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RACES OF NEOEXODUS: ENUKA



WRITTEN BY JOSHUA COLE

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RACES OF NEO-EXODUS: ENUKA

The most primal and barbaric of the savage humanoids have nothing on the Eukas. Eukas are ferocious creatures of the wild lands, animalistic predators blessed with humanoid form and intelligence. This combination has not softened their instincts for battle and the hunt, but it has given them a fatalistic warrior culture well suited to their savage natures.

PERSONALITY:

Most Eukas are fierce, dour creatures, observing the world through the lens of predator and prey and seeing themselves at the top of the food chain. They are capable of surprising kindness to their own and shocking brutality to non-Eukas or members of a rival tribe, of great mirth and melancholies. An Euka does not understand concepts such as mercy or pity, but nor is he actively cruel; he kills for food, honor or to send a message, not with the relish of the sadist but with the terrifying practicality of nature.

PHYSICAL DESCRIPTION:

Eukas are massively built humanoids, covered in thick, tough fur and with animalistic features. Only their apish faces are bare. Curling, ram-like horns sprout from males' heads. In addition, individual Eukas have greatly varying features, as though the entire race were a sort of testing ground for savage gods. Powerful claws, armored exoskeletons - even gills are not unknown among the Euka.

RELATIONS:

Other races are wary of the Eukas, and with good reason! Eukas in their own lands are fiercely territorial. Most tribes are willing to allow strangers passage, hunting, or other resources, or even to trade - provided the outsider comes openly to the Eukas and asks them for these boons. In Euka territory, it is difficult to ask permission, but impossible to ask forgiveness; anyone who, through ignorance or malice, fails to appeal to the creatures before entering what they consider their lands faces only death. Eukas abroad are rare, but when they travel they are at turns mystified and disgusted by the civilized world.

ALIGNMENT:

Most Eukas are True Neutral, Chaotic Neutral or Chaotic Evil, but they run the gamut of chaotic and neutral alignments. Few are lawful.

ENUKA LANDS:

Euka dwell in the remote wilderness of Exodus. Most inhabit the undeveloped lands of Koryth, as far from cities and farms as they can get - or perhaps the citizens and farmers settled far from them!

RELIGION:

Eukas are fatalistic regarding life and death. They acknowledge no higher power than the greatest predator, no life beyond the short, passionate existence on the mortal plane. While this nihilism would crush most other races, the Eukas hardly seem to care.

LANGUAGE:

Eukas speak their own tongue. Those who leave their tribes or deal with outsiders also speak common. Occasionally, Eukas learn the tongues of minotaurs or the savage humanoids.

NAMES:

Euka names are descriptive, and they prefer to have outsiders address them by the meaning rather than the sound. When in foreign lands, a Euka translates its name into the local language. Eukas may go through several names as they achieve new heights of prowess: Lizard-Leaper as a child, Elk-Gnasher as a hunter, Troll-Killer after a victory in battle, and so on.

ADVENTURES:

Eukas are well suited to a life of adventure. If choice or circumstance push an Euka from his tribe, he will often gravitate toward adventuring circles, finding in the life-and-death play of sword and claw the closest analogue to his life in the wilderness.

ENUKA RACIAL TRAITS

- +2 Strength, +2 Constitution, -4 Intelligence, -2 Charisma: Euka are neither smart nor personable - but they are prodigiously strong and tough.

RACES OF NEOXODUS: ENUKA

- **Medium:** As Medium creatures, Euka have no special bonuses or penalties due to size.
- Euka base land speed is 30 ft.
- **Low-light vision:** Eukas can see twice as far as humans in starlight, moonlight, torchlight and conditions of similarly poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Mutations:** For creatures so high on the scale of life, Eukas are remarkably protean. An Euka character begins play with two of the following mutations:
 - o **Acid Spray:** The Euka possesses highly corrosive spittle, which he can launch at nearby opponents. As a standard action, the Euka can spit acid. He can use this ability a number of times per encounter equal to his Constitution modifier (*minimum 1*). The spray has a range of 10 ft and deals 1d6 points of acid damage (*Reflex DC 10 + ½ the Euka's hit dice + the Euka's Constitution modifier for ½ damage*). The Euka is immune to his own acid spray, but not to that of other Eukas. An Euka may select this mutation multiple times. Each time he does so, the damage increases by 1d6.
 - o **Blinding Spit:** The Euka's spittle can cloud the eyes of his enemies. As a standard action, the Euka can spit this blinding substance a number of times per encounter equal to his Constitution modifier (*minimum 1*). It has a range of 10 ft. The target must make a Reflex save (*DC 10 + ½ the Euka's hit dice + the Euka's Constitution modifier*) or be Blinded for 1 round. An Euka that also has the acid spray mutation can combine the two in a single attack, expending a use of both. The Euka is immune to his own blinding spit, but not to that of other Eukas. An Euka may select this ability multiple times. Each time he does so, the duration of the Blindness increases by 1.
 - o **Claws:** The Euka sports powerful claws, which he can use to rend and tear enemies. Each claw does 1d4 points of damage + ½ the Euka's Str modifier. He can attack with both claws as primary natural weapons, or with one claw as a secondary attack (*at -5*) while wielding a weapon in his other hand. The Euka suffers a -2 penalty on Dexterity-based skills requiring fine manipulation, such as Disable Device, Open Locks and Use Rope.
 - o **Climbing Spurs:** The Euka's feet and hands are equipped with piton-like spurs. The Euka has a Climb speed equal to ½ its base land speed. He gains a +8 bonus on Climb checks and can always take 10 on a Climb check, even if rushed or threatened.
 - o **Exoskeleton:** The Euka's body is covered with a hard, resilient carapace. This grants him a natural armor bonus of +2. Euka with this mutation must pay double for manufactured armor, as they are difficult to fit. An Euka can select this ability multiple times; each time it is taken after the first, it grants a further +1 bonus to natural armor.
 - o **Fangs:** The Euka has sharp fangs. The Euka's fangs deal 1d6 damage plus his Str modifier. He can attack with his fangs as a primary natural attack or as a secondary attack (*at -5*) while wielding a manufactured weapon. An Euka with the blinding spittle or acid spray mutations deals an additional 1d4 points of acid damage with his bite, or 2d4 if he possesses both mutations.
 - o **Gills:** The Euka can breathe water as well as air. A gilled Euka can remain underwater indefinitely and gets a +2 racial bonus on Fortitude saves against inhaled or ingested poisons.
 - o **Keen Nose:** The Euka's senses are honed to a razor edge. The Euka's senses are so acute, he can track prey by scent. This ability allows him to detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can identify familiar odors just as a human does familiar sights. When he detects a scent, the precise location of the source isn't discovered, only its existence somewhere within the ability's range. The Euka can take a move action to discover the direction of the scent, and if he comes within 10 feet of the source, he can pinpoint its location. An Euka who has the Track feat can follow tracks by smell, making Survival checks to find or follow a trail. The typical DC for a fresh trail is 10 (*regardless of the surface that holds the scent*). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures producing the odor, and the age of the trail. For each hour that the trail grows cold, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Eukas tracking by scent ignore

ENUKA PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+1	+0	Directed Evolution
2	+2	+3	+2	+0	Ability Increase
3	+3	+3	+2	+1	Ability Increase, Directed Evolution

the effects of surface conditions and poor visibility.

- o **Long Tongue:** The Enuka's tongue is exceptionally long and powerful, and secretes a stick substance. The Enuka can use its tongue to make touch attacks. The tongue has double the creature's normal natural reach and can initiate a special maneuver such as a grapple or disarm attempt, but it cannot hold a weapon or other object, nor does it deal any damage.
- o **Prehensile Tail:** The Enuka's tail can manipulate objects, including weapons. An Enuka with a prehensile tail can use it to hold a secondary weapon or other object, just as though using its off hand.
- o **Quills:** The Enuka can launch sharp quills from his body. As a standard action, the Enuka can loose a volley of quills at a single creature within 30 ft, with no range increment. The Enuka must succeed at a ranged attack against the target. If successful, he deals 1d8 points of piercing damage. An Enuka can use this ability a number of times per encounter equal to his Constitution modifier (*minimum 1*).
- o **Webbed Feet:** The Enuka's feet and hands have thick webbing that helps him move in water. An Enuka with webbed feet gains a Swim speed equal to his base land speed. He also gets a +8 bonus on Swim checks to perform some special action or avoid a hazard. He can always take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.
- **Automatic Languages:** Enuka and Common. Bonus languages: Giant, Gnoll, Minotaur, Orc.
- **Favored Class:** Barbarian. A multiclass Enuka's barbarian class does not count when determining whether he takes an experience point penalty.

Eukas are primal savages, closely in tune to the ferocity and rage of nature.

ENUKA FEATS

Eukas can further develop their natural gifts as they increase in level. An Enuka who follows this path eschews the talents available to any character in favor of those unique to his savage race.

ADDITIONAL MUTATION

Your body has developed additional abilities over time.

Prerequisites: Enuka, character level 6th.

Benefits: You gain an additional ability from the Mutations list.

Special: You may select this feat multiple times. Each time, select a new Mutation.

SAVAGE FRENZY

You are terrifyingly fierce when angered, fighting like a blood-maddened animal.

Prerequisites: Enuka, Rage or Frenzy class feature.

Benefits: You may remain in a rage or frenzy for the duration of an encounter.

At the end of the encounter, you suffer 1d6 points of damage for every round you remained in a rage or frenzy beyond its normal duration; this damage cannot be prevented.

MUTATION FOCUS

Your natural abilities are unusually potent.

Prerequisites: Enuka, at least one Mutation with a save DC, character level 3rd.

Benefits: The DC of one of your Mutations that allows a save increases by 2.

Special: You may select this feat multiple times. Each time, it applies to a different Mutation.

ENUKA PARAGON

The Euka Paragon focuses on developing his natural abilities, becoming a master of self-directed evolution. As the exemplar of his race's natural abilities, he is greatly respected by his people; many Euka chieftains have levels in Euka Paragon.

Euka Paragons are rarer among those Eukas who have been driven from their native lands to a life of adventure, but hardly unknown. Because they are even more savage in appearance and, often, in attitude, outsiders tend to be especially wary of an Euka Paragon.

CLASS INFORMATION

The following information pertains to the Euka Paragon class.

HIT/DIE

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

CLASS SKILLS

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

Climb (*Str*), Hide (*Dex*), Jump (*Str*), Listen (*Wis*), Move Silently (*Dex*), Spot (*Wis*), Survival (*Wis*) and Swim (*Str*).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Directed Evolution: An Euka Paragon learns to develop his racial mutations. At 1st level and again at 3rd level, he selects an additional ability from the Mutations list.

Ability Increase: At 2nd level and again at 3rd, an Euka Paragon gains +2 to one of the following abilities (*his choice*): Strength, Dexterity, Constitution or Wisdom.

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