1st.

Benefits: You suffer only 1.5x damage from force and sonic attacks.

Normal: Without this feat, a Cynean suffers double damage from force and sonic attacks.

CRYSTAL STRIKE - CYNEAN

You can channel magical energy into your unarmed strikes.

Prerequisites: Cynean, Improved Unarmed Strike, spontaneous caster level 2nd.

Benefits: When you hit with an unarmed strike, you may expend a number of spell levels equal to ½ your spontaneous caster level (*minimum 1*). For every spell level lost in this manner, your unarmed strike deals an additional 1d4 points of damage.

GREATER PERSONAL ARCAN E ENERGIES - CYNEAN, METAMAGIC

You can unleash a massive amount of arcane energy, but only at great risk to yourself.

Prerequisite: Cynean, Improved Personal Arcane Energies, spontaneous caster level 10th.

Benefits: You can increase a spell's level even beyond the limits of what you would normally be able to cast. For every spell level you would increase the base spell by beyond the level you could normally cast, you suffer 1d4+2 points of Con damage, in addition to any damage you may incur from using Improved Personal Arcane Energies to enhance the spell up to the level you could normally cast.

Regardless of the amount of damage incurred, you are Fatigued after using this feat. If you are already Fatigued, you become Exhausted.

IMPROVED CRYSTAL RESILIENCE - CYNEAN

Your arcane energies provide you with the flexibility and resilience of an ordinary, organic creature.

Prerequisites: Cynean, Charisma 15+, Crystal Resilience, spontaneous caster level 7th.

Benefits: You suffer normal damage from force and sonic attacks.

Normal: With only the Crystal Resilience feat, a Cynean suffers 1.5x damage from force and sonic attacks.

CYNEAN PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Mystic Body	
2	+1	+3	+0	+3		+1 level in existing class
3	+2	+3	+1	+3	Charisma +2	+1 level in existing class

IMPROVED PERSONAL ARCANE ENERGIES - CYNEAN METAMAGIC

You can channel your natural arcane power into a spell, sacrificing a portion of your life energy to achieve the desired effect.

Prerequisite: Cynean, one other Metamagic feat, spontaneous caster level 3rd.

Benefits: You may expend your health rather than a higher level spell slot to spontaneously cast a metamagic spell. For every spell level you would increase the base spell by, you instead suffer 1d2+1 points of Constitution damage. This damage heals normally.

This feat cannot increase a spell's level beyond the level you could ordinarily cast.

Special: If you have no Constitution score, you suffer Charisma damage instead. Regardless of what ability score it affects, if the damage from this feat is prevented, you do not gain its benefits.

IMPROVED TERRAN SORCERY - CYNEAN

You have learned to combine your physical and spiritual powers in a cohesive, irresistible whole.

Prerequisites: Cynean, Charisma 15+, Constitution 17+, Terran Sorcery, spontaneous caster level 13th.

Benefits: You can add your Charisma and Constitution modifiers together for purposes of bonus spells, spell DCs and Use Magic Device skill checks.

TERRAN SORCERY - CYNEAN

Your body is the vessel of your magical powers; by enhancing the one, you enhance the other.

Prerequisite: Cynean, Charisma 13+, Con 13+, spontaneous caster level 4th.

Benefits: You can substitute your Constitution modifier for your Charisma modifier for purposes of bonus spells, spell DCs and Use Magic Device checks.

CYNEAN PARAGON

CLASS INFORMATION

The following information pertains to the Cynean Paragon class.

HIT/DIE

The Cynean Paragon gains 1d8 hit points per level. The character's Constitution modifier applies.

CLASS SKILLS

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

Climb (*Str*), Craft (*Int*), Concentration (*Con*), Decipher Script (*Int*), Knowledge (*arcana*) (*Int*), Knowledge (*the planes*) (*Int*), Spellcraft (*Int*), Use Magic Device (*Cha*).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Mystic Body: A Cynean Paragon develops the mystical energies flowing through his crystalline structure. He gains an enhancement bonus to AC equal to his class level. This bonus does not stack with the enhancement bonus from magical armor, although it does with the enhancement bonus from a shield. This is a Supernatural (*Su*) ability.

Spellcasting: At 2nd and 3rd levels, the Cynean 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 Cynean 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.

Charisma Increase: A Cynean Paragon gets +2 Charisma at 3rd level.

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CLASS SKILL	SKILLS					MAX RANKS
	(CLASS/CROSS-CLASS)					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	

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

■ 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.)

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

SPELLS

[illegible]

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 MAX LOAD	PUSH OR DRAG 5 MAX LOAD

MONEY

CP—
SP—
GP—
PP—

FEATS

SPELLS

DOMAINS/SPECIALITY SCHOOL:

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

7%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0:	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1st:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9th:	<input type="text"/>	<input type="text"/>

LANGUAGES

Initial Languages = Common + racial languages + one per point of Int Bonus

Common and Cynean

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