

3 SIMIAN RACES

Sometimes rules supplements read like the world-setting bible of frustrated novelists. Although solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs, and each one gives the bare bones of a set of related options. It might be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand holding—they just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



THE HIGH CONCEPT: All the rules you need to add three new fantasy simian races to your campaign, in whatever capacity you want them.

MANGANI

Mangani are a powerful race of gorilla-like warriors.

MANGANI RACIAL TRAITS

+2 Str, +2 Con, -2 Int, -2 Cha: Mangani are powerful and stout, but lack much capacity for deep thought or subtle planning.

Medium: Mangani are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Mangani have a base speed of 30 feet.

Low-Light Vision: Mangani see twice as far as humans in conditions of dim light.

Powerful Build: Mangani have extremely thick frames and heavy, corded muscles which increase their ability to lift objects and gives them a fearful appearance. When determining a mangani's carrying capacity, treat its Strength score as if it was 4 points higher. Mangani also receive a +2 racial bonus to Intimidate checks.

Aggressive Display: Mangani gain Dazzling Display as a bonus feat, even if they do not meet its prerequisites, and do not require a weapon to use the feat.

Natural Climber: Mangani gain a +1 racial bonus to Climb checks, and may take 10 on Climb checks even if stress and distractions would normally prevent them from doing so.

Languages: Mangani begin play speaking Common and Aklo. Mangani with high Intelligence scores can choose any of the following bonus languages: Giant, Goblin, Gnoll, Orc, and Sylvan.

SHIFT

Shift are an eldritch race of cunning ape-men who can take on human appearance.

SHIFT RACIAL TRAITS

+2 Con, +2 Cha, -2 Str: Shift are natural survivors, adapted to survive harsh conditions and build strong

coalitions among their allies (or servants), but they lack the physical power of other creatures their size.

Medium: Shift are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Shift have a base speed of 30 feet.

Darkvision: Shift have darkvision with a range of 60 feet.

Man Form: Shift can use alter self as a spell-like ability a number of times per day equal to 3 + Charisma modifier (minimum 1/day). A swift may only use this ability to take the form of a human, and uses its character level as the ability's caster level. The ability does not grant a size bonus, and has a duration of 30 minutes +10 minutes/level.

Natural Climber: Shift gain a +1 racial bonus to Climb checks, and may take 10 on Climb checks even if stress and distractions would normally prevent them from doing so.

Languages: Shift begin play speaking Common and Aklo. Shift with high Intelligence scores can choose any of the following bonus languages: Giant, Goblin, Gnoll, Orc, and Sylvan.

WUKONG

Wukong are a race of sentient, sapient monkeys with the power of speech and hands capable of fine manipulation.

WUKONG RACIAL TRAITS

+2 Dex, +2 Int, -2 Wis: Wukong are nimble and clever, but often foolish and prone to allowing their curiosity overcome good sense.

Small: Wukong are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Wukong have a base speed of 20 feet.

Low-Light Vision: Wukong see twice as far as humans in conditions of dim light.

Prehensile Toes: Wukong can use their feet in much the same way humans use hands. Wukong can hold and use tools or weapons, write, make skill checks and even attacks with items held in their feet. They can't do this on any round they use their feet for movement (such as walking), and take a -2 penalty to any attack roll, ability check, or skill check made by using their feet for such actions. Wukong cannot use their feet to fulfil the somatic component of spells, and cannot gain more than one off-hand attack in a round by holding weapons in their feet.

Tail: Wukong have tails, giving them a +2 racial bonus to Acrobatics checks.

Natural Climber: Wukong gain a +4 racial bonus to Climb checks, and may take 10 on Climb checks even if stress and distractions would normally prevent them from doing so.

Languages: Wukong begin play speaking Common and Sylvan. Wukong with high Intelligence scores can choose any of the following bonus languages: Aklo, Giant, Goblin, Gnoll, and Orc.

PRIMATE FEATS

BRACHIATE

You can easily climb and swing about.

Prerequisite: Racial bonus to Climb checks.

Benefit: You gain a Climb speed equal to half your normal movement rate.

PREHENSILE TAIL

You can use your tail to hold objects.

Prerequisites: Member of a race with a tail.

Benefit: You can use your tail to hold a single object you could hold using just the forefinger and thumb of one hand. You cannot use weapons or tools held in your tail, but you can use magic items such as wands and rods held in your tail as if they were held in your hand. You can also hang by your tail, though you cannot move while climbing by using your tail alone.

WE ERR ON THE SIDE OF AWESOME!

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