



CHAINMAIL CHICKEN

You are no mere seed-pecker, no simple egg-layer. You were born under a brighter star and will submit before no man or rooster. With a hefty blade in your feathered hand you hack, slash, and cluck your way to a heroic destiny.

Hit Points: You gain 1d10 hit points per level.

Weapon Training: You can use any weapon that is common to your place of origin. Upon using a new weapon for the first time you lose 2 die steps on your attack, but this penalty vanishes immediately.

Alignment: You are a free spirit, often battling against an oppressive hierarchy. You lean toward neutrality or chaos but may also be lawful.

Warrior Tricks: As a clever fighter you share the warrior's Mighty Deed Die and can perform awesome Deeds. You use the warrior's level advancement table.

Initiative: You add your level +1 to initiative rolls. You are perhaps a little *too* keyed up.

Aura of Awesome: Something about a chainmail chicken fascinates her enemies. When you issue a

challenge to your enemies before striking a blow they must all pass a Will save or be temporarily impressed, suffering a -1d3 to all attacks against you until the save is made or until you take a blow or miss an attack. The DC for this save is your Luck score + Personality modifier + half your level, rounded down.

Flogger: In combat you sometimes go a bit nuts, launching into a wild flurry of attacks that, while awkward and clumsy, can be quite devastating. When you have lost half or more of your hit points in a single fight you can flog. If you do not wish to flog you must pass a Will save vs. a DC equal to the last successful attack roll against you. Only then can you quell the furious anger swelling in your bosom.

A flogging attack must be in melee. During a flogging, you make a number of attacks against any enemies within a 10' radius equal to your Luck + level. These attacks cannot be Deeds and you do not gain the benefit of a Deed Die modifier, though your Luck modifier must be added to the roll. Each time you miss a flogging attack your Action Die is reduced a die step. These quick, shallow, unfocused attacks deal only half damage. Crits count only as automatic hits but gain no other benefits. A flogging attack lasts one round. Your AC and next attack roll are reduced by 1d3 for one round following such a frenzy of blows.

Level	Title
1	Squawker
2	Pecker
3	Seed Slayer
4	Flogger
5	Feathered Champion

Feathered Faller: You can't fly but you do have feathery wings. For every 10' you fall up to 100' you may make a DC 10 Ref save to avoid all damage, applying the appropriate check penalty based on armor worn. If you are carrying an excessive amount of equipment the Judge should assign a check penalty for that as well.