

NEOEXODUS ICONICS: NOSE-CUTTER



Male Euka Fighter 3

NG Medium humanoid

Homeland Wyldlands of Bal

Deity Sanguine Covenant

Init +6 Senses low-light vision; Perception +0

Languages Common, Euka

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield); ACP -3

hp 37 (3d10+12)

Fort +6, Ref +3, Will +1

Defensive Abilities Bravery +1; DR 1/-

OFFENSE

Speed 30ft

Melee mwk Bal war club +8 (1d8+4, 19-20) and bite +2 (1d6+2)

Melee bite +7 (1d6+4)

Ranged javelin +5 (1d6+4)

Special Atks Cleave, Power Attack (-1 atk, +2 dmg)

STATISTICS

Abilities Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha 8

Base Atk +3 CMB +7 CMD 19

Feats Cleave, Improved Initiative, Power Attack, Toughness

Skills Profession (soldier) +3

SQ armor training 1

SPECIAL ABILITIES

Mutations Euka are a highly protean race where mutations are the norm. Each Euka begins play with two mutations. You have fangs (bite attack) and thick hide (DR).

EQUIPMENT

mwk breastplate, mwk heavy wooden shield, mwk Bal war club, 4 javelins, acid, alchemist fire (2), backpack, bull's eye lantern, grappling hook, oil (5), silk rope, two week's rations, 25gp

ENUKA: THE SAVAGE WARRIORS

Eukas are primal, animalistic predators in human form. They are massively built humanoids covered in thick fur except for their ape-like faces. Males have short horns on their heads.

Eukas tend to be fierce and dour creatures seeing the world in terms of predator and prey. Their ancestral



heritage makes them pack creatures, thus Euka associate with others for long periods of time.

Other races are rightfully wary of Euka because of their territorial and fierce nature.

THE CONFEDERACY OF REIS

The Northernmost nation on Exodus, the Confederacy lays claim to the Wyldlands of Bal. The Wyldlands are covered with thick jungles and is seen by outsiders as filled with large monsters, humanoid monsters, cannibals and angry Euka with little to no civilization. While most of it is true, the Confederacy teems with life and cities - ruined or occupied. In times of war, the Confederacy uses all of the above in its armies.

The Confederacy's traditional enemy is the Caneus Empire. The situation between the two is envenomed by allegation by Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.

NEOEXODUS ICONICS: NOSE-CUTTER



Male Euka Fighter 5

NG Medium humanoid

Homeland Wyldlands of Bal

Deity Sanguine Covenant

Init +6 Senses low-light vision; Perception +0

Languages Common, Euka

DEFENSE

AC 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield); ACP -3

hp 59 (5d10+25)

Fort +8, Ref +4, Will +2

Defensive Abilities Bravery +1; DR 1/-

OFFENSE

Speed 30ft

Melee +1 Bal war club +12 (1d8+7, 19-20) and bite +2 (1d6+2)

Melee bite +7 (1d6+4)

Ranged javelin +5 (1d6+4)

Special Atks Cleave, Power Attack (-1 atk, +2 dmg)

STATISTICS

Abilities Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 8

Base Atk +5 CMB +9 CMD 21

Feats Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (bal war club), Weapon Specialization (bal war club)

Skills Profession (soldier) +5

SQ armor training 1, weapon training (Bal weapons)

SPECIAL ABILITIES

Mutations Euka are a highly protean race where mutations are the norm. Each Euka begins play with two mutations. You have fangs (bite attack) and thick hide (DR).

EQUIPMENT

+1 breastplate, +1 heavy wooden shield, +1 Bal war club, 4 javelins, acid, alchemist fire (2), backpack, bull's eye lantern, cloak of resistance +1, grappling hook, oil (5), golembane scarab, silk rope, two week's rations, 25gp

NEW EQUIPMENT

Bal war club: The Bal war club (macuahuitl in Balite) is a wooden club lined with razorsharp shards of obsidian or sharktooth. This weapon is very similar to a longsword, although it is not as durable and the sharp edges need replacement. The macuahuitl is a weapon



found most commonly in the jungles of Bal and is frequently associated with the cannibal tribes found there.

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