

NEOEXODUS ICONICS: DEITY-DEITY



Male Cynean Sorcerer (Earth elemental) 3

N Medium humanoid

Homeland Gavea

Deity Not particularly devout, respects all the gods

Init +1 **Senses** Perception +0

Languages Common, Cynean, Gavea

DEFENSE

AC 17, touch 13, flat-footed 16 (+1 armor, +2 deflection, +1 Dex, +3 natural); ACP +0

hp 20 (3d6+6)

Fort +3, **Ref** +2, **Will** +3

Vulnerability sonic, automatically fail all saving throws vs. force damage

OFFENSE

Speed 30ft

Melee mwk longspear +2 (1d8, x3; 10-ft reach)

Ranged mwk light crossbow +3 (1d6, x3)

Ranged elemental ray +2

Ranged touch (7/day, 1d6+1 acid)

Ranged ray +2 **Ranged** touch (per spell)

Sorcerer Spells Known (DC 14+spell level; CL 3rd; concentration +7)

1st (6/day) - *acid hands**, *enlarge person*, *magic missile*, *ray of enfeeblement*

0 - *acid splash*, *detect magic*, *disrupt undead*, *mage hand*, *read magic*

STATISTICS

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 10, Cha 18

Base Atk +1 **CMB** +1 **CMD** 12

Feats Eschew Material, Gem Soul, Improved Gem Soul (ruby)

Skills Bluff +10, Knowledge (arcana) +8, Knowledge (planes) +8, Profession (herbalist) +6, Spellcraft +8

SQ mystic body, unusual build

SPECIAL ABILITIES

Mystic Body (Su) Some cyneans learn to manipulate the energies that course through their bodies to further protect themselves from harm. A cynean with this trait adds a deflection bonus to AC equal to his Intelligence modifier. This ability replaces arcane body. This is an alternative racial feature.

Unusual build Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result,



cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

EQUIPMENT

bracers of armor +1, 2 scrolls of *mage armor*, potion of *cure light wounds*, ten days' trail rations, 45gp

CYNEAN: THE ARCANE CRYSTALS

Cyneans are a race of crystalline humanoids. Most spend their lives researching arcane mysteries of the world. They tend to be stoic and calm. They speak slowly, with much emphasis.

Other races tend to see them as slow and dull, but Cyneans tend to ponder and think about what they do before acting. In spite of this, Cynean have gained the respect of the other races of Exodus for their arcane might.

NEW FEATS

Gem Soul Know one additional spell of the spell highest level you know.

Gem Soul, Improved Your body is laced with rubies. Evocation spells you cast are cast as if your caster level was one higher and your spell DC is increased by 1.

GAVEA

The island of Gavea lies off the western coast of Exodus and its population was spared most of the horrors that ravaged the continent. With the establishment of the imperial Alliance, the Caneus Empire and the Dominion have targetted Gavea as a possible

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site for expansion. However, the will of the people is strong.

Gavea is mostly inhabited by humans grouped together by a complex system of clan alliances and marriage. Cyneans form the only other significant race found on the island. Only a single town exists, the Dominion-built port city of Barlow. The rest of the population live in isolated villages.

Gaveans are considered backwater and barbaric by mainlanders. Gavea is not part of the Imperial Alliance.



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N Medium humanoid

Homeland Gavea

Deity Not particularly devout, respects all the gods

Init +1 Senses Perception +0

Languages Common, Cynean, Gavean

DEFENSE

AC 18, touch 13, flat-footed 17 (+2 armor, +2 deflection, +1 Dex, +3 natural); ACP +0

hp 32 (5d6+10)

Fort +5, Ref +3, Will +5

Resist acid 10

Vulnerability sonic, automatically fail all saving throws vs. force damage

OFFENSE

Speed 30ft

Melee mwk longspear +2 (1d8, x3; 10-ft reach)

Ranged mwk light crossbow +3 (1d6, x3)

Ranged elemental ray +2

Ranged touch (7/day, 1d6+2 acid)

Ranged ray +2

Ranged touch (per spell)

Sorcerer Spells Known (DC 14+spell level; CL 5th; concentration +7)

2nd (6/day) - acid scorching ray, resist energy, web

1st (7/day) - acid burning hands*, enlarge person, magic missile, protection from evil, ray of enfeeblement

0 - acid splash, detect magic, disrupt undead, mage hand, open/close, read magic

STATISTICS

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 10, Cha 19

Base Atk +2 CMB +2 CMD 13

Feats Arcane Crystal Shield*, Eschew Material, Gem Soul*, Improved Gem Soul (ruby)*

Skills Bluff +12, Knowledge (arcana) +10, Knowledge (planes) +10, Profession (herbalist) +8, Spellcraft +10

SQ mystic body, unusual build

SPECIAL ABILITIES

Mystic Body (Su) Some cyneans learn to manipulate the energies that course through their bodies to further protect themselves from harm. A cynean with this trait adds a deflection bonus to AC equal to his Intelligence



modifier. This ability replaces arcane body. This is an alternative racial feature.

Unusual build Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result, cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

EQUIPMENT

bracers of armor +2, lesser metamagic rod of extend, 2 scrolls of *mage armor*, potion of *cure light wounds*, ten days' trail rations, 300gp

CYNEAN: THE ARCANIC CRYSTALS

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Other races tend to see them as slow and dull, but Cyneans tend to ponder and think about what they do before acting. In spite of this, Cynean have gained the respect of the other races of Exodus for their arcane might.

NEW FEATS

Arcane Crystal Shield Once per round as an immediate action, a Cynean may sacrifice a spell slot to gain a deflection bonus to AC equal to the level of the spell sacrificed.

Gem Soul Know one additional spell of the spell highest level you know.

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GAVEA

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