

Cyclops

By James D. Jarvis

The Cyclops are a race of one eyed humanoids that stand about a head taller than most men. Cyclops often grow up in underground cities. As such, Cyclops easily take note of certain features of stonework: sloping corridors, traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts), and moving walls. There is no established die roll or rule for using these abilities; exactly what a Cyclops does or does not perceive is up to the Referee.

Character Advancement: Most Cyclops adventurers advance as Fighters and face no limits when doing so. Cyclops may choose to advance as Clerics but are limited to 6th level in that class.

Weapon/Armor Restrictions: Cyclops have no unique weapon restrictions and obey the rules of their class. Armor costs twice as much for a Cyclops as it does for other characters due to their size.

Stature: Due to their large size (over a head taller than most humans) a Cyclops gets a +1 bonus to damage inflicted in melee combat or with thrown weapons due to leverage.

Keen Detection: Cyclops are good at spotting traps, slanting passages, and new construction while underground.

Bad Depth Perception: Cyclops don't see as well as other races over distance and as such are -2 to hit others in missile combat.

Easy to Hit: Being big, Cyclops are easy targets. Missile attacks against a Cyclops are +2 to hit.

Saving Throw: Since they are such hardy folk, Cyclops get +2 on saving throws against death and poisons.

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