





## THE ICOSIAN PC RACE

From the alternate dimension of Randoma emerges a race as diverse and unpredictable as the faces of a die. Known as the Icosians, these beings are a vibrant embodiment of randomness and individuality. Their form, reminiscent of a 20-sided die, is as varied as the colors of a rainbow, with a semi-translucent shell revealing an array of skin textures. Their society, culture, and biology are as unique as their appearance, reflecting their love for freedom and chaos. Whether in their home dimension or on thrilling adventures in other realms, the Icosians bring a touch of unpredictability and a lot of character to every encounter.

**PHYSICAL DESCRIPTION:** The Icosians are a unique race hailing from an alternate dimension known as Randoma. They bear a striking resemblance to the 20-sided dice familiar to many role-playing game enthusiasts. These beings are man-sized, with their bodies taking the form of a large, spherical torso that resembles a die, including numbers that are usually either white or black. Their skin can be any color, sometimes even metallic, sparkly, or multicolored, much like the dice they resemble.

The Icosians' skin texture varies greatly, ranging from hairy to bumpy, smooth to wrinkly. This texture can be seen through their semi-translucent shell, which covers their spherical torsos. A face is situated in the center of their torso, typically featuring two eyes and a mouth. The teeth within these mouths can vary greatly, from sharp fangs to just about any other conceivable dental structure.

In addition to their standard size, some Icosians can also be found in smaller or larger sizes, though these instances are rare. Their physical features, color, inner skin texture, and specific characteristics are highly random, adding to their unique and diverse nature.

**ECOLOGY & SOCIETY:** The Icosians, with their ability to thrive in any environment, have a unique ecological role in Randoma. Their home dimension is a chaotic blend of various terrains and climates, which has led to the Icosians developing a remarkable adaptability. They can survive in the harshest of conditions, from scorching deserts to freezing tundras, and everything in between. This adaptability, combined with their diverse physical characteristics, allows them to fill various ecological

niches. Some Icosians might be found in the dense forests, blending in with the foliage with their green skin, while others might be seen soaring through the skies in regions with floating islands. Their diet is as varied as their habitats, ranging from vegetation to meat, depending on the individual's preference and the availability of food sources.

The biology of the Icosians is as fascinating as their appearance. Their bodies, while appearing to be a solid die, are actually a complex system of organs and tissues. The semi-translucent shell on their torsos protects their vital organs, which are uniquely adapted to their chaotic environment. Their muscular arms and legs allow them to navigate through various terrains with ease, and their eyes are capable of seeing in a wide range of light conditions, a testament to their adaptability.

Reproduction among the Icosians is a unique process known as budding. Unlike many species that require two individuals for reproduction, an Icosian can reproduce asexually. When an Icosian reaches maturity, a small bud or growth appears on their body. Over time, this bud grows and develops into a fully formed Icosian. Once the new Icosian is mature enough, it detaches from the parent's body and begins life as an independent individual.

This process allows the Icosians to rapidly adapt to their environment, as each new generation can potentially bring new variations and traits that help them survive in the ever-changing landscape of Randoma. This unique aspect of their biology further emphasizes their connection to randomness and change.

In Icosian society, the concept of gender is viewed through a unique lens. Icosians do not have a biological sex, but they often, though not always, develop gendered personas. This is yet another reflection of their individuality and their love for randomness. An Icosian might choose to identify as male, female, both, neither, or something entirely different, depending on their personal preference and experiences. These gendered personas can influence their behavior, appearance, and role in society, adding another layer to their already diverse culture. It's important to note that these gender identities are fluid and can change over time, much like everything else in Icosian society. This fluidity of gender, free from biological constraints, further emphasizes their culture's focus on personal freedom and individual expression.



Icosian society is as diverse and dynamic as the individuals themselves. Without rigid hierarchies or traditions, their society is a fluid network of individuals who value freedom and individuality. Each Icosian is encouraged to pursue their own path and contribute to the society in their unique way. This has led to a culture that is rich in innovation and creativity. Their cities and settlements reflect this diversity, with architecture that varies greatly from one structure to the next. Buildings might be built to accommodate the unique physical characteristics of their inhabitants, resulting in a skyline that is a chaotic yet beautiful mosaic of shapes and colors.

**ALIGNMENT & RELIGION:** In Icosian culture, chaos is not just accepted but celebrated. Their art, music, and literature are often improvisational and dynamic, reflecting their love for randomness and change. Festivals and celebrations are spontaneous events that can occur at any time, triggered by anything from a beautiful sunset to a particularly tasty meal. These celebrations are vibrant affairs, filled with music, dance, and laughter. Personal rituals and symbols are also an important part of Icosian culture. Each Icosian is encouraged to create their own rituals, which can range from a daily dance to a yearly journey to a favorite spot. These rituals, while personal, are often shared with others, adding to the communal tapestry of their culture.

**ADVENTURERS:** Icosians make for intriguing adventurers, their unique biology and culture often leading them down paths less traveled. Their innate connection to randomness and change makes them well-suited to the unpredictable life of an adventurer. Whether it's a warrior who uses their hard shell for defense, a rogue who uses their unique physiology to confound enemies, or a sorcerer who draws upon their inherent power over chance and luck, an Icosian adventurer is a force to be reckoned with. Their diverse physical characteristics and abilities allow them to fill a variety of roles within an adventuring party, making them valuable allies in any quest.

The Icosians' value for individuality and freedom often drives them to leave their chaotic home dimension of Randoma and explore other realms. These adventurers are drawn to the thrill of the unknown, eager to experience new environments and cultures. Their interactions with other races are often marked by a mix of wonder and fear, their alien appearance and unpredictable nature making them a curiosity to some and a threat to others. Regardless of how they are perceived, Icosian adventurers embrace their uniqueness, using their individuality and adaptability to navigate the challenges and dangers of the adventuring life. Whether they're delving into ancient ruins, battling fearsome monsters, or negotiating with otherworldly entities, Icosian adventurers bring a touch of chaos and a lot of character to every adventure.

**NAMES:** Icosian names are often inspired by various languages, dice, and the concept of randomness, embodying the essence of the number twenty and the Icosians' love for chance and unpredictability. Examples: Deka, Dicey, Doug, Dvadset, Eikosi, Húsz, Ico, Irti, Ivi, Kósio, Nijjuu, Quanta, Rando, Tria, Tventi, Twen, Venti, Viginti, Yigirma, and Zwanzig.





## ICOSIAN RACIAL TRAITS

**Variable Ability Scores:** Icosians are known for their randomness, and ability scores are no exception. At character creation roll 3d20 and consult the following 3 charts:

Chart A-1 Roll (d20)	Ability
1-3	Strength
4-6	Dexterity
7-9	Constitution
10-12	Intelligence
13-15	Wisdom
16-18	Charisma
19-20	Skip A-2 & A-3

Chart A-2 Roll (d20)	Ability
1-3	Strength
4-7	Dexterity
8-10	Constitution
11-13	Intelligence
14-17	Wisdom
17-20	Charisma

Chart A-3 Roll (d20)	Ability
1-3	Strength
4-6	Dexterity
7-10	Constitution
11-14	Intelligence
15-17	Wisdom
18-20	Charisma

Icosians gain a +2 bonus on the ability score rolled on chart A-1 and A-3 and a -2 penalty on the ability score rolled on chart A-2. In some cases, when a 19 or 20 is rolled on chart A-1 or when the result of A-2 matches a ability score rolled on one of the other charts, the icosian gains only a +2 bonus to one ability score. With nearly the same probability, it is possible that the ability score for A-1 and A-3 are the same, conferring a total bonus of +4. In that case and when the ability score is not Strength or Dexterity, the icosian does not gain the "Random Luck" racial trait. Rarer still, if the +4 happens to be in Strength, the icosian is Large-sized instead of Medium (and the Strength bonus is implied to be part of the Strength bonus granted for size). Conversely, if the +4 is in Dexterity, the icosian is Small-sized (and the Dexterity bonus is implied to be part of the Dexterity bonus granted for size).

**Medium:** The vast majority of icosians are Medium-sized and gain no bonus or penalties based on size.

**Normal Speed:** Icosians have a base speed of 30 ft.

**Darkvision:** Icosians have darkvision 60 ft. (they can see perfectly in the dark up to 60 feet.)

**Type:** Icosians are outsiders with the native subtype.

**Natural Armor Class (Ex):** An icosian receives a +2 natural armor bonus to their Armor Class.

**Rolling Charger (Ex):** An icosian receives a +2 racial bonus on bull rush and overrun combat maneuver checks and does not provoke attacks of opportunity when attempting such maneuvers.

**Random Luck (Su):** At sunrise (or once every 24 hours), the icosian rolls a d6. He can roll twice for the Save on Chart A-4 that matches his roll, and use the higher result. He must choose to do this before he rolls the Save, but only once per hour.

Chart A-4 Roll (d6)	Save
1-2	Fortitude
3-4	Reflex
5-6	Will

**Languages:** Icosians begin play speaking Common and Icosian. Icosians with high Intelligence scores can choose any of the following: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Modron, Orc and Protean.

## ICOSIAN VITAL STATISTICS

### RANDOM STARTING AGE

	Barbarian, Cubomancer Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	
Adulthood	1 year	+1d4	+1d6	+2d6

### AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
30 years	40 years	50 years	50 + 8d8 years

### RANDOM HEIGHT AND WEIGHT\*

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Icosian	5 ft.	400 lbs.	2d6	×15 lbs.

\* For Large-sized icosians, double the height and multiply its weight by 8. For Small-sized icosians, halve this height and divide the weight by 8.





## **ALTERNATE RACIAL TRAITS**

*The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.*

**Note:** Whenever an Icosian "rolls their body," it is considered a move action unless otherwise specified.

**Chaos Surge:** Once per day, when casting a spell, the Icosian can roll their body (1d20). On a roll of 10 or higher, the spell is cast as if using a spell slot one level higher (maximum 9th level). This replaces the Random Luck trait.

**Critical Edge:** The Icosian's body develops a sharper edge. They can confirm critical hits on a roll of 18-20 instead of only on a 20. This replaces the Natural Armor Class trait.

**Face of Fate:** The Icosian can change the number of their "face" as a move action. Once per day, they can use this ability to add +1d10 to any d20 roll they make. This replaces the Random Luck trait.

**Fluctuating Form:** The Icosian's size fluctuates unpredictably. Once per day, they can roll their body (1d20). On a 1-10, they become Small-sized for 1 minute. On an 11-20, they become Large-sized for 1 minute. This replaces the Natural Armor Class trait.

**Lucky Bounce:** When the Icosian falls, they can roll their body to reduce damage. They reduce falling damage by 1d20 feet. This replaces the Rolling Charger trait.

**Nullifying Surface:** The Icosian's surface can sometimes negate magic. Once per day, when targeted by a spell, they can roll their body (1d20). If the result is higher than the spell's level, the spell is negated. This replaces the Natural Armor Class trait.

**Probability Aura:** The Icosian emits an aura of randomness. Enemies within 10 feet must roll twice and take the lower result on all d20 rolls. This replaces the Random Luck trait.

**Reroll Reservoir:** The Icosian can store randomness within their body. They gain a number of rerolls equal to their character level each day. This replaces the Random Luck trait.

**Rolling Thunder:** The Icosian can curl into a ball and roll, gaining a +20 foot bonus to their base land speed when moving in a straight line. This replaces the Rolling Charger trait.

**Shifting Numbers:** The numbers on the Icosian's body constantly shift and change. They gain a +2 bonus on Disguise checks and a +2 bonus on saving throws against divination spells. This replaces the Rolling Charger trait.

**Spin Dodge:** When hit by an attack, the Icosian can quickly spin their body as an immediate action. Roll 1d20; on a result of 15 or higher, the attack misses. This can be used once per day for every 5 character levels (minimum 1). This replaces the Natural Armor Class trait.

**Variable Energy Resistance:** At the start of each day, the Icosian rolls their body (1d20) to determine their energy resistance. 1-5: fire, 6-10: cold, 11-15: electricity, 16-20: acid. They gain resistance 5 to that energy type for the day. This replaces the Natural Armor Class trait.

## **FAVORED CLASS OPTIONS**

*The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.*

**Barbarian:** Add +1/4 to the barbarian's roll when using the "roll twice and take the higher result" benefit of rage powers that allow this (like Renewed Vigor).

**Bard:** Add +1/6 to the die roll when using Versatile Performance to determine which skill to use.

**Cleric:** Add +1/6 to the result of any roll made to determine a random effect of a domain power (like the Luck domain's bit of luck ability).

**Cubomancer:** Add +1/4 to the result when rolling to determine which spell is cast from a matrix.

**Druid:** Add +1/6 to the druid's wild empathy checks.

**Fighter:** Once per day, the fighter can reroll one attack roll, combat maneuver check, or saving throw, adding +1/4 to the result for each time this option has been selected.

**Monk:** Add +1/6 to the monk's roll when using the Elemental Fist feat to determine damage type.

**Paladin:** Add +1/4 to the paladin's saving throws against spells and effects with the chaotic descriptor.

**Ranger:** Add +1/6 to Survival checks made to follow tracks.

**Rogue:** Add +1/6 to the rogue's roll when using the Trap Sense ability.

**Sorcerer:** Add +1/6 to the result of concentration checks made due to taking damage while casting a spell.

**Wizard:** Add +1/6 to the result of any d20 roll made for a randomly determined effect of a spell cast by the wizard (such as *confusion* behavior or *prismatic spray* effects).

## **NEW ICOSIAN RACIAL FEATS**

The following feats are available to an icosian character who meets the prerequisites.

### **CHAOS SHIELD**

**Prerequisite:** Icosian, character level 5th

**Benefit:** Once per day, when you are hit by an attack, you can roll a d6. On a roll of 4-6, the attack misses instead.

### **FORTUITOUS FORM**

**Prerequisite:** Icosian with "Roll your body" aspect of an alternate racial trait, character level 3rd

**Benefit:** Once per day, when you roll your body as part of an alternate racial trait, you can roll twice and choose the better result.

### **ICOSIAN ADAPTABILITY**

**Prerequisite:** Icosian

**Benefit:** Once per day, as a swift action, you can gain a +2 racial bonus to any one skill check or ability check. This bonus lasts for 1 minute.

### **ICOSIAN WHIMSY**

**Prerequisite:** Icosian, character level 9th

**Benefit:** Once per day, as a swift action, you can roll a d6 and gain a temporary bonus based on the result:

- 1: Gain a +1d4 racial bonus to Strength for 1d8 minutes.
- 2: Gain a +1d4 racial bonus to Dexterity for 1d8 minutes.
- 3: Gain a +1d4 racial bonus to Constitution for 1d8 minutes.

4: Gain a +1d4 racial bonus to Intelligence for 1d8 minutes.

5: Gain a +1d4 racial bonus to Wisdom for 1d8 minutes.

6: Gain a +1d4 racial bonus to Charisma for 1d8 minutes.

### **LUCKY POLYMORPH**

**Prerequisite:** Icosian, character level 7th

**Benefit:** Once per day, as a standard action, you can change your body's shape to that of another polyhedral die (d4, d6, d8, d10, d12) for 1 minute. While in this form, you gain a +2 bonus to a specific ability score based on the die shape chosen (d4: Intelligence, d6: Dexterity, d8: Strength, d10: Wisdom, d12: Charisma).

### **NEVER THAT UNLUCKY**

**Prerequisite:** Icosian, character level 5th

**Benefit:** You must reroll any d20 roll if the result is a natural 1. You must take the second roll, even if it's also a 1.

### **PROBABILITY SURGE**

**Prerequisite:** Icosian, character level 5th

**Benefit:** Once per day, as a swift action, you can add your character level to any single d20 roll you make. You must declare the use of this ability before making the roll.

### **RESONANT RANDOMNESS**

**Prerequisite:** Icosian, Charisma 13

**Benefit:** Your innate connection to chaos strengthens. You can use your Charisma modifier instead of your Constitution modifier when calculating hit points gained at each level.

### **VOLATILE EDGES**

**Prerequisite:** Icosian, character level 3rd

**Benefit:** Your body's edges become razor-sharp. You gain a natural slam attack that deals 1d6 damage for a Medium Icosian (1d4 if Small, 1d8 if Large). This attack is considered magical for the purpose of overcoming damage reduction.



## **Randoma: The Homeworld of Icosians**

Randoma, the birthplace of the Icosians, is a dimension as diverse and unpredictable as its inhabitants. It's a realm where the laws of physics and nature as we know them are merely suggestions, and randomness reigns supreme. This dimension is a testament to the power of chaos and adaptability, a place where the unexpected is the norm and predictability is a foreign concept.

The landscape of Randoma is a chaotic blend of various terrains and climates, constantly shifting and changing. One moment, you might be standing in a lush forest with trees of unimaginable colors, their leaves shimmering with hues that change with every passing second. The next, you could find yourself in the middle of a vast desert with sand that sparkles like diamonds under the alien sun, the grains shifting and forming patterns that defy logic and reason.

Mountains rise and fall in the blink of an eye, their peaks reaching for the skies one moment and sinking into the earth the next. Rivers change their course on a whim, their waters flowing uphill one moment and cascading down waterfalls the next. The weather can shift from a gentle breeze to a raging storm in an instant, the sky changing from clear blue to stormy gray in the blink of an eye.

Despite this chaos, or perhaps because of it, life thrives in Randoma. The flora and fauna are as diverse as the Icosians themselves, with each species uniquely adapted to survive in the ever-changing environment. Plants with leaves that change color and shape to match their surroundings, animals that can alter their body temperature to withstand extreme climates, and countless other marvels of evolution can be found in every corner of Randoma.

In fact, much of the flora and fauna of Randoma bear a striking resemblance to polyhedral dice, a reflection of the Icosians themselves. Trees with trunks shaped like towering d4s, flowers blooming in the form of delicate d12s, and creatures with bodies resembling various dice roam the land, adding to the dimension's unique charm.

The sky of Randoma is a spectacle in itself. Multiple suns and moons of varying sizes and colors light up the sky, creating a breathtaking array of hues at dawn and dusk. At night, the sky is filled with constellations that change and move, telling stories of the Icosians' history and culture. These celestial bodies, too, often resemble polyhedral dice, their surfaces dotted with numbers that glow with ethereal light.

The cities of the Icosians reflect their love for individuality and chaos. Buildings of all shapes, sizes, and colors dot the landscape, each one unique and reflecting the personality of its inhabitants. The architecture is a mix of organic and geometric shapes, with buildings that seem to grow out of the ground or hang in the air, defying gravity. Streets wind and twist in unpredictable patterns, creating a maze of paths that somehow always lead you where you need to go.

Despite the seeming chaos, there is a harmony to Randoma. The Icosians have learned to live in tune with their unpredictable world, embracing the constant change and using it to fuel their creativity and innovation. They see beauty in the randomness, and their art, music, and literature are a testament to this. Murals of swirling colors adorn the walls of their buildings, songs of ever-changing melodies fill the air, and stories of epic adventures and unpredictable heroes are passed down through generations.





In Randoma, every day is an adventure, every moment is unique, and every Icosian is a testament to the power of individuality and adaptability. It's a world that is as vibrant and dynamic as the Icosians themselves, a world where the only constant is change. It's a place where the ordinary is extraordinary, and the extraordinary is just another day in the life of an Icosian. It's a dimension where every corner holds a new surprise, every path leads to a new adventure, and every day brings a new story to tell. It's Randoma, the homeworld of the Icosians, a place as unique and unpredictable as the beings who call it home.

### Physical Traits

**Gravity:** Randoma has Subjective Directional Gravity. Each individual, including the Icosians, chooses the direction of gravity's pull.

**Time:** Randoma exhibits Erratic Time. The flow of time slows down and speeds up unpredictably.

**Shape and Size:** Randoma is Infinite. The plane extends indefinitely in all directions.

### Elemental and Energy Traits

**Air-Dominant:** Randoma is Air-Dominant. The plane consists mostly of open space, with just a few bits of floating stone or other solid matter.

**Positive-Dominant:** Randoma is also Positive-Dominant. The plane is characterized by an abundance of thriving life, despite overwhelming odds against it.

### Alignment Traits

**Chaos-Aligned:** Randoma is Chaos-Aligned, reflecting the plane's inherent unpredictability and the Icosians' disregard for rigid structures and hierarchies.

### Magic Traits

**Wild Magic:** Randoma has Wild Magic. Spells and spell-like abilities function in radically different and sometimes dangerous ways on this plane.