



REMARKABLE RACES

ANUMUS PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT
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REMARKABLE RACES: THE ANUMUS

A New Player Character Race For the 4th Edition Dungeons & Dragons Game

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ANUMUS



Once loyal animal companions, now personified in human form by means of an ancient secret

RACIAL TRAITS

Average Height: 5' 4" – 6' 0"

Average Weight: 135 – 220 lb.

Ability Scores: +2 Strength, +2 to one other*

Size: Medium

Speed: 6 squares, 8 squares for equine

Vision: Normal (Arachnid and ophidian anumi have dark vision, feline anumi have low-light vision)

Languages: Common, choose one other

Skill Bonuses: +2 Athletics, +2 to one other*

Bestial Boon: Gain a racial power*

Bestial Defense: Some anumi gain +1 to one defense. Others gain a +5 bonus on saves versus the listed type of ongoing condition or damage.*

**based on species, as noted below*

Species	Ability	Defense	Skill	Power
Amphibian (frog)	Con	Reflex	Endurance	Amphibious
Arachnid (spider)	Dex	poison	Stealth	Web Crawler
Avian (bird)	Dex	blindness	Perception	Eagle Eye
Canine (dog)	Cha	stunned	Perception	Tripping Strike
Equine (horse)	Con	Will	Endurance	Enhanced Speed
Feline (cat)	Dex	death	Stealth	Cat-like Grace
Ophidian (snake)	Dex	dominated	Stealth	Contortionist
Porcine (boar)	Con	Will	Endurance	Tenacious Spirit
Reptile (lizard)	Dex	acid	Endurance	Blood Fury
Rodent (rat)	Dex	necrotic	Stealth	Rodent Resilience
Ursine (bear)	Con	Reflex	Endurance	Bear's Might

RACIAL TRAITS, continued

Amphibious: You can breathe normally in water and gain a swim speed of 4. In addition, gain resist acid 5 + one-half your level.

Bear's Might: When bloodied, you gain a +1 bonus to basic melee attack rolls. In addition, each round that you sustain a grab on your turn, the target of the grab takes damage equal to your Strength modifier.

Blood Fury: When bloodied, you gain a +1 racial bonus to damage rolls. Increase to +2 at 11th level, and +3 at 21st level. Gain this same bonus to damage against bloodied foes.

Cat-like Grace: Once per encounter, when you are hit by a Reflex attack, you may force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower. In addition, gain a +5 to Acrobatics checks related to balancing on a narrow surface.

Contortionist: You can squeeze into narrow passages as if you were one size category smaller than you are. In addition, you gain a +2 on athletics or acrobatics checks to escape a grab.

Eagle Eye: Once per encounter, reroll a ranged attack roll. Use the better roll.

Enhanced Speed: You move at your normal speed (8 squares) when it would normally be reduced by a heavy load or armor. Other effects that limit speed affect you normally. In addition, when your charge attack is preceded by moving at least 6 squares from your starting position, you may you may make both a bull rush and a melee basic attack, in that order.

Rodent Resilience: Once per encounter, when you are bloodied, you may gain a number of temporary hit points equal half of your level plus your Constitution modifier. In addition, you receive a +5 racial bonus to Endurance checks made to resist disease.

Tenacious Spirit: When bloodied, you gain damage reduction 1. When reduced to 0 hit points, make one basic melee attack.

Tripping Strike: If you have combat advantage against a target, you also knock the target prone on a successful hit with a basic melee attack.

Web Crawler: Gain a climb speed of 4 and ignore the movement effects of spider webs and difficult terrain related to spider swarms.

OVERVIEW

Fremedi the tomb raider discovered a fabulous treasure. However, it was not gold nor was it gems. It was not a powerful magical artifact or even a weapon of wondrous power. Fremedi, a charlatan by reputation, discovered a clay jar full of perfectly preserved seeds. Hieroglyphics on the jar described how to use them. With a slight effort, the worldly rogue deciphered the antique code. It was then that he hatched a plan that would bring a new race to the world.

With a little help from a farmer friend, Fremedi cultivated these strange little seeds and soon had a small grove of odd spiky bushes. With time, the shrubbery finally bore a bluish-purple fruit. It was marketed as "Fremedi's Wonder Fruit" and sold with special instructions and with the great advertising phrase, "They gave their lives to you, now give their lives to them!" The anumi were born, and Fremedi became very wealthy.

Long ago, when the gods bore the forms of beasts, the anumi plant was created with the aid of divine magic to transform particularly beloved sentry animals into special temple guardians. Fremedi simply adapted the recipe to work for all beloved pets who had reached the end of their service due to infirmity or old age. A humane alternative to euthanasia, the fruit is mashed together with the blood of the animal's master and mixed in with the animal's favorite food. Upon digestion of this strange mixture, the creature becomes instantly revitalized and transforms into an anthropomorphic form; a swarthy and muscular human body with the head of the animal. Along with the facial semblance, the bestial companion retains rudimentary and dreamlike memories of its former life. It begins life again as a young adult sentient humanoid.

While the long forgotten anumi of the ancient world had specific purpose and direction, this new generation often struggled for identity beyond a personified pet. After a few decades, they sought the now aged Fremedi and beseeched him for an answer. For a hefty sum, Fremedi parted with his secret, and the anumi became caretakers of both the sacred fruit and its secret. They carried on the business and continued to inspire the tradition of bestowing new life to animal companions whose existence was otherwise near an end.

Play an anumus if you want...

- ◆ to personify your favorite animal.
- ◆ to have a lot of racial options at creation.
- ◆ to have a defensive bonus.
- ◆ to be strong and well-muscled.
- ◆ to be a member of a race that enjoys nearly any class.

PHYSICAL QUALITIES

Anumi, from the neck down are identical to very fit Medium-size humans. Their skin tone varies from olive to dark brown and is both flawless and hairless. Gender cues are exaggerated; females have perfect hourglass forms and males feature bulging biceps and rippling abdominals. From the neck up they are entirely bestial and extremely varied. While proportionate to a human head, the animal head can be that of just about any imaginable natural creature. Canines, felines, and avians are most common. However, bears, boars, horses, and even lizards are also well-known. Any natural beast that someone might have considered a beloved pet or companion may become an anumi. If a species type is not listed, the Game Master may decide to add new statistics and powers.

Over the last few decades, the anumi have been trying to create a unique identity in the world. In their new forms, many study the crumbling ruins of the civilization that invented their magical origins. Some anumi have adopted a style similar to that which they observed depicted in ancient hieroglyphics and often pattern clothes, jewelry, and other personal effects to reflect this antiquated design. A few anumi even venerate these forgotten gods in an effect to resurrect a long dead religion. In their hearts, however, most hold true to the values of their original master, whom they often regard as a parent figure. Many continue adventuring with their original master for several years after they start their second life.

ECOLOGY

Despite their attractive (from the neck down), and fully-sexed forms, anumi are completely sterile. They cannot have children, and have no way of naturally creating offspring. Instead, they defer toward using the anumi fruit to ensure that the species lives on.

The juice of the fruit itself is highly magical, though inert until mixed with blood. The blood acts as a catalyst only if the master truly cared deeply for his/her animal companion. Otherwise, it has no effect. Originally, it was thought that the mixture called specifically for human blood. Fremedi's original directions stated this explicitly. However, experimentation has shown that the blood of any sentient creature will suffice, so long as the sentiment is true. Regardless of the blood used, the body form always appears human.

The mixture only works on natural beasts of the non-magical variety. The beast's original abilities, powers, skills, and so on are all replaced by those of the anumus. The GM may also rule that certain beasts are immune to the mixture.

The change in form is permanent and irreversible. Biologically, the anumus begins life with the body of a fit 16 year old human. Their countenance reverts to the way the animal looked in the prime of its life, adjusted for size proportion to the new body. Afterwards, the anumus ages much the same as a human.

As to its mental state upon first reaching humanoid form, an anumus resembles an amnesiac. At best he has blurry memories of a past in which he was an animal, though he seems to have a firm grasp of language and other basic skills needed for survival. During this period of mental confusion, the anumus is typically nurtured by its original master. In a few short months, the anumus is ready to set out on his own, if he so desires.

PLAYING AN ANUMUS

Anumi often share the same ideals, virtues, and vices of their original masters; this is often very similar to a parent-child relationship. An anumus who had a very strict master is as likely to be very strict as they are to be especially lenient. In any case, anumi often show a great deal of respect and understanding of their original master's values.

Anumi also harbor an inner struggle with their bestial nature. This makes them especially easy to stereotype by species. For example, canine anumi are often very loyal. Feline anumi, on the other hand, are fiercely independent. Avian anumi are free spirits, while porcine anumi are often gluttons. Reptiles can be callous; arachnids single-minded; rodents jumpy; equines trustworthy. Unfortunately, these stereotypes do nothing good for their already diminished reputations. One of the biggest obstacles that an anumus faces is to be seen as a serious individual in their own right, and not just a personified animal.

It is often this lessened status that drives an anumi to the adventuring life. They

have much to prove, and often have little trouble finding their niche. Often, an anumi picks up where their master left off; continuing a quest in their absence. In addition, anumi are fueled by the same goals as most humans; glory, gold, honor, and love. At their core, they are both human and animal. An anumus's motivations tend to match both.

Many anumi take up the cause of animal rights, and are among the first beings in the realm to help orchestrate the formation of humane animal shelters, veterinary clinics, and laws that prevent animal cruelty. Most anumi will not stand by to see an animal be mistreated, and will react in violent opposition. Some anumi often adopt pets of their own, many which become anumi themselves after living a long happy life.



Anumi fill a variety of class roles; grouped slightly by species. Felines, ophidians, and rodents excel as rogues because of their nimbleness and propensity for stealth. Canines, equines, porcines, and reptiles typically make great clerics, fighters, rangers, and warlords. A fair number of anumus wizards and warlocks do exist as well, though they are not as common.

Anumus Characteristics: Affectionate, bestial, charitable, cheerful, clever, concerned, dedicated, friendly, humane, inquisitive, loyal, mischievous, playful, pleasant, sly, sneaky, social

Names: Anumi often keep the names given to them when they were animals. However, some prefer to adopt names that are reminiscent of the extinct culture that created the anumi fruit.

Male Names: Ace, Ajax, Amon, Anubis, Bear, Bingo, Butch, Duke, Fido, Horus, Jaws, Killer, Lucky, Rover, Silver, Snapper, Thoth

Female Names: Babe, Daisy, Dixie, Duchess, Fluffy, Foxie, Hathor, Isis, Jaws, Killer, Peaches, Pepper, Precious, Silver, Snapper, Snuffles

ANUMUS ADVENTURERS

Jack spent his entire animal life as a parrot on the shoulder of a scoundrel by the name of Captain Gareth the Black. When Gareth died, his crew took it upon themselves to give Jack the anumi mixture. Many regard the new Jack as a reincarnation of Gareth. They have the same voice, same cantankerous attitude, and same propensity for swashbuckling. Still, Jack wants to do more than just follow in his former master's footsteps. This parrot-headed pirate wants to see the land, taste high adventure beyond the seven seas, and find his own way in the world. With a

flamboyant spirit and cutlass in hand, he adds a little spice to any situation.

Fenris started life as a trained attack dog. His adventuring career follows along that path. As a professional soldier, Fenris is a force to be reckoned with. His fellow adventurers admire his tenacity and his skill. A fierce and brutal fighter, this dog-headed myrmidon rarely backs down from a good fight. Out of combat, Fenris is a lovable and social soul with a lovely sense of humor. He is extremely loyal to his companions. Many consider him more trustworthy and honorable than most humans.

Arrow came from the noble existence of being one of the king's prized falcons. Now he protects the king's land as a ranger. While once flying "true like an arrow," Arrow now brandishes a bow that is quite deadly in his hands. While his fellow adventurers often find him to be rather uptight, they rarely hesitate to admire his prowess at ranged combat. Arrow is also a very effective hunter; capable of bringing a meal to an otherwise empty pot wherever he goes. He credits not only his superior senses, but his companion; a falcon of his own that he named "Edward," after the king.

RACIAL FEATS

Anumi have a number of feats all their own.

HEROIC TIER FEATS

These feats are available to any anumi character who meets the prerequisites.

MANIFEST CLAWS [ANUMUS]

Prerequisite: Anumus, species with claws.

Benefit: You can sprout bestial claws at-will and retract them at-will, as a free-action. You can use these claws as weapons with a +3 proficiency bonus. For purpose of powers, feats, and damage you can treat your claws as sickles, and you are considered to have one in each hand. You cannot enchant your claws.

NATURAL INSTINCT [ANUMUS]

Prerequisite: Anumus

Benefit: Gain training in Nature, and gain a +2 feat bonus to either Streetwise or Dungeoneering, depending on character background or species. Choose only one of these skills at the time of taking this feat.

SERVITOR'S DIPLOMACY [ANUMUS]

Prerequisite: Anumus

Benefit: You gain training in Diplomacy, and gain a +2 feat bonus to either Bluff or Insight, depending on character background or species. Choose only one of these skills at the time of taking this feat.

VICIOUS BITE [ANUMUS]

Prerequisite: Anumus

Benefit: You may make an unarmed attack with your mouth as if you were armed with sickle. Treat as an off-hand attack. You cannot enchant your bite.

PARAGON TIER FEATS

These feats are available to any anumus character of 11th level or higher who meets the prerequisites.

TASTE OF BLOOD [ANUMUS]

Prerequisites: Anumus, *vicious bite*

Benefit: When you bloody a foe with a melee attack, you can choose to make an additional *vicious bite* attack.

MANIFEST ADAPTATIONS [ANUMUS]

Prerequisite: Anumus

Benefit: If Endurance is granted as a skill bonus by your race, gain Resist 5 poison. If Perception is granted as a skill bonus by your race, gain Blindsight 3. If Stealth is granted as a skill bonus by your race, gain an additional +3 feat bonus to Stealth checks when you have any cover or concealment.

EPIC TIER FEAT

This feat is available to any anumus character of 21st level or higher.

MANIFEST FORM [ANUMUS]

Prerequisites: Anumus, manifest adaptations or manifest claws

Benefit: Once daily, you can *change shape* (see the glossary of the D&D 4E MONSTER MANUAL for details) into an animal of your species, according to the chart below. You cannot use equipment that obviously does not suit this new form (you cannot wield a sword as a wolf, use gloves as a horse, and so on). You revert back to your original form at the end of the encounter, or after a short rest (whichever is first).

Species	Type of Animal
Amphibian	Battle Woggart*
Arachnid	Deathjump Spider
Avian	Griffon
Canine	Dire Wolf
Equine	Warhorse
Feline	Spectral Panther
Ophidian	Crushgrip Constrictor
Porcine	Dire Boar
Reptile	Vicejaw Crocodile
Rodent	Dire Rat
Ursine	Cave Bear

*from *Remarkable Races: The Mogogol*

THE MAGIC OF PETS

Anumi often inherit items they wore or used while they were animal companions. Listed below are just a few of the items that can spice up any game that may adventure with some four legged friends.

Anumi Fruit Level 1

This bluish-purple fruit, which looks something like a tiny apple, holds the key to creating the anumi.

Price: 260 gp

Power (Consumable): The fruit becomes activated when it is mashed together with the blood of a master who truly cares for the creature, and mixed in with the animal's favorite food. Upon complete consumption of this mixture, the animal transforms into a level 1 anumus within 24 hours. It has no effect on creatures that are not natural beasts. The mixture is specific to the animal it was intended for; it will not transform an animal that the blood donor did not care deeply for.

Bowl of Everfood Level 2

This heavy iron bowl produces a nutritious meal that only a beast would find palatable.

Wondrous Item 440 gp

Power (Daily): Upon command word the bowl fills with a nutritious meal of liver and fish flavored mush. Most carnivorous animals enjoy the flavor, and some anumi find that the meal bears a sense of nostalgia. Other creatures find it to be inedible.

Collar of Beast-speech Level 7

This stylish black leather and gold-studded collar confers the ability of speech upon an animal.

Item Slot: Neck 2600 gp

Property: If the wearer is a non-magical natural beast, the collar grants the ability to speak and understand Common. It does not, however, increase the beast's Intelligence. On other creatures, it prevents the wearer from speaking or understanding common.

Enhancement: The wearer gains a +2 bonus to Fortitude, Reflex, and Will.

Invisible Leash Level 6

This item consists of a short metal wand and an adjustable hinged steel collar. It works as an adjustable leash.

Wondrous Item 2000 gp

Property: This device creates an unbreakable bond between the wand and the collar that is both intangible and invisible. Dials on the wand control several functions of the leash. Settings include off (no bond), one square, three squares, and ten squares. If the collar is outside of the maximum range of the collar (10 squares) it cannot activate. Once activated, a creature wearing the collar cannot move or be moved out of the range that the wand is set at. Collars come in three sizes (all separate items): Small, Medium, and Large.

Pet Carrier

Level 12

This 3 lb iron orb is covered in strange glyphs. It can store and recall one willing creature of low intelligence.

Wondrous Item 13,000 gp

Power (Encounter): Upon command word and touch, the item stores one willing creature with an Intelligence score of 8 or less in a temporary demiplane. The creature can be recalled at-will and at any time with a second command word by anyone who is holding the orb. The orb can transfer a creature of size Large or smaller. Regardless of size, the unique properties of the demiplane prevent more than one creature to be held there at a time. If used to store another creature, the previous creature is expelled. Due to the fragile nature of the demiplane, any creature that suddenly gains Intelligence or becomes unwilling to be there is also immediately expelled. Creatures called or expelled from the demiplane appear in the nearest unoccupied adjacent square to the pet carrier.

Tag of Homing

Level 4

This golden dog tag inscribed with magical runes can guide anyone wearing it back to a person or location.

Wondrous Item 1000 gp

Property: This tag can be tied to any other piece of equipment. The wearer will know the direction of a location or person that the tag was previously set to (see power below). The tag does not impart distance. If the target is on a plane different from that of the tag, the tag does not function.

Power (Daily): Hold tag and speak a command word to either set the tag to point to current location or point to the person holding the tag.

Power (At-Will): The last person who activated the tag via command word, may utter another command word, regardless of distance, to impart a strong urge upon the wearer of the tag to go in the direction that the tag is set to point to. However, this urge is only about as powerful as a stern verbal command, and may be disregarded. This does not work if the speaker is on a different plane than the tag.





ANUMUS WATCHDOG

"I've been guarding this place since I was a puppy."

This burly, chainmail clad, mastiff-headed guard brandishes a wicked cutlass. He eyes passersby with scrutiny. He does not appear the type that is easily distracted from his charge.

Anumus Watchdog Level 2 Soldier



Medium Natural Humanoid XP 125

Initiative +5 **Senses** Perception +9

HP 41; **Bloodied** 20

AC 24; **Fortitude** 18, **Reflex** 14, **Will** 15

Speed 5

 **Cutlass** (standard; at-will)  **Weapon**

+9 vs. AC; 2d6+3 damage

 **Protective Swing** (standard; recharge )

 **Weapon**

+9 vs AC; 2d10+3 damage, and the target is marked until the end of the Watchdog's next turn.

Tripping Strike

If the Anumus Watchdog has combat advantage against a target, it can also knock the target prone on a successful hit.

Alignment: Any **Languages:** Common, one regional

Skills Athletics +11

Str 19 (+5) **Dex** 14 (+3) **Wis** 16 (+4)

Con 17 (+4) **Int** 12 (+2) **Cha** 11 (+1)

Equipment: cutlass, chainmail

ANUMUS WATCHDOG TACTICS

The anumus watchdog will attempt to get between the enemy and his charge as often as possible. He will mark the more dangerous opponents to distract them from their target. The watchdog will also encourage allies to help him flank opponents so he can gain the advantage of his tripping strike power.

ANUMUS WITCH

"My mentor taught me from familiar to familiar face."

Bright green cat eyes shine out from the shadows of her cloak. The anumus witch speaks with a playful tone. This good humor

unfortunately extends to combat as well; the anumus witch enjoys toying with her prey.

Anumus Witch Level 12 Controller

Medium Natural Humanoid

XP 700

Initiative +13 **Senses** Perception +14, Low-light vision

HP 123; **Bloodied** 61

AC 26; **Fortitude** 25, **Reflex** 28, **Will** 24



Speed 6

 **Claw** (standard; at-will)

+17 vs. AC; 3d6+5 damage


 **Rake the Eyes** (standard; at-will)

+17 vs AC; 1d6+5 damage, and the target is blinded until the end of the witch's next turn. The witch shifts 2 squares before or after making this attack.

 **Face Full of Sparks** (standard; at-will)  **Illusion**

Ranged sight; +16 vs Reflex; the target's vision is heavily obscured (-5 penalty to attack rolls, save ends).

 **Cat's Cradle** (standard; recharge )

 **Conjuration, Zone**

Area burst 2 within 10; +17 vs Reflex; 4d8+6 damage and the target is immobilized (save ends).

This attack's area becomes a zone of difficult terrain (web-like string) until the end of the encounter. Any creature that enters or starts its turn in the zone is weakened until they leave the zone. The anumus witch is immune to its own string.

Catlike Grace (immediate reaction, when the anumus witch is hit with a Reflex attack; encounter)

If the anumus witch may force the attacker to

Reroll the attack and use the second roll.

Alignment: Any **Languages:** Common, one regional

Skills Acrobatics +20, Arcana +17, Athletics +18,

Religion +14, Stealth +20

Str 21 (+11) **Dex** 24 (+13) **Wis** 17 (+9)

Con 19 (+10) **Int** 22 (+12) **Cha** 19 (+10)

Equipment: cloak, spellbook









ANUMUS WITCH TACTICS

The anumus witch will annoy as many of her enemies as she can with her powers, while her allies pick them off. If they get too close, however, she will Rake the Eyes, and attempt to gain a more strategic position.

ANUMUS ASSASSIN

"Quick and deadly as a snake, and I should know!"

It would be easy to mistake this cobra-headed man who is dressed all in black and glittering with deadly implements for a treacherous yuantimilson. Actually, in this case, it would be just as bad either way.

	Anumus Assassin	Level 7 Lurker
Medium Natural Humanoid		XP 300
Initiative +12 Senses Perception +13, darkvision		
HP 64; Bloodied 32		
AC 21; Fortitude 20, Reflex 23, Will 19		
Speed 6		
	Dagger (standard; at-will)  Weapon	
+12 vs AC; 1d4+5 damage and ongoing 5 poison damage (save ends).		
	Dagger (standard; at-will)  Weapon, Poison	
Ranged 5/10; +12 vs AC; 1d4+5 damage and ongoing 5 poison damage (save ends).		
	Assassin's Strike (standard; recharge )	
+10 vs Reflex; 4d8+5 damage, and ongoing 5 poison damage (save ends).		
	Snake Eyes (minor, at-will)	
+10 vs Reflex; the anumus assassin gains combat advantage against the target until the end of the death squad assassin's next turn.		
Combat Advantage		
The anumus assassin deals an extra 2d6 damage against any target it has combat advantage against.		
Contortionist		
An Anumus Assassin can squeeze into narrow passages as if it were one size category smaller than it is. In addition, he gains a +2 bonus on athletics or acrobatics checks to escape a grab.		
Alignment: Any Languages: Common, one regional		
Skills Athletics +14, Bluff +9, Stealth +14		
Str 18 (+7) Dex 21 (+8) Wis 16 (+6)		
Con 16 (+6) Int 19 (+7) Cha 12 (+4)		
Equipment: dagger X 5		








ANUMUS ASSASSIN TACTICS

The assassin lurks in the shadows or tight area until his target is in sight. If a swift assassin's strike does not neutralize his quarry, he will attempt to regain combat advantage, using *snake eyes*. Once his target is slain, he will attempt to flee.

KNIGHT OF THE HOOF

"Rule number one: Know thy horse."

Clad in shining full plate, and wielding a magic longsword, this horse-headed soldier seems to epitomize a surreal representation of all that knighthood represents. On his shield blazes a rampant stallion; just a clue to the ferocity one might witness while in combat with the noble creature.

	Knight of the Hoof	Level 23 Soldier
Medium Natural Humanoid		XP 5100
Initiative +20 Senses Perception +23		
HP 219; Bloodied 109		
AC 47; Fortitude 39, Reflex 36, Will 35		
Speed 8		
	Longsword (standard; at-will)  Weapon	
+30 vs. AC; 4d6+8 damage, , and the target is marked until the end of the knight of the hoof's next turn.		
	Lightning Strike (standard; at-will)	
 Lightning, Weapon		
Targets a creature marked by the knight of the hoof; +30 vs AC; 4d12+8 damage, and ongoing 10 lightning damage (save ends).		
	Electrifying Burst (standard; recharge )	
Close burst 2; +28 vs Reflex; 4d12+8 lightning damage to enemies in the burst. Ally's within the burst (including the knight of the hoof) deal an extra 2d8 lightning damage with melee attacks until the end of the knight of the hoof's next turn.		
Enhanced Speed		
When the Knight's charge attack is preceded by moving at least 6 squares from his starting position, he may you may make both a bull rush and a melee basic attack, in that order.		
Alignment: Any Languages: Common, one regional		
Skills Athletics +26, Endurance +25		
Str 29 (+20) Dex 24 (+18) Wis 24 (+18)		
Con 27 (+19) Int 26 (+19) Cha 24 (+18)		
Equipment: longsword , plate armor		

KNIGHT OF THE HOOF TACTICS

The knight is a fairly fearless adversary. He will attack with his longsword to mark a foe, and then subsequently hit them with lightning strike on the next round. He will wait to use electrifying burst to obtain the maximum effect. The knight of the hoof will use his speed to advantage as well, overtaking ranged combatants who may be at a safe distance for slower foes.

ANUMI IN YOUR GAME

Anumi in this text are presented as a fairly fresh race to the world. While they do have ancient origins, there is no history to worry about between then and now. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One down side to this “newness,” is that they lack tradition, language and history common to other PC races. This may cause some anumi to research and explore the ancient past; perhaps finding ancient relics keyed to their race, special secrets relating to their transformation, or new paths to explore. However, there are many boons to being a brand new race as well. Anumus player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions.

Anumus add a new dimension to the animal companions in your game, and give new options. For example, a local dog pound may spring up in the area run by anumi. Anumi might develop new pet items, new animal cruelty laws, or take a special interest in a PC’s pet.

Optionally, the Game Master can create a more detailed back story for the anumi. Perhaps there was an ancient uprising of the species and they were wiped out. Now that they are back, a cult with primeval ties may be hunting the anumi or watching to make sure they stay in line. Perhaps the anumi are completely new; the results of recent arcane experiments resulting in a

new fad. Then again, the anumi might be an established race in their own right, with a history, biology, and origin akin to other PC races.

Whatever the case, the anumus will make a welcome addition to any game as a representative of the animal world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything or even a fun alternative for those that really like their pets.



ADD NEW LIFE TO YOUR GAME

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