

MEDEXODUS ICONIC:
NOSE-CUTTER

1



NOSE-CUTTER: MAXIE ENUKA FIGHTER

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) +6

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.

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) +6

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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3

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HISTORY OF NOSE-CUTTER

Once part of a tribe settled in northern Koryth, the enuka known as Nose-Cutter was only a juvenile when his people became embroiled in a fierce feud with a competing tribe of calibans. A final, bloody battle decided the issue, and the enuka lost. The survivors scattered, and the young enuka was alone. Desperate to escape, he swam the river, crossing into the Wyldlands of Bal. There he wandered for days, lost and alone, succumbing to fever from untreated wounds.

He was found by a beast wrangler— one who specializes in capturing creatures of the jungle for use in gladiatorial events. Taken into the caravan, the enuka's wounds were treated and he was given food and water. He was also promptly caged. Antiman, the beast wrangler, told him that he owed a life-debt for the rescue. He would be allowed to pay back that debt by training as a gladiator and fighting in the arenas on Antiman's behalf. The young enuka had little choice but to agree.

After a year of grueling training, he made his debut in a small arena in the city of Pabla. Antiman called him Bloody Fang, for the enuka's penchant for savagely biting opponents in combat. This was his moniker for the next two years, touring various arenas around the Confederacy. Then they returned to Pabla, where the enuka faced the local champion, a proud human who let his overconfidence get the better of him. With a brutal strike of his macuahuitl, Bloody Fang sheared the nose off his opponent's face. The champion was so horrified by the grotesque maiming that he quit the field, leaving the enuka as the new champion. From that day forward, he was known as Nose-Cutter.

Nose-Cutter gained fame as champion in Pabla, allowing his master to retire to the city and grow comfortable. Antiman released him from his indenture. The enuka was glad to be free, but uncertain what to do with himself. His former master suggested that the martial skills learned in the arena would serve him well as a mercenary. Thus Nose-Cutter took his arms and armor, along with a sack of coin, and went to test his mettle in the world at large. His gladiatorial fame and considerable strength and skill make him a welcome addition to any adventuring party.

