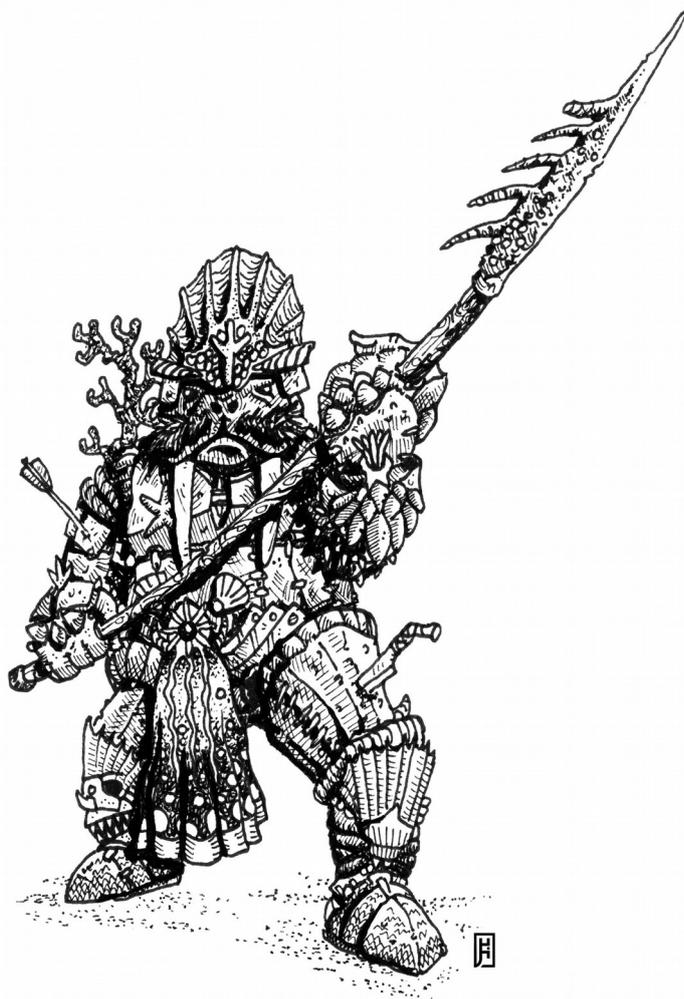


This document details the progression and details for the walrusfolk.



## Walrusfolk

**Description:** Hailing from the unforgiving shores of the cold north, walrusfolk are a rare sight on the temperate coasts of more civilized climates. The few travellers who have returned from their native lands describe a culture of hospitable but hardy survivalists, who live in small, semi-nomadic tribes among the snow and the ice of the boreal shorelands. Hunting and fishing are the walrusfolks' main forms of subsistence, with a largely pescatarian diet supplemented by hunted meat and gathered seaweeds. Walrusfolk are semi-aquatic and extremely resistant to cold, perfectly adapted to their environment.

Walrusfolk live in small, tight-knit familial tribes. Major decisions are made communally, with the elder members of the tribe garnering more respect and political power. Connections between tribes are limited by the climate, and conflicts are rare as belligerence is disruptive and resource intensive. However, when aggressive response is warranted it is swift and efficient. Infringing human settlements have sometimes simply disappeared without a trace, and prospective settlers and travellers to the north are warned to respect the traditional hunting and fishing grounds of the walrusfolk, lest they draw the ire of the locals.

Religious and spiritual practices revolve around shamanistic nature worship and ancestor veneration. Most walrusfolk tribes claim a cave near the sea as their burial ground, while others practice some form of sky burial, or give their dead to the sea. A few tribes have adopted the worship of Pelagia or other maritime deities from proselytizing visitors, but this remains a rare practice, and rarely fully supplants the native beliefs and forms of worship.

Walrusfolk are sometimes found among the crew of far ranging sailing vessels, usually by choice but rarely as slaves. They rarely wander deep inland, as their physical configuration heavily favours watery environments. Their survival skills are unparalleled in their native environment, and translate well to a life of maritime adventure.

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**Hit Points:** Walrusfolk gain 1d12 hit points per level; because they are exceptionally hardy and tough, a walrusfolk character may roll two dice and pick the higher result when rolling.

**Weapon training:** Thriving where other peoples and races find simple survival a challenge, the walrusfolk are skilled at crafting what they need from driftwood, stone and bone, and metal weapons and armor are rare heirlooms and treasures. Consequently, walrusfolk have experience with light armor and simple weaponry, such as spears, javelins, slings clubs, axes and daggers.

**Alignment:** Generally living in harmony and balance with nature - however harsh that may be - walrusfolk tend towards a neutral alignment, although lawful tendencies are not uncommon. Chaotic walrusfolk are often struck with an insatiable wanderlust, leaving their tribal societies behind in order to explore the world beyond the cold coasts of the north.

**Walrusfolk occupations:** The survival of walrusfolk tribes depends on hunting and fishing, and while competent in both activities, most members show a personal preference for one or the other. When generating a walrusfolk character, roll for occupation as normal, but substitute menial labour occupations (such as farmer, miller and miner) with fisher, and replace more specialized occupations (such as blacksmith, cooper and glassblower) with hunter. All such alterations are of course done at the Judge's discretion, and overlap does of course exist - not all occupations need be altered at all.

**Darkvision and underwater senses:** Walrusfolk have a darkvision of 30'. While underwater, they can sense movement in the water at a range of 60' and have an enhanced sense of smell to a range of 100' (able to recognize blood and prey animals, for example).

**Movement:** Walrusfolk are hardy and tough, but not very nimble on land. Their movement speed while on foot is 20', and they have a 40' swim speed.

**Clumsy on land, agile in water:** Due to their bulky form and fin-like appendages, walrusfolk are at a disadvantage when performing agile activities. Any activities requiring acrobatic feats or bodily finesse are rolled at -1d (tumbling, leaping, climbing and such). These penalties are reversed in aquatic environments, where the walrusfolk enjoy a +1d on all such checks and saving throws. Additionally, walrusfolk can easily actively operate underwater for a number of minutes equal to their Stamina, twice that if simply remaining inactive.

**Tough hide:** Walrusfolk have a tough hide and a thick layer of blubber under it. This translates to a distinct advantage in combat situations and cold climates. All hit point damage caused by slashing or bludgeoning sources is reduced by half, and all hit point or attribute damage from cold sources is similarly halved.

**Hidden rage:** Walrusfolk are generally amicable and hard to anger, but when pushed too far can release terrible fury on their foes. After suffering damage, a walrusfolk character can enter a rage, which lasts until all foes in the immediate vicinity are slain. While enraged, the walrusfolk will not accept surrender, and will at least attempt to pursue any fleeing opponents. Raging has the following effects:

- The walrusfolk's actions are limited to the brutal destruction of their enemies.
- They gain temporary hit points equal to twice their level.
- The character gains access to a Rage Die. The Rage Die works exactly like the warrior's Deed Die (DCC rulebook pg. 88). This die is in addition to their regular combat bonus.
- They may add their level to all of their saves.
- When exiting the rage state the barbarian loses all of their temporary hit points (which may bring them below 0).

**Animal empathy:** The walrusfolk are at one with nature, and commune with animals with ease. This ability can be used to command, woo or frighten animals. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the character's result. See table below.

<b>Level</b>	<b>Attack</b>	<b>Rage Die</b>	<b>Crit Die</b>	<b>Crit Table</b>	<b>Action Die</b>	<b>Animal Empathy</b>	<b>Fort</b>	<b>Ref</b>	<b>Will</b>
1	+1	+ d4	d16	III	d20	+ 2	+ 2	+ 0	+ 0
2	+2	+ d5	d20	III	d20	+ 2	+ 3	+ 0	+ 1
3	+2	+ d6	d24	IV	d20	+ 3	+ 4	+ 1	+ 1
4	+3	+ d6	d24	IV	d20 + d12	+ 4	+ 4	+ 1	+ 2
5	+3	+ d7	d30	IV	d20 + d14	+ 5	+ 5	+ 2	+ 3
6	+4	+ d8	d30	V	d20 + d16	+ 6	+ 5	+ 2	+ 4
7	+4	+ d10	2d20	V	d20 + d16	+ 7	+ 6	+ 2	+ 4
8	+5	+ d10	2d24	V	d20 + d16	+ 8	+ 6	+ 3	+ 5
9	+5	+ d12	2d24	V	d20 + d20	+ 9	+ 7	+ 3	+ 5
10	+5	+ d14	2d24	V	d20 + d20 + d14	+ 10	+ 8	+ 3	+ 5

**Languages:** Roll d100 (re-roll duplicates): (01-04) Alignment tongue; (05-08) Chaos; (09-12) Neutrality; (13-16) Law; (17-20) Dwarf; (21-24) Bugbear; (25-28) Goblin; (29-32) Harpy; (33-26) Minotaur; (37-40) Ogre; (41-44) Orc; (45-48) Troglodyte; (49-52) Centaur; (53-56) Pixie; (57-60) Giant; (61-64) Griffon; (65-68) Yeti; (69-72) Selkie; (73-76) Bear; (77-80) Eagle; (81-84) Seal; (85-88) Wolverine; (89-92) Wolf; (93-96) Reindeer; (97-00) Elk.

**Action dice:** Walrusfolk use their action dice on attack rolls and skill checks.

**Titles:** Walrusfolk treat titles differently from most other cultures: past deeds are rarely remembered in this fashion, but titles used by walrusfolk are essentially promises made by the carrier of the name, usually in elaborate ceremonial performance in front of the tribe. They represent specific goals the carrier strives towards or oaths describing their life goals. For example, a character named *Slayer of the Cursed Whale* intends to hunt and kill the ghastly beast, and *the Defender of the Shoal* intends to protect the fishing grounds of the tribe. Walrusfolk player characters should be encouraged to choose a title they work towards, and Judges should reward such characters with Luck points for the completion of their titular goals.