

# Andrik

**Of the world all beings** andriken is probably the most unique. These descendants of the common ducks have with darkness power made a caricature of the other cultural beings, a fact that escaped no other genera or Andri manufacturers themselves. Whoever created andrikar made it the world's will, and expressed through his black magic a rare contempt of the higher laws, släktesgränser and general good taste. An average andrik is well aware of how others see race and respond heckling - real or imagined - with a bitter blend of insolent pride, obstinate rebellion and tearful victim mentality.

**AndrikAr performed so white** felt first in the Sanctuary west of Alberetor. If they arrived by boat or if they actually created in the nearly lawless city is unknown. It is clear in any case that they are here to stay and took place in the city lumpenproletariat. From the Sanctuary spread andrikar along the coast in both East and West in search of a more dignified life. When Alberetor evacuation kuerades followed andrikar with the Ambria. The majority of Ambrias andrikar live their entire lives on the move, in the form of single families engaged in peddling or more families together as river traders. The most famous, however, the andrikbukanjärer as fast sail rowers do ambrias water unsafe. In these geese härjare rampant ideas of andrikarnas superiority, then the most recently developed thus

- with pirates logic - is the most prominent. They have even taken a new name for its genus; Andrake. Andrakepiraterna are not many but synner-certainly active, and feathered Corsairs are a priority target for the ambriska galleys chasing pirates on Reich waterways. This has pushed andrikiska filibuster against national outskirts. Not infrequently, they have taken refuge in hard-to-get into no-man's land in southern Davokar where dense vegetation and rivers many tributaries provide excellent conditions for piracy.

## AndrikArs features

**Andrikar has features** *Diminutive, Labs and Pariah*.

Many also feature *provocative*, which transposed disposed of like other abilities.

## AndrikArs naMe

Andrikar has a soft approach to Bob, and typically provides each nickname based on appearance; Wide Laboratory, One-Eye, Gråfjäder, bare back, Ruggen, Black, Mohawk. In at least a couple more andrikfamilijer the naming practice completely abandoned in favor of a simpler system with numbers, where lower numbers indicate previous births than higher numbers.

## AndrikAr as adventurers

A andrik leaving family and joins compromised adjuster probably with good reason, usually such binding; probably the family is dead or andriken thrown from his family for any felony.

Andrikar with a background among traders is usually thieves, the pirate background is usually warriors. There are no known cases of andrikar are mystics or even that they could learn rituals. However, there is a rumor that talks about a psychic andrik in the Sanctuary, a story that actually gave its name to an inn in the town Kastor, "duck and spåkulan".



## New rules: Andrikars feature

### diminutive

Andrikar are small, delicate and often miserable with ruffled feathers and flaky beaks. It is simply difficult to see them as a serious threat, even if they have weapons in the labs. Enemies will primarily choose other targets, at least until andriken shown to fight (ie done damage to an enemy). If andriken is the only target they can reach with an attack **they attack it anyway**. *Diminutive* thwarting directly on andriken use *Provocative*.

### Paws

Andrikar have developed bad hands, and thus difficult to perform fine motor actions such as creating something with your hands, worship a lock or similar. As soon as a challenge requiring finder skill will andriken a second chance to fail.

### provocative

Andrikar has a talent for provoking, and only through their feathers revelation and associated hoarse voice - in the eyes of many pure natural sickening only that - but also by a delicate talent to annoy and disturb others. For some andrikar this is only a burden, but many andrikar puts a strange pride in his ability to shake enemies and cause them to lose your composure - a situation that andrikar learned to exploit to their advantage.

If the enemy is already in bärsärkarvrede need no type lock, andriken succeed **automatically provoke the enemy to the brink of insanity**. Enemies capable *Stand Active* gets beat opposing team each round to regain composure. When andriken use

*provocative stop feature* *Diminutive* to apply.

Novice **Free. Andriken can be successful [ RESOLUTE -- Smart] get an enemy to be** unreasonably provoked, allowing andriken get a second chance to succeed in all defense and resistance blow to the enemy. Only one enemy at a time can be thrown off in this way. The effect persists for the rest of the battle without further impact, but if andriken want to provoke another enemy requires a new kind. Journeyman

**Free. Andrikens ability to infuriate the enemy not only andriken a second chance to** succeed in the defense and resistance types, but the enemy will also be imprudent to **attack; at a successful [ RESOLUTE -- Smart] andriken get a second chance to succeed** with the attack against the enemy. Otherwise operates as level I, against an enemy at a time and the rest of the battle unless andriken want to change the target of their **hackles. Master Active. Andriken is a masterful mocker and can be a**

quacking singing and an obscene dance spend an entire group of enemy off **balance. This requires a successful blow in Smart.**

Then, all the enemies vermilion of unreasoning anger and andriken get a second chance on defense, resistance kind and attacks against all enemies for the rest of the battle.