



REMARKABLE RACES

NUMISTIAN PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT
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REMARKABLE RACES: THE NUMISTIAN

A New Player Character Race For the 4th Edition Dungeons & Dragons Game

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NUMISTIAN



Souls of commerce, born with a silver tongue and a golden thumb

RACIAL TRAITS

Average Height: 3'0" – 6'0"

Average Weight: 130 – 210 lb.

Ability Scores: +2 Charisma, +2 Wisdom

Size: Small and Medium (See *adjust size* racial feature below)

Speed: 6 squares

Vision: Low-light

Languages: Common, choice of one other

Skill Bonuses: +2 Diplomacy, +2 Streetwise

Adjust Size: As a move action, you can become Small if Medium-sized, or Medium if Small-sized. You can be any height between 3 and 6 feet tall.

Astral Origin: Your ancestors were native to the Astral Plane, so you are considered a creature of immortal origin for effects that relate to origin.

Bribe Fate: You may use the *bribe fate* racial power.

Detect Coins: Metallic money shines like a candle to your eyesight. You gain +5 to Perception checks to notice coins. In addition, you can see them in darkness and through any material that is less than one inch thick.

Money is Life: As a minor action, you may spend a healing surge and consume 50 gp. Instead of the hit points you would normally regain, you regain 10 + your Wisdom modifier hit points. By consuming 1,000 gp in the same way, you regain 25 + your Wisdom modifier hit points. Consuming 25,000 gp in this way will allow you to regain 50 + your Wisdom modifier hit points.

Silver Stomach: You have a +1 racial bonus to Fortitude.

Bribe Fate

Numistian Racial Power

With a small sacrifice, you may acquire another chance to avoid a bad fate.

Encounter

Free Action

Personal

Effect: When you fail a saving throw, you may lose half your level in hit points to reroll that saving throw.

OVERVIEW

Money has long been the desire of mortals. Even before the first gold coins clanked around in protected purses, this blood of commerce was deeply coveted. In the mists of creation, the land of mortal men was mirrored in the astral worlds. Man's vices were reflected in the Hells; his virtues in the Heavens. Man's love of wealth and buying, however, manifested in a more clandestine form. Thus was the origin of Mnol, the Demiplane of Commerce.

Known more commonly to its visitors as the Mystic Marketplace, it was long a secluded realm accessible to the privileged few. Only the wealthiest astral beings knew of its existence. The markets of Sigil and the City of Brass combined pale in comparison to this vast plane of markets, shops, and bazaars. Anything and everything can be found for sale here. Cities are divided up by what is sold. In the city of Ring, for example, rings of all varieties are sold. With patience, travel, and enough money one could virtually buy their heart's desire in Mnol.

For centuries, the Mystic Marketplace experienced great prosperity; cities expanded, and their population boomed. During this time, the numistian evolved. Numistians are the indigenous inhabitants of the realm. Originally, they were a simple merchant people who became shopkeepers, craftsmen, slavers, and entertainers. Anything that could be sold, a numistian could sell it. As time went on, the numistians expanded into planar exploration and began to scour the planes for new merchandise and worthy customers to frequent their plane. During the time of prosperity, some numistians even moved from Mnol to set up shops in other realms.

Mnol could have been quite possibly the richest realm in all the cosmos, and would have remained so if it were not for a series of cataclysms that rocked the financial sector of the entire multiverse. As these

worlds served as the financial backbone of the planar economy, the Mystic Marketplace suffered. Shops began to close.

Unemployed numistians overpopulated Mnol. Many dispersed to other realms. Not surprisingly, some numistians set out as adventurers in other realms to secure a profit, and continue to survive.

Play a numistian if you want...

- ◆ to play a character who is obsessed with money.
- ◆ to play a race with strange origins and unusual customs.
- ◆ to be able to heal easily, or make better saving throws.
- ◆ to be both charming and witty.
- ◆ to be a member of a race that enjoys the Cleric, Paladin, Rogue, Wizard, and Sorcerer classes.

PHYSICAL QUALITIES

Numistians look similar to humans, with long, narrow noses and slightly pointed ears. However, it would be difficult to describe the height and general appearance of a numistian, as both are variable. At rest, they appear as a wrinkled, elderly individual, roughly 3 feet tall. At this height, they are fairly squat and might even be mistaken for a very short dwarf. However, they can double their height to 6 feet, or appear as any height in between.

When they increase height, their skin stretches taught and appears smooth and youthful. At 6 feet tall, they look somewhat elven, with narrow features and long, delicate limbs. Thus, with a minor disguise, they can infiltrate nearly any mortal community -- short or tall. If age is respected in the community they are in, a numistian may appear a bit shorter and older. If youth would be an asset, they can appear tall and vibrant. The numistian is a natural marketing chameleon.

However, numistians do have a few distinguishing and immutable traits. First,

their pale skin has a metallic luster which can appear coppery, silvery, or even golden. Second, they have a third eye in the center of their forehead. While the two eyes in the normal position are often a cloudy blue or grey, the third eye is perfectly round, cat-like, and brilliant green. They often hide this eye with the aid of a hat, helmet, or turban.

While males have no hair on their heads, or most of their bodies, they do tend to grow long white, pale-blue, or grey colored beards and mustaches, regardless of their age. Females have long hair on their heads of the same colors as the male's beards.

Numistian gender cues are entirely superficial. Males and females, from the waist down, are identically featureless. Neither gender has nipples, though females have the slight suggestion of breasts. Both genders tend to dress in clothing common to the realm that they are traveling in, though they do prefer the fanciest styles. A numistian's clothing often appears ill-fitting because of their ability to change height and girth.

ECOLOGY

Biologically, the numistian is a complete alien. First, they have no organs; they are basically a dry husk filled with glittery sand, coins, and a collapsible skeleton. An injured numistian actually bleeds sand and coins. Numistian have no sense of taste, and do not eat food, nor drink liquids. Instead, they ingest gold, silver, and copper coins. In some unknowable way, these coins act as nourishment and are eventually absorbed by the numistian's body. In a sitting, they eat as many coins as the cost of a typical meal. Of course, they can eat more if desired.

Numistians can however smell things and can sniff out precious metals. They can generally tell what sort of metal is nearby and in what quantity. Their two normal eyes

are very close to a human's in acuity, though many suffer from nearsightedness. This is compensated by the third eye which is highly sensitive, and has low-light vision and provides the numistian with its *detect coins* racial feature. Their pointed ears are as keen as an elf's.

All numistians carry a certain amount of mystical coins within their body. This money appears to bleed from them when they lose hit points. The type of coin changes with the numistian's tier—copper for a numistian of the heroic tier, silver for paragon, and gold for epic. The coins, however, are completely insubstantial and disappear as the numistian is healed. One mystical coin bleeds for every hit point lost.

A numistian's mystical coins also serve as a reproductive tool. When a male passes half of his mystic coins to a female, a numistian infant is conceived. Six months later, a small golden egg is expelled from the mouth of the female. The egg hatches immediately when placed on a small pile of gold coins, and the infant ravenously eats all of the coins.

Growth is dependent on how much money the child eats. The child reaches adult-size when it consumes at least a thousand gold in coins. Emotionally and mentally, numistians mature similarly to humans. Numistians also have a lifespan similar to humans, though they remain vibrant and healthy most of their lives. Towards the end of their lifespan, they begin to bleed coins spontaneously from their coin pool. It is subtle at first, starting with only a few coins a day. Numistians have even been known to hide this disorder for months. Eventually, the condition worsens and the numistian succumbs to death from old age.

PLAYING A NUMISTIAN

To a numistian, money is life. They live for the clatter of coins, the thrill of the sale, and the pride of being wealthy. Each numistian goes about his own quest in his own way. Many are innovative entrepreneurs, seeking out new markets or interesting ways to sell old ideas. Others seek riches through treasure hunting or pirating. Some numistians may even hone one particular skill to perfection and use it to make their livelihood.

Whatever the means, numistians are all business. They have little time for romance, find entertainment to be more of a commodity than a pleasure, and generally shun any emotional endeavors that will not give them some sort of gain. Still, they know the intricacies of charm, the flair of personality, and the power of good humor—as all are needed to be successful in the world of commerce. Cold-hearted as their true nature may be, a numistian’s demeanor is friendly and warm. Unfortunately, loyalty, honor, and amity may easily go to the highest bidder.

Numistians even excel at certain human callings, particularly in the religious sector. A numistian can easily relate to the selfless zeal with which one pursues a religion, as they do the same with money. In addition, nearly all faiths that have temples or churches require finance. Numistian clerics and paladins often become extremely successful evangelists; collecting both large sacks of coin and throngs of new followers. While a pleasant percentage of spoils stays in their personal accounts, the organizations for which they collect benefit nicely from a numistian’s exploits.

Of the other adventuring numistians, rogues are most often encountered. These treasure-seekers make their coin through plunder, theft, and con-artistry. Still other numistians turn to the arcane arts, searching for a way to turn magic into money, either



directly, or by selling their services to those who need them.

Numistian Characteristics: Acquisitive, avaricious, business-minded, charming, civilized, clever, cold, courtly, greedy, mercenary, patient, polite, refined, sophisticated, stylish, well-mannered, witty

Male Names: Auran, Argent, Cash, Cupro, Curren, Darragh, Deynar, Golden, Merko, Odwulf, Orro, Otho, Prospero, Quarto, Rich, Theomund, Udolf, Wellington, Welth, Yen

Female Names: Ada, Aurana, Argenta, Casha, Dolla, Darlelle, Edris, Goldie, Merka, Neda, Odella, Pay, Penny, Prospera, Salla, Silves, Tresha, Thriva, Udela, Victa

NUMISTIAN ADVENTURERS

The God of Progress has been kind to Midas. He has been dedicated to the church for many years as a faithful cleric, which is periodically demonstrated by his generous fifteen percent tithing. While his fellow party members do share his zeal for the religion, they occasionally bicker about Midas's tendency to require donations in exchange for divine favors such as healing. Regardless, Midas has saved them all much more money through sound financial advice, finding the best deals, and excellent accounting skills. Currently, they are hunting a notorious green dragon—for its treasure hoard, of course.

Nickel's parents were wealthy merchants, as numistians often are. Nickel however, had no desire to sit in a shop and wait for the money to come to her. It started small; a few coins here and there from her mother's purse. Now Nickel relies on a good eye and a quick wit to make her fortune. While not known to be the nimblest of thieves, the adventurers that she travels with most admire her ability to talk herself out of any bad situation. Nickel's knack for sniffing out the treasure in a cluttered dungeon is also quite handy.

RACIAL FEATS

Numistians have a number of feats all their own.

HEROIC TIER FEATS

These feats are available to any numistian characters who meet the prerequisites.

BARGAIN [NUMISTIAN]

Prerequisites: Numistian, Wis 14

Benefit: You may add your Wisdom bonus to Streetwise and Diplomacy checks to find and negotiate the best deal on an item for purchase.

MONEY IS POWER [NUMISTIAN]

Prerequisites: Numistian, *bribe fate* racial feature

Benefit: As a minor action, you may expend a single encounter power to activate your *bribe fate* racial power without losing hit points.

PENNY SAVED [NUMISTIAN]

Prerequisites: Numistian, *money is life* racial feature

Benefit: After activating your *money is life* racial feature, the next time that you are damaged from an attack during this same encounter, one gold piece per hit point of damage from this attack will drop into your square from your wounds. Subsequent attacks will not release gold pieces. The maximum number of gold pieces that appear is equal to the amount consumed during the last time that you activated your *money is life* racial feature.

PARAGON TIER FEATS

These feats are available to any numistian character of 11th level or higher who meets the prerequisites.

GAMBLE [NUMISTIAN]

Prerequisites: Numistian, *bribe fate* racial power

Benefit: You may activate your *bribe fate* racial power without losing hit points. If you succeed at your second saving throw, you immediately lose your level in hit points.

GOLDEN EYE [NUMISTIAN]

Prerequisites: Numistian, *sense coins* racial feature

Benefit: Your *sense coins* racial feature also applies to all things made of gold metal.

EPIC TIER FEAT

This feat is available to any numistian character of 21st level or higher.

GOLDEN DESTINY [NUMISTIAN]

Prerequisites: Numistian, *bribe fate* racial power

Benefit: After activating your *bribe fate* racial power, gain your wisdom modifier as a racial bonus to your second savings throw.

MNOL

Anything and everything that can be sold can be found by the barrel in the bazaars of Mmol

MNOL TRAITS

Type: Astral dominion.

Size and Shape: Extremely mountainous planet, roughly 5000 miles in diameter, riddled with unending caverns; recursive.

Gravity: Normal.

Mutability: Divinely mutable. (Economancers can collectively change the environs of the entire dominion.)

Alignment: Unaligned.

Cold Affinity (surface only): Attacks with the cold keyword gain a +1 bonus to the attack roll, and attacks with the fire keyword deal half damage (ongoing fire damage is not affected).

Mmol has many names. To the wealthy outsiders, it is known as the Mystic Marketplace. To the sages and bookkeepers it is the Demiplane of Commerce. Whatever the name, it is known for its fantastic underground markets.

From the Astral Sea, Mmol appears as a small, spiky, and inhospitable planet. The entire surface is rock, ice, and uninhabited. For eons, this worked to Mmol's advantage. The numistians who evolved there did not want competition from other races, and therefore only invited the wealthiest outsiders, and charged a handsome fee for entry into their markets. The

rest of the multiverse had no idea that Mmol even had markets.

Nowadays, a few brave numistians mark the surface entrances to some of the cavern markets with impossibly large billboards that can be seen for great distances in the Astral Sea. As business suffers, the merchants of Mmol try many things to bring in customers, and are far less discriminating. Times are hard, and the inhabitants of Mmol have adapted.

The cavern markets, lit both magically and with firelight, are busy at all hours. Night and day are nonexistent in this realm. Colossal rows of caverns make up a merchant city. Each city has its own specialty, for which it is named. The city of Wand, for example, sells primarily wands and wand accessories.

Only one commodity is slightly lacking in Mmol, and that is food. While the raw materials exist (exotic meats, rare spices, and unusual herbs abound), prepared meals are something amiss. Numistians eat money, and therefore have little need for food, except to sell it. Their lack of taste means they make terrible cooks.

Mapping Mmol is nearly impossible, as a council of elder numistians, who were recently nicknamed the "economancers" are constantly redesigning it for "maximum economic potential." A guide is required to navigate the realm, and one is always conveniently nearby to offer his services, at a reasonable price, of course.





NUMISTIAN MERCENARY

"My life is the most valuable resource that I have."

Wearing plate armor with the words "For Hire" emblazoned in red on the front, this muscular numistian has a look of confidence and experience.

	Numistian Mercenary	Level 5 Elite Soldier
Medium immortal humanoid		XP 400
Initiative +6	Senses Perception +3; low-light vision	
HP: 132; Bloodied: 66		
AC: 23 Fortitude: 21 Reflex: 17 Will: 20		
Speed 6		
Action points: 1		
	Maul (standard;at-will)	Weapon
+12 vs AC; 1d10+4 damage		
	Heavy Swing (standard;at-will)	Weapon
Requires maul; +12 vs AC; 1d10+4 damage, and mercenary can shift 1 and make a secondary attack.		
Secondary Attack		
+12 vs AC; 1d10+4 damage		
	Slam the Ground (standard;at-will)	Weapon
Requires maul; close burst 2; +10 vs Reflex; 1d6+4 damage.		
Bribe Fate (free, encounter)		
When the numistian fails a saving throw, he may lose 3 hit points to re-roll that saving throw.		
Hired Hit		
The employer of the numistian mercenary may designate one creature as a special target. The mercenary's melee attacks deal an extra 2d4 damage to that target, and if he reduces the target to 0 hit points, he heals 30 hit points. The employer can designate only one target at a time.		
Alignment: Any Languages: Common, 1 regional		
Skills: Endurance +12, Intimidate +8		
Str: 20 (+7) Dex: 15 (+4) Wis: 18 (+6)		
Con: 18 (+6) Int: 15 (+4) Cha: 17 (+5)		
Equipment: plate armor, maul		

NUMISTIAN MERCENARY TACTICS

The numistian mercenary does as he is directed by his employer; usually devoting all of his attacks towards a target of his employer's choice.

NUMISTIAN MERCHANT

"Do I have a deal for you!"

Selling wares from all around the realm, the numistian merchant appears friendly, calm, and jubilant. When his goods are threatened, however, he snaps into action like a deadly cobra.

	Numistian Merchant	Level 13 Artillery
Small immortal humanoid		XP 800
Initiative +10	Senses Perception +12; low-light vision	
HP: 106; Bloodied: 53		
AC: 25 Fortitude: 26 Reflex: 25 Will: 27		
Speed 6		
	Falchion (standard;at-will)	Weapon
+20 vs AC; 1d10+6 damage		
	Coin Shot (standard;at-will)	
Ranged 10; +18 vs Reflex; 2d8+6 damage.		
	Rain of Coins (standard; recharge)	
Area burst 3 within 20; +18 vs Reflex; 3d8+6 damage, and the target is knocked prone.		
Bribe Fate (free, encounter)		
When the numistian fails a saving throw, he may lose 7 hit points to re-roll that saving throw.		
Alignment: Any Languages: Common, 1 regional		
Skills: Streetwise +19, Bluff +16, Insight +12		
Str: 22 (+12) Dex: 19 (+10) Wis: 22 (+12)		
Con: 22 (+12) Int: 19 (+10) Cha: 24 (+13)		
Equipment: falchion, robes		


NUMISTIAN MERCHANT TACTICS

The numistian merchant's secret is that he can shoot mystic coins at incredible speeds with *coin shot*. At the beginning of combat, he will make this ability apparent with *rain of coins*. The coins become insubstantial and fade away 1 round after being released.

NUMISTIAN EVANGELIST

"The currency of faith is blood."

The numistian evangelist dresses as the paragon of his faith; holy robes of the finest white silk, bejeweled golden holy symbols, and a fashionable pontiff-style hat.

	Numistian Evangelist	Level 8 Controller
Medium immortal humanoid		XP 350
Initiative +7	Senses Perception +7; low-light vision	
HP: 90; Bloodied: 45		
AC: 22 Fortitude: 20 Reflex: 20 Will: 23		
Speed 6		
	Warhammer (standard;at-will)	 Weapon
+13 vs AC; 1d8+5 damage		
	Divine Ray (standard;at-will)	 Radiant
Ranged 10; +12 vs Fortitude; 2d6+5 radiant damage.		
	Debilitating Blow (standard; recharge  )	 Weapon
Requires warhammer; +13 vs AC; 3d8+5 damage, and the target can only make basic attacks (save ends).		
	Marvelous Murmur (standard; recharge  )	 Psionic
Ranged 5; deafened creatures are immune; +10 vs Will; 4d8+5 psionic damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).		
Bribe Fate (free, encounter)		
When the numistian fails a saving throw, he may lose 4 hit points to re-roll that saving throw.		
Alignment: Any Languages: Common,1 regional		
Skills: Insight +10, Religion +10		
Str: 17 (+7) Dex: 17 (+7) Wis: 23 (+10)		
Con: 18 (+8) Int: 18 (+8) Cha: 22 (+10)		
Equipment: robes, holy symbol, warhammer		














NUMISTIAN EVANGELIST TACTICS

The evangelist's main attack is his awe inspiring *divine ray*. He will use *marvelous murmur* as often as possible. When threatened with melee attacks, he will weaken his attackers with *debilitating blow*.

ECONOMANCER

"Money makes the world go 'round"

Clad in golden coinmail, the economanancers are the enforcers and protectors of Mnol. They appear as average gold-skinned numistians, with the most lavish and extravagant equipment imaginable.

	Economancer	Level 30 Artillery
Small immortal humanoid		XP 19,000
Initiative +23	Senses Perception +23; low-light vision	
HP: 211; Bloodied: 105		
Regeneration 10		
AC: 42 Fortitude: 41 Reflex: 43 Will: 46		
Speed 6		
	Magic Maul (standard;at-will)	 Weapon, Thunder
+37 vs AC; 2d8+10 damage, 2d8 thunder damage, and the target is deafened until the end of the economanancer's next turn.		
	Coin Shot (standard;at-will)	 Radiant
Ranged 25; +35 vs Reflex; 2d8+10 damage, 1d8 radiant damage, and ongoing 5 radiant damage (save ends).		
	Coin Spray (standard; recharge  )	 Radiant
Close blast 3; +35 vs Reflex; 4d10+9 damage, 1d12 radiant damage, the target is knocked prone, and the target takes ongoing 5 radiant damage and is blinded (save ends both).		
	Rain of Coins (standard; recharge  )	 Radiant
Area burst 3 within 20; +35 vs Reflex; 4d10+9 damage, 1d12 radiant damage, the target takes ongoing 5 radiant damage (save ends) and the target is blinded until the end of the economanancer's next turn.		
Buy Fate (free, encounter)		
When the economanancer fails a saving throw, he may lose 15 hit points to automatically succeed the saving throw.		
Alignment: Any Languages: Common,1 regional		
Skills: History +31, Bluff +22, Diplomacy +28, Insight +28, Streetwise +28		
Str: 26 (+23) Dex: 27 (+23) Wis: 37 (+28)		
Con: 25 (+22) Int: 31 (+25) Cha: 35 (+27)		
Equipment: scale armor, maul		

THE ECONOMANCER TACTICS

The economanancer attacks much like the numistian merchant, and prefers hitting as many targets as possible as often as possible.

NUMISTIANS IN YOUR GAME

Numistians, despite their alien heritage, have the distinct advantage of appearing familiar to most other races. Some can even pass as human or elven, with certain features covered or disguised. While distrust will be apparent when dealing with any new race, the numistian should find miniscule prejudice among humans, elves, eladrin, and other races with similar features.

Numistians also adopt the style of the area that they do business in. Clothes are important to a numistian, and whatever a society considers most fashionable, a numistian will deem most desirable. This alone will help them fit in well with the majority, as they are not fixated on racial traditions or cultural preferences prevalent in most other races.

Numistians in this text are presented as a fairly fresh race to the world. The relative anonymity of their home world rendered it nearly nonexistent to the realm of the adventurers. The DM can introduce this new astral realm and its inhabitants as he sees fit. Numistians do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the numistian can come from an alternate dimension, or even a free-floating, non-astrally-related demiplane. If other planes of existence are absent entirely, the numistian could be a natural creature, descended from a fanatic race of merchant people. They could also be the living representatives of a money god; a sacred

race of capitalists and entrepreneurs.

Whatever the case, the numistian will make a welcome addition to any game as bookkeeper of the group, an unusual option for a player seeking to play a greedy character, a challenge for the player who wants their character to be rich, or even a fun alternative for those who want to be well-dressed with an eye for the finer things in life.



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