



NAMR REDUX

A RACE OF UNASSUMING SIZE, IMMOVABLE STRENGTH AND CHAOTIC SHENANIGANS.

By Christopher Zito



GETTING UNDER A FIEND'S SKIN

Fiends come in all shapes and sizes and vary in powers great and small, but what plagues Fiends in the pits of Hell? One would assume powerful competing devils, demons, or even the angels of the heavenly planes themselves would be the bane of Fiends, but this is not the case. For from dark small crevasses of the underworld sprung forth small Imp like Fiends that feed of the misery of their kin. The Namr are a strange race that have no clear origin point, as they just seemed to crawl out of the shadows. A popular theory amongst the Fiends of the underworlds is that the Namr are said to be pure molten rock made flesh of the very caverns they crawled out from. The Namr are so overwhelming in numbers they have been known to invade townships, castles, and other civilizations within Hell to play tricks, heckle, and overall just be a massive annoyance. The Namr feed off all emotions from any creature that fall victim to or observes their antics, this emotion syphoning does not harm the victim and grants nourishment. Even though Namr can syphon emotion from victims or bystanders, they are capable of nourishment from food and drink just as any other Fiend. As the Namr rose in numbers and began to overtake civilizations with their presence, some Fiends began to strike deals with the Imps and weaponized their overenthusiastic tendencies to cause mayhem. Larger Fiends would have them spy on competing Fiends, send them out into wars to sabotage enemy camps, and even be messengers to converse with mortals in the Material Planes to sway young mages to form pacts with their emotional paymasters.

THE PRICE FOR PRANKING

The Namr are born of seemingly nothingness and shadows in the pits of Hell, however sometimes the Namr wonder if their japes can go further beyond a plane of misery, war, and evil. Namr in Hell have near invulnerability to physical pain or trauma in Hell, thus their demeanor for causing chaos amongst the denizens of Hell is met with little regard for consequence. When a Namr travels to any Realm outside of Hell, unbeknownst to them their physical indestructibility is removed as it was a gift bestowed to them for being made from the infernal realms. Though most Namr who reside in the Outer Planes still have superior physical strength and fortitude, they seldom notice their loss and continue to pester the Material Planes, much to their dismay as their dwarfed abilities can leave them open for an early demise. Namr will quickly discover that they no longer just appear from the shadows as they did in the pits of Hell, and through observing and mimicking the actions of their Material Plane dwelling kin, the Tiefling, the Namr learned how to form bonds, families, and conform to societies to procreate their species from the brink of extinction.

MISCHIEF IN THE MATERIAL WORLDS

The Namr still syphon off emotions of others even in an alien plane of existence, as such they are quick to adapting to other societies cultures and customs to find the best ways of getting an emotion rise from them. While some will hide in the underbellies of towns or cities to continue their pranks within the limits of their new homes, the call for new emotions and mischief can be too overwhelming for Namr to stay put for long. Namr will seek comfort and companionship in adventuring parties to satiate their desire for emotions to syphon and be rewarded for their tricks and nefarious actions. Namr will also form social packs and travel together to seek out ways to syphon with their kin, as such Namr vagabond communities of 20-50 per pack can form. These packs of Namr often come in the form of circus troupes, highwaymen, or traveling merchants as entertainment, thievery and commerce can be ways to syphon energy from others. By banding together can they discover new ways to have fun annoying mortals, satisfy their hunger and maybe even find a place to call home while doing so.

THE MARKINGS OF MINIATURE MAYHEM

The Namr come in various shapes however a Namr is known for its signature physical markings. The Namr stand 2'5 to 4 feet tall sporting a fine black leather coat, males are more angular while females are more curvy as with any humanoid gender archetypes. Their ears are bulbous and can extend outward of '10 inches into a "Flop" like fashion or be as close to the head, a feature known as "Plumpear". Their eyes are large and characteristic sporting a variety of bright colored iris' and their tails always sport a spade like tip at the end. The Namr's underbelly markings that cover their face and reach down to their bellies are the easiest way to tell one apart from the other, as the markings can come in various etchings and different greyscale tones of color. Another way to discern Namr is by their horns, their horns can range from small nub like protrusions or long and complex growth patterns. Their horns are very weak and can break easily through physical contact, however they grown back just as fast as they are lost after twenty-four hours, as does their tails should it be removed.

NAMR NAMES

Namr names are often just curses, derogatory adjectives, or just mischievous actions in Infernal text. Namr of the pits of Hell give themselves titles of their greatest chaotic actions or a short phrase that personifies their greatest prank. Namr will do the same for the Material Planes, but will adopt these short phrases as pen names to add to the start or end of their "Material Name". Namr will often insist that they be referred to their pen name, and their Material Name only to be used if a situation is dire and requires their full unbridled attention.

For example if a female Namr's greatest prank was spreading ball bearings and tripping a guard, she could be known as "'Knight Fall' Abby" or "Abby 'Tumbles'".

Namr Pen Names. Ankle Biter, Arison, Break-In, Bone Break, Bruises, Crasher, Cuts, Hurt, Ignite, Inky, Knives, Japes, Mud, Manic, Money Grubber, Robber, Silly, Stiches, Stabs, Trippy

NAMR TRAITS

Your Namr character will have the following features to best watch their victims fall prey to their unassuming strength.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Ability Score Decrease. Due to the Namr's cock-sure attitude and confidence in their physical stature, your Wisdom is decreased by 2.

Age. Outside of picking fights with others in scenarios that they cannot win, the normal life expectancy of the Namr is 150 years.

Alignment. The Namr are conniving and mischievous. Due to their absurdly hardy physical forms they will instigate fights for fun, taking delight in their victim's struggle to retaliate. As such Namr must always be Chaotic, there is almost never a Lawful Namr.

Size. Namr are Small varying from 2'5 - 4'0 feet tall.

Speed. Your base walking speed is 30 feet.

Psychevore. You can devour emotions from others once per day, this action is visually represented by you inhaling psychic energy that pours from the victim's face. This fully nourishes you as if you have eaten a full day's worth of food. The creature must be capable of conveying emotion, willing to let you feed and must convey the emotion for you to eat. When you eat an emotion from your target, the creature cannot use that emotion for 24 hours. As an action you may devour emotions from a creature that is under a Fear effect, they are immune to fear effects for 24 hours.

Natural Armor. While not wearing any armor, your AC is calculated by 12 + your Constitution modifier.

Unassuming Weight. While you are small, you count as a Large size category creature for the purposes of carrying capacity, pushing, pulling, and weight. A Namr's weight can range between 350-450 pounds, however they can reduce their weight to a Small Size Category of 60-100 pounds so long as they are willing. This weight shifting ability does not physically add or reduce weight, but rather it applies shifts in the Namr's density. When a Namr raises its weight, it loses the penalty to Heavy Weapons as a Small sized Creature.

In combat, the Namr can use an action to raise or reduce their weight. If a Namr is grappled by or grappling a target while a Small sized category and the Namr raises their weight, the target creature must make a Strength Check vs DC 8 + Proficiency + your Constitution modifier or be knocked prone. This does not work on creatures with a Size Category of Large or greater.

Heavy Weapon Proficiency. Namr have proficiency in any weapon that has the Heavy keyword.

Fiendish Resistance. Namr have resistance to Fire.

Languages. Namr can read, write and speak Infernal and only speak Common.

FERAL NAMR

While the Namr that travel to the surface are a bit more 'easier' to handle, the Namr adventurers encounter in the infernal realms are much worse. Unless adventurers can strike a deal that best tickles a Namr's fancy for emotional feasting or less than minor pranks, engaging Namr in combat is a near suicidal venture. Feral Namr are much more savage in their antics, often their pranks entail torture, barbaric traps, and bloodshed. The reason for this enhanced chaos is all for watching their victims writhe in torment, as misery is Feral Namr's favorite emotion to feast upon in Hell.

Feral Namr when facing down a returning kin from the surface, will act far more civilized towards them, however unbeknownst to Ferals, their kind from the Material Plane(also known as "Material Namr"), do not retrieve their Feral kind's invulnerability upon returning to the infernal planes. Material Namr should do their best to keep this information very secretive, should the Feral's learn of their dwarfed resilience, Ferals will use this information to play malicious tricks on their "lesser" kind more fiercely towards them. Material Namr unlucky to survive the hazing onslaught by their evil counterparts, will be dragged back into the shadows where they originated from. In time they will lose their sense of morality and memory of their time on the surface and be reborn as a Feral Namr. Even if a Material Namr is reduced to a feral state, they still will not have the same resilience as the Feral's who converted them. Due to the conversion they will be unaware of this and believe they are just as sturdy as the other Ferals and most likely meet an unfortunate demise if not by a larger fiend, but by the Ferals that converted them.



PLAYING A FERAL NAMR

If you are creating a Namr who has never traveled to any other Realm outside of the Nine Hells, your Namr can be considered Feral. Feral Namr have a much more powerful version of their **Ability Score Decrease**, **Natural Armor** and **Fiendish Resistance** features that you may opt to take in exchange for their Material Realm counterparts, however it would be wise to consult your DM if they would allow this feature exchange.

FERAL NAMR VARIANTS

You may exchange your existing features of the same name for the following variants.

Ability Score Decrease. Due to your complete disregard for consequence, your Wisdom is decreased by 4.

Natural Armor. While not wearing any armor, your AC is 13 + your Constitution modifier.

Fiendish Resistance. Feral Namr are Immune to Fire

ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

WHAM-O

(Prerequisite: Namr Race, Strength 13 or Higher)

As an reaction to making a successful melee attack against a target while considered a Small category sized creature with your Unassuming Weight Feature, you shift your weight just before your strike connects with a target. You add your level + your Strength modifier Bludgeoning damage to the attack, once your turn is over you then count as a Large category size creature. You may use Wham-O again after a short or long rest.

PEP IN YOUR STEP

(Prerequisite: Namr Race, Strength 15 or Higher)

Wearing Heavy Armor no longer forces Stealth checks to have disadvantage.

AMBIDEXTROUS TAIL

(Prerequisite: Namr Race, Dexterity 13 or Higher)

Your tail can act as a free hand to grab and hold items. You may now use your tail to also make Sleight of Hand checks with advantage.

SHRUNKEN

(Prerequisite: Namr Race, Dexterity 15 or Higher)

You may move through Tiny sized spaces at your full movement speed so long as your size Category counts as Small using the Unassuming Weight feature.

WHERE'D THEY GO?

(Prerequisite: Namr Race, Dexterity 15 or Higher)

As a reaction when an enemy fails to hit you with a melee attack you may move behind the target without invoking Attack of Opportunity and use a Hide action with advantage to hide directly behind the target. If the target fails to find you, they lose sight of you. If the target uses a move action you always appear 5ft directly behind the target until the end of it's next turn.

HORNS

(Prerequisite: Namr Race, Constitution 13 or Higher)

Your horns are not as brittle or weak as you thought that now they may count as a goring weapon. You gain a natural Horn attack that deals 1d6 Piercing + your Strength modifier.

SQUASH AND STRETCH

(Prerequisite: Namr Race, Constitution 13 or Higher)

Once per day for one hour you may grant yourself an extra 5ft of reach for melee attacks.

DOUBLETAKE

(Prerequisite: Namr Race, Wisdom 13 or Higher)

Once per short or long rest you may reroll one failed Wisdom skill check or saving throw.

WILDTAKE

(Prerequisite: Namr Race, Wisdom 13 or Higher)

As a reaction when a creature frightens you, you may move your full movement away from the target without taking any Attack of Opportunities and you can force the target that frightened you to make a Wisdom vs Intimidation saving throw. On failure both you and the target are Feared of each other. Once you use Wildtake on a target, that same target cannot be feared by another Wildtake for one hour. This feature does not work on Constructs or Plants. You may use Wildtake again after a short or long rest.



ACME BRAND GUARANTEE

(Prerequisite: Namr Race, Charisma 13 or Higher)

You have advantage to Deception checks when bartering with materials and goods that are either broken, have obvious faults, or are less than the item's actual monetary value.

DECEIVING NATURE

(Prerequisite: Namr Race, Charisma 13 or Higher)

Gain proficiency in Intimidation and Deception. If you already have proficiency in Intimidation or Deception you may add double your proficiency bonus to the skill.

EMOTION STEAL

(Prerequisite: Namr Race, Charisma 13 or Higher)

As an action you may use your Psychevore feature on unwilling targets to drain them of emotion and shred a piece of their soul along with it. The target of your Psychevore feature must make a Wisdom vs $8 + \text{Proficiency} + \text{your Charisma modifier}$. On failure you may drain their last used emotion with your Psychevore feature dealing $2d6 \text{ Psychic} + \text{Half your level (Minimum 1)} + \text{your Charisma modifier}$ in damage. You gain nourishment as if you had eaten one ration and you regain hit points equal to the total amount of damage you dealt to the target.

The target is unable to feel the emotion you drained for 12 hours and have disadvantage to all Charisma skill checks for this period of time. You may use Emotion Steal again after a long rest.

STAGED ACT

(Prerequisite: Namr Race, Charisma 13 or Higher)

As an action, you attempt to bring comedic joy to someone through some sort of joke, performance or other act. The target must make a Wisdom vs $8 + \text{Proficiency} + \text{your Charisma modifier}$ saving throw.

On failure the target is thrown into a fit of laughter and is stunned until the end of your next turn. While the target is stunned you may drain their laughter with your Psychevore feature dealing $2d4 \text{ Psychic} + \text{Half your level (Minimum 1)} + \text{your Charisma modifier}$ in damage. You gain nourishment as if you had eaten one ration and you regain hit points equal to the total amount of damage you dealt to the target. The target's Stunned until the end of it's next turn, if Staged Act was used outside of combat, the creature will not become hostile to the Namr.

The target is unable to feel joy for 12 hours if their laughter is devoured by the Namr and have disadvantage to all Charisma skill checks for this period of time. You may use Staged Act again after a long rest.



NEW BACKGROUND

FINK

At one point in your life you were looked upon as a respectable member of society, a average fellow set out to do a task or hold a responsibility with trust and pride... and you pissed that away a long time ago. Your life was not for you to be tethered down, you sought entertainment, excitement and thrills in your fellow commoners, taking to the night life with a wild gleam in your eyes, only fools and idiots are bogged down by petty things like an honest day's work. Why work hard when you can play hard? The night always comes and your body, wit and charm is everlasting!

Skill Proficiencies: Athletics, Performance

Tool Proficiencies: One type of Artisan's tools, one type of Gaming Set, one type of Musical Instrument

Languages: None

Equipment: Tattered commoner's clothing, a Musical Instrument(one of your choice) or a Gaming Set(one of your choice), a set of Artisan's tools of your choice, a small item won in a bet, an ale keg and 10 gp in a belt pouch.

- d8 Personality Traits**
- 1 I know how to talk to the common folk as if I was their best friend.
 - 2 I may not look it but I have a good idea of what I'm doing.
 - 3 I may not be fully aware of the task at hand but how hard could it possibly be?
 - 4 I know who most of the night life's most powerful players are and I am on friendly terms with them.
 - 5 I take my losses in stride and my victories in boast.
 - 6 I am a jack of all trades and a master of none.
 - 7 Folk don't think I'm aware of their life stories but I got lots of dirt on them.
 - 8 I am a thrill seeker and will often take physical risks to gain riches or clout.

- d6 Ideals**
- 1 **Ignorance.** I go where my aimless wanderlust takes me despite visible dangers. (Neutral)
 - 2 **Companion.** I don't mind showing newcomers a good time, it's nice to see them smile. (Good)
 - 3 **Rat.** Loose lips sink ships, and keeping those ships afloat will cost extra. (Evil)
 - 4 **Curious.** I don't stay in one place for too long, I crave new experiences. (Neutral)
 - 5 **Patron.** I find comfort in a like minded establishment or company and I wish to see it thrive. (Lawful)
 - 6 **Gambler.** So long as my flesh is able, There is monetary gain to be made from it. (Chaotic)

FEATURE: WANT TO BET ON IT?

To the working folk or noblemen of a town, you are just a bumbling fool and jeered at the mere mention or sight of you. However you are a welcome sight to those wishing to wash their woes or cares away during nights of revelry, be it at bars, brothels, sporting or gambling halls the town's local entertainment establishments know you very well and will offer you sanctuary in time or need. While your name is not the most decorated, the average man and late night crowd see you as the life of any social gathering or party. While in such establishments, you may engage with patrons in a contest of your choosing for small trinkets, gold, food or even local information and rumors. Depending on the type of contest you desire to engage in you may use Athletics or Performance with advantage to succeed in said contest.

- d6 Bonds**
- 1 One of my best friends works a local establishment and my antics help bring in customers.
 - 2 Whatever I filch from others goes to those who would make better use of whatever I find.
 - 3 I am in debt with a local crime syndicate and I work amongst the night life to make repayment.
 - 4 My family member is part of the guard or another civil service, my escapades help out their investigations.
 - 5 I work for a company and I try to sell our wares off to others with my special brand of persuasion.
 - 6 I refuse to waste my life in repetition. I go where I want when I want, whenever I want.

- d6 Flaws**
- 1 I have a gambling problem.
 - 2 I am addicted to a material delight.
 - 3 I am scared of commitment and responsibility.
 - 4 My happy-go-lucky attitude is a hinderance to others.
 - 5 I am a coward and will seek ways around an issue rather than face it head on.
 - 6 Someone believed in me once, and I threw that trust away a long time ago.

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