

KURVISH

Giant lumbering boulders of creatures, the Kurvish are tough as stone, literally. Where in the vast mountain ranges of Golarion they come from, no one knows but several unsuccessful expeditions have been made to locate a settlement. They tend to be quiet, ponderous creatures who seek adventure. The more dangerous, the better seems to be their motto.

Kurvish wander into society from time to time seeking a quest that will signify their ascent into adulthood. Uncommonly strong, they make good but slow laborers and are always thirsting to prove themselves. Mostly found in settlements near mountains but seen occasionally in Absalom. Once they determine that they have achieved whatever they deem necessary to qualify for adulthood, they return to the mountains, typically never to be heard from again.

This thirst to prove themselves drives a seemingly endless amount of energy regardless of how slow they spend it.

If you want a character who is tough and mysterious, you should play a Kurvish.

PHYSICAL DESCRIPTION

As if hewn from the stone itself, a Kurvish's skin is tough, coarse and looks like rocks and pebbles smashed together. Their colorings tend to match the rock in the closest mountain range but can vary from light grey to black. Most Kurvish have a variety of colors patched or swirled in with their main color providing excellent camouflage in rocky terrain. Large creatures, they stand around seven feet tall. While humanoid in appearance, telling male from female is nearly impossible except that the men tend to get a mossy looking growth on their chins. They have no hair and wear whatever they pick up that fits. Therefore, seeing them about with sheets or curtains slung in various ways over their bodies is the most common and lends to the belief that among their own kind, they wear nothing at all. Nobody who has seen them finds this shocking as regular clothing and armor looks very out of place on them.

Kurvish live an unknown amount of time. Most are out among the rest of society between 100 and 150 years old.

All armor must be custom made to their misshapen bodies so add 50% of cost to all armor purchases.



by Paul Adrian Alejo

SOCIETY

The exact population of Kurvish or their origins as a species is unknown. No one has ever seen a settlement. Or if they have, they didn't recognize the odd assortment of rocks as a settlement. Kurvish are quiet but earnest and hardworking. They rarely speak of family or a past, always focused on the task at hand. Though rarely found working purposely with another Kurvish, they display loyalty to their kind and those they see as hard workers. They look down upon (literally and figuratively) the lazy and indolent which leads many to question what they do in the mountains.

ALIGNMENT AND RELIGION

Kurvish tend to obey laws as they learn them but until instructed, they do whatever will help them achieve adulthood. The longer a Kurvish is among society the more lawful they tend to be. However, they find a lot of grey area and justification for acts that suit their goal of reaching adulthood. Though they don't seem to worship any god at first, some Kurvish gravitate towards gods of nature like Erastil and Gozreh.

NAMES

The actual names of Kurvish are usually only heard by the first person they meet. It is described as sounding like an earthquake. Whatever name they are called first is the name they take until they return home.

STONE SKIN SHIELD

The skin on your arms is naturally hard as rock. Using a single action you can raise an arm defensively granting you a +1 circumstance bonus to your AC until the beginning of your next turn.

KURVISH HERITAGES

Coming from mountains made of different kinds of rock and climates gives Kurvish some variety. Choose one of the following Kurvish heritages at 1st level.

LAVA ROCK

You come from a volcanic region of the planet and are used to high heat. This grants you heat resistance equal to half your level (minimum 1).

PEAK ROCK

Born in the highest peaks you are unaffected by high altitudes and used to cold temperatures. You gain cold resistance equal to half your level (minimum 1).

PUMICE ROCK

Your mountains were formed with bubbles in the stone. Like them, you are lighter. You have a run and swim speed of 25 feet.

OBSIDIAN ROCK

Born of the internal fires bathed in water, your skin is black and smooth. You have a +1 bonus to AC against ranged attacks that stacks on your other AC bonuses.

GEM STONE

Rare among Kurvish, your skin looks made of precious stones. Most "commonly" seen are emerald and ruby but diamond, sapphire and amethyst have also been recorded. Magic dances through the facets of your skin. Once per day you can channel all the magic in your skin and cast Color Spray.

Hit Points

10

Size

Medium

Speed

20 feet

Ability Boosts

Constitution
Intelligence
Free

Ability Flaw

Dexterity

Languages

Common
Rumble
Additional
languages
based on
Intelligence
modifier.

Traits

Kurvish
Humanoid

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a Kurvish, you select from the following ancestry feats.

1ST LEVEL

ROCK READER FEAT 1

The mystics of your group taught you to read the earth. By looking at the stones and dirt wherever you are, you can determine recent events at that location. You automatically succeed at perception checks for this information but only can discover the last thing to happen.

STONE WALL FEAT 1

Your group traversed the high ridges in fierce winds. You gain a +1 circumstance bonus on saving throws for any action or spell that would move you. On failure, you move 5 feet less than the prescribed distance.

STONE WILL FEAT 1

History proclaims the persistence of your ancestors in settling your mountain home. Your resolve is unwavering too. You have a +1 circumstance bonus to Will saves.

ROCK THROW FEAT 1

Trained from a young age in the arts of heaving stone, you can throw rocks 30 feet as a ranged bludgeoning attack. You use your STR bonus instead of Dex on the attack. Damage is 1d4 plus your STR bonus.

LONG MEMORY FEAT 1

Like the rocks you resemble your knowledge of stories from many different cultures is vast. From sitting around the fire and hearing the stories of the adults. You are an expert in Lore : History and trained in Diplomacy.

CAVE DWELLER FEAT 1

Unlike others of your kind, you were born deep in the earth. Roaming through the blackness focused your eyes. You have Darkvision.

5TH LEVEL

STONE HURLER FEAT 5

Prerequisites Rock Throw

Your strength and skill have improved. Increase the range to 60 feet and the damage die to 1d6.

ARMOR ADAPTATION FEAT 5

In order to survive you've taken to wearing armor and are now accustomed to it. You are now trained in the next level of armor. If you are trained in light, you are also now trained in medium. Already trained in medium, you are now trained in heavy.

WORK HORSE FEAT 5

Your labors and adventures have made you stronger. Increase your bulk carrying capacity by 2.

9TH LEVEL

MIND OF STONE FEAT 9

Your mental acuity is on par with your physical prowess. Will save results are one level higher. Success = Critical Success, Failure = Success, Critical Failure = Failure.

BOULDER ROLL FEAT 9

See Dwarf ancestry feat but add 1d6 to the damage.

13TH LEVEL

SECOND SKIN FEAT 13

Too many battles to remember have passed before your eyes. Your armor has served you well. You've hiked in it, eaten in it and slept in it. You are now an expert in any one armor type. You also take no penalties when sleeping in that armor type.

BLUDGEON EXPERTISE FEAT 13

Your Kurvish affinity blends with your class training granting greater skill with bludgeoning weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons you also gain that proficiency with bludgeon weapons.