

Thri-kreen

Thri-kreen are hulking insect-men standing as tall as 7 feet, known for their survivability in the wilderness and their cunning intellect. These mantis warriors, as they are often called, are the undisputed masters across large tracts of the Athasian wastes. With their tough exoskeleton and six limbs, thri-kreen are formidable hunters and warriors. Their unique physiology and psionic abilities make them a fascinating and powerful player character race.

Physical Description

Thri-kreen are six-limbed creatures with a tough, pale-green to sandy-yellow exoskeleton. Their hind legs are the most powerful, used for walking, running, and leaping. The four forward limbs each have a hand with three fingers and an opposable thumb. A thri-kreen's head has two large eyes, two antennae, and a small-but-powerful jaw. The eyes are jet black and multi-faceted, separated to either side of the head. The antennae are vestigial, serving only to help maneuver through brush and grasslands in the darkness.

Society

Thri-kreen are formidable nomadic hunters who respect the land and hate creatures that despoil it. They live in packs, generally having 2-24 individuals, and are always on the hunt. There are no permanent thri-kreen communities, and the so-called thri-kreen nations are human conventions to delineate on maps where the thri-kreen thrive and dominate. Thri-kreen believe in the survival of the clutch above all and will fight their leader if they think they are endangering the clutch. Those that lose their clutch for any reason sometimes adventure with other races, eventually forming a new clutch bond.

Relations

Thri-kreen are generally mistrusted and feared by other races due to their predatory nature and formidable abilities. They have a well-known taste for elves, which keeps both races at an uneasy peace when they are forced to cooperate. Despite this, thri-kreen can form alliances with other races when it benefits them, and individual thri-kreen who escape their nomadic packs may form more positive relationships with other races.

Alignment and Religion

Thri-kreen are typically chaotic neutral, driven by their desire for survival and the well-being of their clutch. They do not have a formal religion, but they respect the land and the natural order. Some thri-kreen may develop a form of spirituality or reverence for nature, but this is not common.

Adventurers

Thri-kreen excel as fighters,, using their natural abilities and psionic powers to great effect. They are also known to become clerics, psychic warriors, and psionists. Thri-kreen adventurers are driven by a desire to protect their clutch, seek new challenges, or escape the harsh life of the nomadic packs.

Thri-kreen Racial Abilities

Ability Score Modifiers: +2 Dexterity, +2 Wisdom, -2 Intelligence, -2 Charisma

Size: Medium

Type: Monstrous Humanoid (Psionic)

Base Speed: 30 ft.

Languages: Thri-kreen begin play speaking Thri-Kreen. Thri-kreen with high Intelligence scores can choose from the following: Common, Elven, and Dwarven.

AC: +3 natural armor

Immunities: Immune to sleep effects

Resistances: +2 racial bonus on saving throws against mind-affecting effects

Weapon Familiarity: Thri-kreen are proficient with gythka and chatkcha.

Bite: Thri-kreen have a bite attack that deals 1d4+1 damage.

Claws: Thri-kreen have four claw attacks that each deal 1d4 damage.

Racial Modifiers: +4 to Perception and Stealth checks

Darkvision (Ex): Thri-kreen can see in the dark up to 60 feet.

Leap (Ex): Thri-kreen can leap 20 feet straight up or up to 50 feet straight forward. They cannot leap backward.

Psionics (Sp): Thri-kreen have the following psionic abilities: At will—*chameleon*, *concealing amorpha* and *know direction and location*. These abilities are manifested as if by a 3rd-level psion. Thri-kreen start with enough power points to manifest each of these powers once (5 power points).

Multi-Armed (Ex): Thri-kreen have four arms, allowing them to wield multiple weapons or perform multiple tasks simultaneously. They can wield up to four light weapons, two one-handed weapons, or one two-handed weapon and a light weapon. They gain a +2 bonus on combat maneuver checks to grapple and disarm due to their extra limbs.

Venomous Saliva (Ex): At 5th level, thri-kreen can use venomous saliva against opponents. Those struck by the thri-kreen's bite must save vs. paralyzation or be paralyzed; smaller than man-sized creatures are paralyzed for 2d10 rounds, man-sized for 2d8 rounds, and larger for 1d8 rounds. Creatures classified as huge or gargantuan are only affected for one round.