

# Neun

*Beauties of the East*



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ROLEPLAYING GAME COMPATIBLE

**Black Flame Studios**

Of Eastern descent, the Neun are the offspring of the fabled Nue and a Human, making a surprisingly beautiful humanoid creatures who inherit strange patterns upon their skin that serve to fascinate and attract other creatures. Though many have studied the strange nature of the Neun's growths, none have been able to figure out why this occurs.

**Physical Description:** Neun are normally slim and beautiful/handsome beings that are born from monsters and humanoids. Though they come from a lineage of beasts and fiends, Neun are beings of grace and charm, focusing on looking and appearing better than what they consider their 'disgusting side', and trying to embrace their humanoid side by dressing in nice and fancy clothing, or just trying to appeal to humans physically. They are easily distinguished by their pinkish red eyes and strange yet alluring tattoos upon their bodies ranging from any color in the rainbow.

**Society:** Neun have no defined society, preferring to blend in with Humans and Halflings, trying to win over their trust, as well as participate in any scheme formed by humans. There are a few societies and groups of Neun whom try to bond and embrace each other; however these often fail, or are small in number.

**Relations:** Neun seem to get along with most humanoid races, though there is hate for Outsiders of extreme alignments, seeing them as destructive to the peace all deserve. There is no distrust between Neun and other races, knowing that each person deserves individuality.

**Alignment and Religion:** Neun prefer Neutrality over Good and Evil, seeing them as ways for beings to fight each other as opposed to work together, as well as seeing it as a disgusting classification over one's actions. Balance is key to a Neun's ideology that one can't be too good or too evil in their eyes, else they risk causing unneeded conflict between people. Most Neun prefer Chaos over Law, however there are the few who like the idea of Law and Order, as long as it doesn't conflict with the ideals of everyone being equal, and having to keep balance in the world. Neun absolutely hate extremes.

**Adventurers:** The drive to cause a Neun to adventure is known only to each Neun who takes up the practice, some being sucked into the sheer excitement, and others seeing themselves as the embodiment of neutrality, and that they exist solely to spread neutrality among others. Despite this, the draw of adventure has attracted many a young Neun, causing them to embark on dangerous journeys that cut their incredibly long lifespans short.

**Age:** A Neun lives typically around 15,000 years at the oldest, however this is normally cut extremely short due to death by other means (adventuring, accidents, or other such causes). Due to this, their lives normally come to a halt right after adulthood which is why there are so few Neun in the world. They reach adulthood at 800 years old, leaving them plenty of time to mature and gain life experience, however despite their life experience their luck is not always the greatest. A Neun sometimes becomes so bored of things by the time they reach adulthood that they care not about their own death and even embrace the idea of it as it may give them peace after their already long childhood.

## Neun Racial Traits (10 Racial Points)

- **+2 Dexterity, +4 Charisma, -2 Wisdom:** Neun are incredibly charming and quick on their feet, however their ability to use common sense is limited.
- **Neun Humanoid:** Neun are humanoid with the Neun subtype.
- **Medium:** Neun are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Normal Speed:** Neun have a base speed of 30 feet.
- **Seductive:** Neun add +1 to the saving throw DCs for their spells/spell-like abilities of the enchantment school. In addition, members of this race with a Charisma score of 15 or higher gain Charm Person as a spell-like ability (caster level equal to character level).
- **Darkvision:** Neun can see perfectly in the dark up to 60 feet.
- **Lucky Stride:** Once per day, a Neun can roll a reflex saving throw twice and take the better result. The Neun must decide to use this ability before attempting the saving throw.
- **Languages:** Neun begin play speaking Common and Neu. Neun with a high Intelligence scores can choose from any language they want (except for secret languages such as Druidic). See the Linguistics skill page for more information about these languages.

### Alternate Racial Traits

- **Blessed by Luck:** Once per day, gain a +2 luck bonus on any one d20 roll. This replaces Lucky Stride.
- **Tail:** Instead of their tattoos that grant them their potential for enchantment, the Neun gains a tail that has a bite attack. This bite deals 1d3 points of damage, and deals 1 point of dexterity damage on a failed save (DC = 10 + half Neun's total level + Charisma modifier). This replaces Seductive.
- **Finesse Training:** Gain Weapon Finesse as a bonus feat. This replaces Lucky Stride.
- **From the Dark:** Gain Darkvision 120 FT, but also gain Light Sensitivity. This alters Darkvision.
- **Poison Resistance:** Gain a +4 on saving throws against poisons. This replaces Lucky Stride.
- **Powered by Magic:** Add +1 to the saving throw DC of any school of your choosing, and if the Neun has at least a 15 Charisma, they gain Hypnotism as a spell-like ability instead of Charm Person. This replaces Seducer.

**Credits:**

**Writer:** Jeremy Harris

**Artist:** Dutch Dennis

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