

Khon Kharkian

RANK	LIFE POINTS	POW	WEAPON TYPE	STRESS RESIST	MAX PHY AC	CLASS ABILITIES
1	As per class +3 for Warrior types	As per class	As per class	As per class	As per class	Blade tolerance for priestly casters Utilise Medium Armour
2			Thrown			
3						
4						
5						
6						
7						
8						Defensive leap x1 day
9						
10						Gain half class natural healing
11						
12						

Khon Kharkians are an Eilindanian democracy who hold their Priests and gods in high esteem. Although most members of the race seen outside Khon Khark are Priests, their culture is made up of many different professions. Although a democracy, the nation would not function without the many slaves without a vote who labour on the menial day to day tasks.

Blade Tolerance - The Khon Kharkian Priests may safely use bladed and other non-blunt weapons against any foe.

Warrior Types gain +3 TB at first level

Utilise Medium Armour - This allows the Khon Kharkian who already has Utilise Light Armour to be able to use any Medium Armour: typically Lorica (base 8 AC).

Defensive Leap - the Khon Kharkian may with leap up to 30 foot horizontally across flat terrain or up to 10 foot vertically. This ability is usable once per day. The Khon Kharkian can only use this ability defensively. This includes leaping to their allies to protect them, leaping into a breach in a castle wall to guard it, falling back from combat etc. The Khon Kharkian is able to block/parry blows when using this ability.

Gain Half Class Natural Healing - at this level the Khon Kharkian gains half their classes natural healing backdated to first level.