

Pygmies

By James D. Jarvis

Pygmies are diminutive humans that tend to grow up in remote wilderness regions. As such, Pygmies easily take note of tracks, can determine local fauna by the natural signs they leave behind and the calls they make in addition to spotting pits and snares set in the wilds. There is no established die roll or rule for using these abilities; exactly what the Pygmy does or does not perceive is up to the Referee.

Pygmy Race Abilities

Character Advancement: Pygmies may advance in any class and are limited to 8th level as fighters due to stature. They may operate as split-class fighter/ clerics if they wish but are limited to levels 5/6 if they choose to do so.

Weapon/Armor Restrictions: Pygmies are trained in warfare and have no weapon restrictions, beyond being too small to wield most larger and heavy weapons, and are able to make use of shields. Pygmies do feel confined and burdened by armor however and will suffer a -2 penalty to their own attack rolls when wearing armor heavier than leather.

Pygmy tribes have different cultural weapons that pygmy fighters may specialize in. (split class characters are not allowed to do so). Pygmies fighters are +1 to hit with such a weapon. Weapons specifics depend on the culture as defined by the DM and the campaign.

Suggested Pygmy weapons (usually one type per tribe)-

- 1-2 Blowgun, only does one pt of damage but allows for use of pygmy poisons.
- 3-4 Throwing Stick, returns to thrower on a missed attack roll
- 5-6 Bolas- entangles target if they fail a save. 1-3 arms, 4-6 legs
- 7 sword-club, extra +1 to hit and damage for 8 blows until a new one must be acquired. (so +2 to hit and +1 damage for 8 attacks with a new sword-club).
- 8 sword-axe: a heavy weapon pygmy's can manage to use if trained to do so. (rate as battle axe if desired)

Keen Detection: Pygmies are good at spotting traps, pits and snares when in the wilderness.

Hard to Hit: Being small, Pygmies typically are awarded some defensive bonus in combat because they are hard to hit. (Perhaps -2 against men-folk and -4 against giants.)

Saving Throw: Pygmies protect themselves with a ju-ju bag to ward off hostile magics. Pygmies get +4 on saving throws vs. magic unless their ju-ju bag is stolen. Until a stolen bag is replaced the Pygmies suffers a penalty of -2 on ALL saves. A stolen ju-ju bag will only work for other pygmies. A pygmy constantly updates the contents of his ju-ju bag and if one is lost or stolen it can be replaced when and if the pygmies can seek 3 tokens from foes with hitdice equal to or greater than the Pygmies level, these tokens can be small items pilfered or pieces of a monster and must be collected by the pygmy after the previous ju-ju bag is lost.

Pygmy Poisons: Pygmies know how to mix poisons. Each time they make an attack with a

poisoned weapon they must make a save (at +4) or manage to poison themselves. Others may use a pygmy poison but don't get the +4 bonus a pygmy does to avoid poisoning themselves. Exact effects of poisons are up to the referee and may vary depending upon terrain and source of raw materials The referee may limit how many doses of poison a pygmy can have on hand at a time and decide if the poison stays potent over time.

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