

TENGU

You are a trickster, a mischief-maker, and at times a trouble-maker. You are the teller of tall tales; the singer of strange songs. You call the mountains, the forests and the open skies your home. You would rather gamble than do an honest day's work. Most consider you lazy; but, you consider yourself resourceful, as you always find ways to reap the greatest benefits from the least amount of work.

Tengu are a demi-human race of 'crow-men'. A fully grown tengu stands just over 5' tall. Like birds, tengu have hollow bones, which allows them to fly; thus, it is rare for an adult tengu to weigh more than 80 lbs. Tengu usually live in isolated locations, with their dwellings hidden within ancient trees, on mountain sides or in abandoned temples. Tengu spend much of their time near roads frequented by travellers; there, they wait for unsuspecting travellers, where they use their talent of stealth and thievery to steal food and goods from their unsuspecting victims. Often their victims do not realize that the theft has occurred until after they have reached their destinations, many miles away.

Hit Points: A tengu gains 1d6 hit points at each level.

Weapon Training: Tengu are trained to use blackjacks, blowguns, crossbows, daggers, darts, garrotes, hand axes, short swords, slings and staves. It is uncommon for a tengu to wear armour, as armour inhibits their ability to fly and places restrictions on their thieving skills.

Alignment: Most tengu are chaotic, living their lives by their own morale codes, valuing their free-will and independence above all else. Sometime tengu are neutral, whereby they balance their values of freedom and independence with a tolerance for the laws established by society. These tengu are often found in isolated human communities, serving as guides, watchmen and scouts. Lawful tengu are very rare, as tengu view conformity and law abiding behaviour as symptoms of illness.

Flight: Although walking is the primary means of mobility for a tengu, tengu have the capacity of flight. Tengu can fly short distances, such as flying from treetop to treetop (or rooftop to rooftop in urban

areas). To fly, a tengu cannot be wearing armour (as this restricts the movement necessary for flight) or weighted down with too much gear; tengu can fly, however, carrying a moderate amount of gear (this will be up to the Judge's discretion). A tengu can fly up to their movement speed (30'). The ability to fly can also be used to avoid damage from falling. For instance, if a tengu is pushed off a building, they could spread their wings and glide to the bottom of the building, landing safely on their feet.

Mimicry: While thieves have the Thieves' Cant, tengu have the talent for mimicking the different sounds they hear. A tengu's ability to mimic sounds is within reason, of course. For instance, a tengu can easily mimic a human's voice, the meow of a cat or the bark of a dog; they, however, cannot imitate, with the same volume and intensity, the roar of a mighty dragon.

Thieving Skills: A tengu receives the same set of thieving skills as a thief. Please see DCC rulebook for details.

Languages: At 1st-level a tengu knows Common, the tengu racial language and an additional randomly determined language. A tengu knows one additional language for every point of their intelligence modifier. These additional languages are randomly selected from the Tengu entry in Table III-I in the DCC Eastern Adventures Campaign Guide.

Luck and Wits: Like thieves, tengu receive a luck die each time they spend a luck point. For instance, at 1st-level a tengu's luck die is d3. Let's say the 1st-level tengu burns 2 luck points to perform an arduous task. The tengu added 2d3 roll to their d20 roll to perform this task.

Like thieves, tengu can recover lost luck points up to their natural maximum luck score. Starting at 1st-level a tengu can recover 1 spent luck point after a full night's rest. At every odd level afterwards, a tengu can recover an additional spent luck point after a full night's rest (this, of course,

cannot exceed their natural maximum score). Thus, at 3rd-level a tengu can recover 2 luck points after a full night's rest; 5th-level 3 luck points; 7th-level 4 luck points; and 9th level 5 luck points.

Action dice: A tengu uses their action dice for any normal activities, including attacks and skill checks. At 6th-level a tengu receives a second action die.

TABLE 1-28: TENGU

Level	Attack	Crit Die/Table	Action Die	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+1	+0
2	+1	1d12/II	1d20	d4	+1	+1	+0
3	+2	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+2	+1
5	+3	1d20/II	1d20	d7	+3	+2	+1
6	+4	1d24/II	1d20 + 1d14	d8	+4	+2	+2
7	+5	1d30/II	1d20 + 1d16	d10	+4	+3	+2
8	+5	1d30+2/II	1d20 + 1d20	d12	+5	+3	+2
9	+6	1d30+4/II	1d20 + 1d20	d14	+5	+3	+3
10	+7	1d30+6/II	1d20 + 1d20	d16	+6	+4	+3

TABLE 1-29: TENGU TITLES

Level	Title
1	Rascal
2	Trickster
3	Mischief-maker
4	Sneak
5	Rogue

TABLE 1-30: TENGU THIEF SKILLS

Skill	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Sneak silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick pocket*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb sheer surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find trap+	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Forge document*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disguise self++	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Read languages+	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Cast spell from scroll+	d12	d12	d14	d14	d16	d16	d20	d20	d20	d20

* The tengu's Agility modifier, if any, also modifies the checks for these skills.

+ The tengu's Intelligence modifier, if any, also modifies the checks for these skills.

++ The tengu's Personality modifier, if any, also modifies the checks for these skills.