

## **Wildlings**

Wildlings have lycanthropic ancestry, and have a bestial appearance.

**Description:** Wildlings appear to be human, but have an abundant amount of hair. Males are bearded, while women have sideburns. Their hair color is black, brown, gray, or red. Their eyes are black, with no whites. All wildlings have pronounced canines and heavy claws. Wildlings wear a minimum amount of clothing, as their nature prevents them from becoming too cold. Males average 6'0" in height, and weigh around 180 lb. Females average 5'8" in height, and weigh around 145 lb.

**Personality:** Wildlings are usually Neutral in alignment. Some few tend towards the extremes of Good and Evil, but not many. Wildlings tend to be gruff with strangers. Around their friends, they can be quite playful.

**Racial Affinities:** Wildlings get along well with more traditional people, no matter their race. They do not care for haughty or pompous people. Wildlings truly care more about a person's attitude than his race. They do tend to give changelings the benefit of the doubt upon first meeting, though.

**Environment:** Wildlings are almost all rural. They do not like cities. There are some exceptions to this, but they are few and far between.

### **Racial Traits and Abilities**

**Twilight Vision:** Even under starlight, moonlight, or torchlight, wildlings have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile, but only if they are outside.

**Enhanced Sense of Smell:** This ability allows wildlings to detect the presence, but not the specific location, of creatures within 30 feet or within 60 feet if the other creature is upwind. Strong scents, such as smoke or rotting garbage, can be detected at twice those ranges. Overpowering scents, such as skunk musk, can be detected at three times these ranges. If a wildling becomes familiar with an individual, he can learn the individual's scent and recognize it. It should further be noted that false, powerful odors easily mask other scents and completely spoil this ability.

**Resistance:** Wildlings have cold resistance 5, and do not take the first five points of damage from any attack that is generated by cold.

**Fast Movement:** Wildlings are naturally quick, and have a base movement of 35 feet.

**Claws:** Wildlings have claws that do 1d4 damage. They are proficient with them. These claws are considered natural weapons, and the wildling is considered armed when in melee.

**Language:** Common, Lycanthropic

**Size:** Medium      **Movement:** 35 feet

**Typical Classes:** Fighter, Berserker, Druid, and Ranger

**Attribute Modifiers:** +1 Constitution, -1 Intelligence, -1 Charisma

**Ranger Modifier:** +2 track

**Age**

<u>Middle</u>	<u>Old</u>	<u>Venerable</u>	<u>Age Limit</u>
35	50	70	+2d10