

LIVING SWORDPLAY

CHAPTER TWO Part II, The Equine.

22.1

What are the Equine?

The Equine are a Humanoid race, who are believed to be evolved relatives of the common forest Unicorn. The resemblance is uncanny; they have powdery white skin and tall spiraled horns rising from their thick manes.

But the Equine are as far above the common Unicorn as Humans are said to be above apes. The Equine have mastered the evolutionary skills of walking, grasping tools and have developed their own language. The front hooves of an Equine are split into three separate toe-plates that can move semi-independent of each other, allowing the Equine to grasp tools and weapons.

Equine appearances vary from individual to individual. Their hair can be long or short, straight or curly, dark, blond or red haired. Most Equine are brown eyed; blue and green eyed Equine are uncommon and considered to be favored by the heavens.

22.2

What are the Equine like?

The Equine share the Human gift of curiosity, but with the addition of their high intelligence, the Equine have earned the reputation as explorers of magic and the arcane. The Equine hold magic in high regard; Social standing is determined by how many spell casters a family has.

Favored Alignment: Any

Homeland: The Empire of Thias. Culture similar to ancient dynastic China.

Racial Language: Thiasian, similar to the Chinese language with some Japanese added.

Religion: The Equine worship a large number of Gods within a Celestial Pantheon.

22.3

Equine Characters.

To create an Equine Character, follow these steps.

1. HEIGHT and WEIGHT: Equine are 7 feet + 2 d 6 inches tall. They weigh 100 + 10 d 10 pounds.

2. **RACIAL TRAITS:** Though distant from the common Unicorn, Equine still retain some of their magical heritage. +2 Intelligence and -2 Strength. The Equine are intelligent but physically more fragile than Humans.
Equine are *Medium Size*. As medium sized creatures, Equine gain no bonus or penalty due to their size.
Equine base speed is 30 feet.
The Equine can *Smell Magic*: Smell Magic grants the Equine a +2 racial bonus on checks to *Detect Magic* (as the 0 level spell of the same name). This bonus is added to an Equine's *Knowledge: Arcane* skill check.
An Equine's base armor class is 11, as opposed to the typical base 10 of other races. The Equine still retain some of their magical agility.

3. **AUTOMATIC LANGUAGES:**
Equine characters speak Common and Thiasian (the language of their homeland, Thias). In addition, intelligent Equine can learn: Abyssal, Celestial, Draconian, Dwarven, Elf and Orc.

4. **FAVORED CLASS:** Wizard or Sorcerer. No penalty to experience.

The Equine have come a long way in civilization. Not too long ago, the Equine were brutal and disorganized Humanoids who were no better than the savage Orcs they fought against. Eventually they built a mighty empire with over a hundred generations of emperors at the seat of power.

The Empire of Thias is similar to Dynastic China. The Emperor is said to be chosen (or condemned) by the whims of the gods. Samurai and fighting monks roam the countryside. Magic is everywhere, and Thias is renowned for its many fine magic colleges and mystic societies.