

Andrik

OF ALL THE WORLD'S CREATURES the andrik is probably the most peculiar. These descendants of common ducks have by dark powers been made into a caricature of other cultural beings, a fact that haven't escaped other the races nor the Andriks themselves. Whoever created andriks acted regardless of natural order and through black arts expressed a rare contempt of the higher laws, racial boundaries and general good taste. The average andrik is well aware of how others view their genus and treat heckling - real or imagined - with a spiteful mix of arrogant pride, obstinate rebellion and tearful victim mentality.

ANDRIKS FIRST APPEARED, as far as anyone knows, in the city of Sanctuary, west of Alberetor. If they arrived by boat or were actually created in the nearly lawless city is unknown. Clear however was that they were there to stay and taking their place in the city lumpenproletariat. From Sanctuary andriks spread along the coasts in east and west directions, in search of a more dignified life. When Alberetor was evacuated the andriks followed the crowds to Ambria. A majority of Ambria's andriks live their entire lives on the move, in single family gatherings engaged in peddlery or large congregations of multiple families working together as river traders. The most talked about, however, are the andrik buccaneers using fast skiffs, sailed row boats, to make Ambria's waters unsafe. Amongst these flippered outlaws ideas about andrik superiority have been growing increasingly, as the most recent race - using pirate logic - is the one most naturally adept. They have even taken on a new name for their genus; Andrade. The andrade pirates are not very numerous, but particularly active, and these feathered corsairs are a priority target for the ambrian galleys chasing pirates in the kingdom waterways. This has pushed andrik freebooters towards the country outskirts. Not infrequently they're taking refuge at elusive ends up in the no man's land in southern Davokar, where the dense river vegetation and many tributaries provide excellent conditions for piracy.

ANDRIK TRAITS

All andriks have the *Diminutive*, *Pariah* and *Paws* traits. Many also have the *Provocative* trait (costs as an ability).

ANDRIK NAMES

Andriks have a lax approach to proper names and usually provide each other with nicknames based on appearance; Widepaw, One-Eye, Grayfeather, Bare Back, Raggy, Blacky, Mohawk. In at least a couple of major andrik families the use of names have been completely abandoned in favor of a simpler system with numbers, where lower numbers indicate previous births than higher numbers.

ANDRIKS AS ADVENTURERS

An andrik leaving their family and joining the ranks of adventurers will have good reasons for doing so, often mandatory ones; their family is probably dead or has banished the andrik as a punishment for crime or severe misdemeanors. Andriks with a background among traders are usually thieves, those working as pirates are usually warriors. There are no known cases of andriks being mystics or even able to learn rituals. There is however a reputation telling of a clairvoyant andrik living in the Sanctuary, a story actually giving its name to an inn within the town of Kastor, "The Duck and the Crystal Ball".



Revised rules: Andrik traits

DIMINUTIVE

Andriks are small, delicate and often miserable with ruffled plumage and flaky beaks. It is simply difficult to see them as serious threats, even if they have weapons in their paws. Enemies will first choose other targets, at least until the andrik is shown to properly fight (i.e. doing damage to an enemy). If an andrik is the only target the enemy can reach they'll attack it anyway. *Diminutive* is immediately thwarted if the andrik uses *Provocative*.

PAWS

Andriks have poorly developed hands, and thus have a hard time performing delicate tasks such as creating something with their hands, pick a lock or similar. As soon as a test requires sleight, or dexterity, of hand the andrik rolls twice and pick the worst result.

PROVOCATIVE

Andriks have a talent for being provocative, in part due to their feathered appearance and associated hoarse voice - in the eyes of many just those being crimes against nature - but also through a delicate talent to annoy and disturb others. For some andriks this comes only as a burden, but many andriks put a remarkable pride in their ability to shake enemies and cause them to lose composure - an ability that andriks have learned to exploit to their advantage.

If the enemy already is in a berserk rage no need to roll is necessary, the andrik automatically succeeds taunting the enemy to their wit's end. Enemies with the Steadfast ability will be able to roll resistance every round to regain their senses. When using *Provocative* the andrik immediately loses the advantage of the trait *Diminutive*.

- Novice** **Free.** The andrik can with a successful *[Resolute←Cunning]* roll get an enemy unduly provoked, allowing the andrik a second chance to succeed in all Defense and resistance rolls against this enemy. Only one target at a time may be thrown off in this way. The effect persists for the rest of the battle without further rolls, but if the andrik wants to provoke another enemy this will require a new roll.
- Adept** **Free.** The andrik's ability to infuriate the enemy gives them not only a second chance to successfully roll Defense and resistances but the enemy also becomes careless to incoming attacks; a successful *[Resolute←Cunning]* roll gives the andrik a second chance to succeed with attack rolls against the offended enemy. This in addition to the effects of Level 1, against one enemy at a time and for the rest of battle unless the andrik wants to change the target of their heckling.
- Master** **Active.** The andrik is a supreme mocker and can with quacking singing and obscene dance bring an entire group of enemies off balance with a successful *[Cunning]* roll. This turns all the enemies vermilion with unreasoning anger and the andrik gets a second chance on Defense and resistance, as well as attack, rolls against all affected enemies for the rest of the battle.