

The Klind Exile

You hail from the Blighted Sands (Hubris, pg 60) from the Klind Empire. Your people worship the Serpentine God of Depravity, Set (Hubris, pg 211) and you hail from his lineage. You are no priest of Set (Hubris, pg 304), but your face is snake-like, your body sculpted and lithe, your long arms end in slender lengthened fingers, almost like spider legs.

You are considered unnatural by your people. You were born with the ability to use a gift that is not yours, rivaling those of the Sex Prophets or the Flesh Weavers. You are feared and shunned by your people, hated and persecuted.

You have struggled for years, living in brutal conditions, surviving off the scraps you can find. Well no more. You have killed one considered your “better” and stolen their Bio-Organic Armor (Hubris, pg 304) and have left Klind to forge a better life.

Servants of the Empire hunt you, wishing to wipe your existence from the world of Hubris. You can never stop; you can never rest. You have no people you can call your own. You are forever alone; forever exiled.

Hit Points: 1d8

Weapon Training: A Klind Exile is trained in the use of bolas*, crossbow, dagger, dart, hand crossbow*, kukri, shortbow, short sword, throwing knives, and spiked chain*. Klind Exiles tend to wear light or no armor as it impedes their ability to invoke passion or weave flesh (see below). Their bio-organic armor does not affect their roll.

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Alignment: The very essence of the Klind and of Set is suffused with chaos. While you may be exiled from your people, the chaos courses through your veins.

Lithe and Agile: Klind are lithe and agile creatures, full of grace and ease. All Agility-based tests (not attacks) and Reflex saves are rolled one step higher on the die ladder. Klind Exiles also have the Move Silently and Backstab skill of a Thief (DCC, pg 38) of equal level and alignment.

Ample Survivor: A Klind Exile has learned to survive on their wits and ability to be quick with a blade. When fighting with simple blades (i.e., throwing blades, daggers, and the kukri), the Klind Exile is treated as if they have a 16 in Agility for the purpose of two-weapon fighting (DCC, pg 94). The Klind is quick to act, when fighting with this type of weapon they add their Luck modifier (if positive) to their Initiative roll).

Claws: A Klind retractable razor-sharp claws that deal 1d6 damage. A Klind is never considered unarmed.

Abhorrent Creature: You have somehow have been blessed, or cursed, depending on your point of view, with a small amount of ability to use the alluring abilities of the Sex Prophet (Hubris, pg 302) or weave the flesh of others, same as the Klind Flesh Weavers (Hubris, pg 303). This is seen as an affront to the will of Set and the hierarchy of the Klind themselves.

A player makes this choice at first level. Once made it cannot be undone.

The Prophet: A Klind Exile that has the ability of the Prophet can summon forth intense emotions of passion and lust in those around them. The Klind Exile must roll a $1d20 + \text{Personality Modifier} + \text{Klind Exile level}$ and consult the table below.

Waves of Passion	
1	Lost, failure, and gain a haggard, disgusting appearance (i.e., moles, lanky, fragile hair, liver spots, hunched over, etc.) for 24 hours. All Personality rolls are made two steps lower on the die ladder for the duration.
2-11	Lost. Failure.
12-13	A touched target must succeed a Will save (DC 8+ Klind Exile level) or become overcome with emotions of passion and lust. They are unable to concentrate and suffer -2 to all attacks and save rolls for 1d3 rounds. Those that critically fail their save fall to the ground and are helpless for double the duration.
14-15	A touched target must succeed a Will save (DC 8+ Klind Exile level) or become overcome with emotions of passion and lust. They are unable to concentrate and make all attacks and save rolls one step lower on the die ladder for 1d6 rounds. Those that critically fail their save fall to the ground and are helpless for double the duration.
16-17	You release a wave of passion and lust in a 5' radius. Any in the area must succeed a Will save (DC 8+ Klind Exile level) or become overcome by the emotions. They are unable to concentrate and make all attacks and save rolls one step lower on the die ladder for 1d6 rounds. Those that critically fail their save fall to the ground and are helpless for double the duration.
18-19	You release a wave of passion and lust in a 10' radius. Any in the area must succeed a Will save (DC 8+ Klind Exile level) or become overcome by the emotions. They are unable to concentrate and make all attacks and save rolls one step lower on the die ladder for 1d6 rounds. Each target affected heals you for 1 HP. You cannot go over your maximum hit points. Those that critically fail their save fall to the ground and are helpless for double the duration.
20-21	You release a wave of passion and lust in a 15' radius. Any in the area must succeed a Will save (DC 8+ Klind Exile level) or become overcome by the emotions. They are unable to concentrate and make all attacks and save rolls one step lower on the die ladder for 2d8 rounds. Each target affected heals you for 1 HP. You cannot go over your maximum. Those that critically fail their save fall to the ground and are helpless for double the duration and heal you for 2 HP.
22+	You release a wave of passion and lust in a 30' radius. Any in the area must succeed a Will save (DC 8+ Klind Exile level) or become overcome by the

	emotions. They are unable to concentrate and make all attacks and save rolls one step lower on the die ladder for 2d8 rounds. Each target affected heals you for 1 HP. You cannot go over your maximum. Those that critically fail their save fall to the ground and are helpless for double the duration and heal you for 2 HP.
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The Weaver: A Klind Exile that has the ability of the Weaver is able to manipulate the flesh of others to horrifying effect. The Klind Exile must roll a 1d20+Personality Modifier+Klind Exile level and consult the table below.

Flesh Meld	
1	Lost, failure, your flesh melts, taking on a waxy, plagued appearance (as if you've been scarred from a bad burn). You suffer a permanent -1 to Personality for each occurrence.
2-11	Lost. Failure.
12-13	You can touch a target causing their eyes and mouth to stretch, making it extremely difficult to see or speak. They suffer -2 to notice rolls, ranged attacks, and persuasion rolls. This lasts for 1d3 rounds. The target is allowed a Fort save (DC 8+Klind Exile's level) to avoid this.
14-15	You can touch a target, causing their flesh to become rubbery and painful, often forming bubbling boils, and hanging off the body. On a failed save the target suffers -3 to all rolls. This effect lasts for 1d4 rounds. The target is allowed a Fort save (DC 8+Klind Exile's level) to avoid this.
16-17	You can cause the flesh of up to two targets in a 10' radius to become rubbery and painful, often forming bubbling boils, and hanging off the body. On a failed save the target rolls all physical rolls one step lower on the die ladder. This lasts for a number of rounds equal to your level. The targets are allowed a Fort save (DC 8+Klind Exile's level) to avoid this.
18-19	You are able to cause the flesh of one target within 15' to meld together. Their legs fuse together and their hands become large balls of blistered flesh. They must make a DC 12 Agility test or fall prone. Their movement is reduced to 10'. They drop whatever items they are holding and are unable to use their hands. This lasts a number of rounds equal to your level. The target is allowed a Fort save (DC 8+Klind Exile's level) to avoid this.
20-21	You are able to cause the flesh of two targets to meld together. The targets can be no further than 20' away from you. Their legs fuse together and their hands become large balls of blistered flesh. They must make a DC 14 Agility test or fall prone. Their movement is reduced to 10'. They drop whatever items they are holding and are unable to use their hands. This lasts for a number of rounds equal to your level. The targets are allowed a Fort save (DC 8+Klind Exile's level) to avoid this.
22+	You can touch the target and shape their flesh in minute detail. You can cause the target's eyeballs to seal, nose and mouth to become covered with skin growth, etc. A target can last a number of rounds equal to their Stamina score before needing

to make a DC 16 Fort save. A failed save means the target has died from suffocation. The player can come up with other amusing situations and the Judge and the player can discuss the outcome. This last for a number of rounds equal to your level. The target is allowed a Fort save (DC 8+Klind Exile's level) to avoid this.

Damaged Bio-Organic Armor (Type I): You stole another Klinds bio-organic armor before fleeing your homeland. In the scuffle to relieve the Klind of their armor, it was damaged and cannot be repaired. The armor grants +3 to AC, suffers -0 to check penalty and has a d8 Fumble Die.

When taking damage, make a Luck roll. If successful, you ignore 1 point of damage (even magical). At night when sleeping in your armor, make a Luck roll. If successful, the armor heals you, restoring 1 HP per hour. While in the suit you do not need to consume more than 2 cups of water every 8 hours. You can see in low-light in a 30' radius, and can breathe in a sandstorm up to 1 hour.

Hunted: You are a mistake that should be cleansed from Hubris. A small detachment of Klind is attempting to track you to bring you back to Klind, so you may be sacrificed on the altar to Set. Even if you kill the ones after you, you know there will always be more. This is your curse to bare.

Klind Exile Table						
Level	Attack	Crit Die/Table	Action Die	Ref	Fort	Will
1	+0	1d10/II	1d20	+1	+1	+0
2	+1	1d12/II	1d20	+1	+1	+0
3	+2	1d14/II	1d20	+2	+1	+1
4	+2	1d16/II	1d20	+2	+2	+1
5	+3	1d20/II	1d20	+3	+2	+1
6	+4	1d24/II	1d20+1d14	+4	+2	+2
7	+4	1d30/II	1d20+1d16	+4	+3	+2
8	+5	1d30+2/II	1d20+1d20	+5	+3	+2
9	+5	1d30+4/II	1d20+1d20	+5	+3	+3
10	+6	D130+6/II	1d20+1d20	+6	+4	+3

Starting Gold		
2d12	3d12+500	3d12+2,000

Class Damage

This is the damage a Klind Exile does if the group is using the optional damage rules outlined in Hubris, pg 50.

Klind Exile Class Damage		
Light	Medium	Heavy
1d4	1d6	1d6

Info on the Klind

Taken from Hubris, pg 66.

The Klind are a race of humanoids devoted to their serpentine god, Set. They seek to dominate Hubris and bring all into Set's fold, either through conquest, corruption, or as a suitable sacrifice.

For over 300 years the Klind have schemed, fought, and plagued Hubris. Most people of Hubris have only heard of the Klind whispered as frightening tales, from the safety of their homes or taverns. The true visage of a Klind, armored in their bio-organic suits, with bizarre and dangerous weapons, marching ceaselessly across the territories of Hubris in search of slaves and sacrifices is not something that can be accurately captured in story.

The capital of the empire is built around the Great Ziggurat of Depravity where sacrifices of the pitiful and unworthy are made to satiate the hunger of Set. The Venomous Red Scales are the elite guard to the High Priest of Set. These terrifying warriors police the streets, gather those suitable for sacrifice, and carry out the High Priest's wishes. While risky and dangerous, outsiders still come to Klind to trade or search for treasures in the Blighted Sands.