

The Cliptonian Lockner

Race: Cliptonian

Class: Lockner

Abilities: Dexterity gives them bonus to many skills and AC, Charisma modifies the power of spells. Strength, Wisdom, and Intelligence are less important and usually not much higher than average.

Alignment: Do to the chaotic forces that create a lockner they tend to be Chaotic. They also tend toward a Neutral stance as they have little sense of good and evil

Hit Dice: d8

Average Height: 4 to 4.5 feet

Average Weight: 50 to 60 pounds

Saving Throws: CHART

Skills: Class skills include: Appraise(Int), Balance(Dex), Bluff(Cha), Climb(Str), Craft(Int), Decipher Script(Int), Diplomacy(Cha), Disable Device(Int), Disguise(Cha), Forgery(int), Gather Information(Cha), Hide(Dex), Innuendo(Wis), Intuit Direction(Wis), Jump(Str), Listen(Wis), Move Silently(Dex), Open Locks(Dex), Perform(Cha), Pick Pocket(Dex), Profession(Wis), Read Lips(Int), Search(Int), Sense Motive(Wis), Spot(Wis), Swim(Str), Tumble(Dex), Use Magic Device(Cha), Use Rope(Dex)

Skill Points: 1st Level: (8 + Int modifier) x 4

Each addition level: 8 + Int modifier

Weapon and Armor Proficiency: Lockners are proficient in small simple and martial weapons. They are like rogues opting for small quick and quite weapons. They are also limited by their height. They can not wear any armor. However a natural armor much like chain mail is bound to them in their creation. This Cliptonian Chain gives a natural +5 AC as is noiseless.

Racial Traits:

Small: They average 4 - 4.5 feet tall

Speed: 20 feet

Racial Ability Adjustments:

+2 to Dexterity

+1 to Constitution

-2 to Strength

-1 to Wisdom

60' dark vision: an ability of their magical nature

Spell resistance: 11 + Level

Magic Detection: 20% chance + 5% per level to notice magic within view

Regeneration: A lockner only needs to sleep 4 hours to gain back abilities and hp. Also they regenerate 1 hp per hour if they used no magic. All ability to heal hp is lost if in magical dead zones however as it is the magic weave that heals them.

Skill adjustments:

+2 to pickpockets, Open Locks, Move Silently, Hide in Shadows

+1 to Listen, Tumble, Use Magic Device, and Disable Device

Common Language:

Usually will be able to speak the language of any race which is know to horde magic and money. Examples: Dragons and Orc.

Spells:

Cliptonian Lockners is made from magic and are for the most part living magic.

This gives them a great ability to cast magic without memorization.

Description:

A Cliptonian Lockner is a race made around a class. It is not possible for them to multi-class into anything else. The Lockner was created by a powerful wizard and is formed by magic.

Like the magic that forms them, a lockner is chaotic. They have no inherent sense of right and wrong, so finding one that is good or evil is rare, however possible pending his upbringing by those whom discover him.

The lockners appearance is that of a dark grey Halfling. A few differences from most races is that he does not breath, age, needs no food or drink, and there is no real gender to them. The chain mail armor is placed on them to hide the stitch work of the skin and is made to be unremovable.

Eating and drinking can cause them to become sick as the magic may not be able understand what to do with it. It also may cause the lockner to become something similar to being drunk too. This is up to the DM.

Magic dead zones and anti-magic are a lockner s worst fear and could kill him quickly. A lockner is made up of magic so anything that stops magic can cause problems for them. In places that magic is dead a lockner can no longer heal naturally and any of its magical abilities will become useless. Prolonged exposure will weaken the lockner. -2 to constitution and strength per day in an anti or dead magic field.

They bleed magical energy. If they drop to -10 hp they are nothing more than bone tightly bound with skin. The magical energy become part of the weave. No amount of clerical resurrection or healing will bring them back. Only by means of a wish can bring them back.

Adventures: Lockners are always on the move searching for more gold and wealth. They don t understand the idea of buying and selling goods to get rich, they are thieves and will rob people till they are called by the creator.

Characteristics: A Lockner is choatic, very choatic. They are not stupid but do follow whim a lot. Due to there nature some things are never fully understood. Combat is one of them, if you kill the guy you steal from then he can no longer collect more stuff for you to steal. They wont kill someone for the gold they carry, but instead rob them and leave them to wonder where it went. The only thing that matters is the horde, the bigger it is the better he is. Other things are insubstantial.

Alignment: Always Chaotic Neutral.. He doesn t understand laws, evil, nor good. Such things only get in the way.

Religion: Lockners may worship gods but tend not to, if they do they only do so on whim. They may simple think it is neat to say they worship someone in a loud voice before a battle that his friends are getting into. The only true person of power to them is their Creator who they are waiting for to call them back.

Background: Lockners are found anywhere with many possible backgrounds. They are thrown out into the world shortly after being made. The only thing they know at the time is stealing. The rest comes to them over time due to who finds them or who the fallow around.

Other Classes: Lockners generally seek friends to follow around. They find such support helpful when robbing the dragons of their hordes. They will follow anyone who will allow it.

The Cliptonian Lockner:

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	S R	Spell Level					
							1	2	3	4	5	6
1	+0	+0	+2	+2	Sneak Attack +1d6	12	1	-	-	-	-	-
2	+1	+0	+3	+3		13	2	1	-	-	-	-
3	+2	+1	+3	+3	Light Walk	14	3	2	1	-	-	-
4	+2	+1	+4	+4		15	4	3	2	1	-	-
5	+3	+1	+4	+4	Sneak Attack +3d6	16	5	4	3	2	1	-
6	+4	+1	+5	+5	Magic Dam. Red. 10	17	6	5	4	3	2	1
7	+4	+2	+5	+5	Sneak Attack +5d6	18	6	5	4	3	2	1
8	+5	+2	+6	+6	1 st Magic Aura	19	6	5	4	3	2	1
9	+6/+1	+2	+6	+6		20	6	5	4	3	2	1
10	+7/+2	+2	+7	+7	2 nd Magic Aura	21	6	5	4	3	2	1
11	+8/+3	+3	+7	+7		22	6	5	4	3	2	1
12	+9/+4	+3	+8	+8	3 rd Magic Aura Magic Dam. Red. 15	23	6	5	4	3	2	1
13	+10/+5	+3	+8	+8		24	6	5	4	3	2	1
14	+11/+6/+1	+3	+9	+9	4 th Magic Aura	25	6	5	4	3	2	1
15	+12/+7/+2	+4	+9	+9		26	6	5	4	3	2	1
16	+13/+8/+3	+4	+10	+10	5 th Magic Aura	27	6	5	4	3	2	1
17	+14/+9/+4	+4	+10	+10		28	6	5	4	3	2	1
18	+15/+10/+5	+4	+11	+11	6 th Magic Aura Magic Dam. Red. 20	29	6	5	4	3	2	1
19	+16/+11/+6/+1	+5	+11	+11		30	6	5	4	3	2	1
20	?	?	?	?	Immortality Possible	?	?	?	?	?	?	?

Class Features:

Sneak attack: This works the same way a rogue's sneak attack does. Lockners do not advance as far as rogues however only getting up to +5d6.

Light Walk: A lockner is light weight and often can walk over a trap without setting it off. On a successful reflex save the trap will not go off. The lockner may notice the trap if the role beats the DC by 5 or more.

Magic Damage Reduction: Due to their magical nature and the process of its stabilization, a lockner will eventually be able to absorb some damage from magic that makes it through their SR.

Magical Aura: Due to the magic within them a lockner gives off a magical aura. These are usually activated when conditions are right to protect the lockner. The lockner has no knowledge of them however, they are so innate that the lockner has never given them thought. They activate as a free action unless stated otherwise and deactivate as soon as the threat is gone. Only one can be activated at a time. This power can be used a number of times equal to half their level minus one. The Will Save for the auras have a DC of $1d20 + \frac{1}{2} \text{ Level} + \text{Charisma Modifier}$.

Elements:	Effect: Absorbs 1 point of damage per level of one element type. Activation: Attacked by elemental attacks (i.e. cone of cold and fireball)
Feather:	Effect: Slows falling down so that no damage is taken on landing. Activation: Falling distances greater than 10 feet.
Hallucination:	Effect: Allows for an image to appear that hides the lockner from sight. Activation: Hiding from stronger foes or areas with no available hiding spot.
Rainbow:	Effect: Dazzles nearby creatures. Creatures cannot attack or move as they watch the colors that surround the lockner allowing for a quick escape. Activation: Attacked by overwhelming numbers.
Fire:	Effect: Blasts opponents with 6d6 points of fire damage within 20' radius. Activation: Cold subtype is in area or attack by evenly powered opponents.
Cold:	Effect: Blasts opponents with 6d6 points of cold damage within 20' radius. Activation: Fire subtype is in area or attack by evenly powered opponents.
Death Ward:	Effect: Save lockner from death magic, only taking damage if any. Activation: Death magic cast on lockner
Power:	Effect: Increases attack bonus by +2, increases strength to 18, and HP by 1/level of the lockner. Activation: Lockner in combat against one or two opponents of even power.
Stone:	Effect: Creates a wall of stone between lockner and opponents. 4 inches thick and height and width great enough to meld into another surface. Activation: In a cave with large numbers of foes advancing on party.

Immortality: At 20th level the lockner undergoes a massive change, if conditions are right. There is a 50% chance that he will explode and die. If he doesn't explode he becomes so in tune with the weave that he will no longer need the skin or bone that made him. If he has yet to locate his creator he'll use the weave to locate him, able to follow it from plain to plain, land to land. He can carry all that he has gathered within the weave as well. Once he has given the wealth to his creator he will follow the creator in any other commands. If the master dies after this point the lockner is free to do as he wishes.

Other possibilities:

There is a chance that the master dies before the lockner can go to him. The lockner will know his creator has died because there is a strong link between creator and creation. If the master dies there is a good chance the lockner dies as well. However he may continue living, but he will never be the same. It is the creator who formed the living magic and gave it the orders. Without the creator the magic will die out unless it forms into something other than magic. If the creator dies the lockner may become humanoid, needing to eat, breath, and is effected by the same things that effect a humanoid. However he is still magic, like that of the dragon. He keeps his spells gained up to the point of the death and all abilities. He won't stop loving gold and magic but he will gain it for himself, not the creator. He can at this point move onto other classes as well.

Cliptonian Lockner Spell List

1st-level Lockner Spells

Alarm

Detect Secret Doors

Expedious Retreat

Feather Fall
Grease
Sleep
Ventriloquism
Obscuring Mist
Random Action
Magic Missile
Tenser's Floating Disk
Color Spray
Change Self
Animate Rope
Burning Hands
Jump

Spider Climb

2nd-level Lockner Spells

Fog Cloud
Locate Object
Tasha's Hideous Laughter
Darkness
Invisibility
Mirror Image
Alter Self
Knock
Rope Trick
Find Traps
Make Whole

3rd-level Lockner Spells

Dispel Magic
Blink
Fly
Gaseous Form
Haste
Slow
Contagion
Deeper Darkness
Speak with Plants
Speak with Dead

4th-level Lockner Spells

Minor Globe of Invulnerability
Locate Creature
Solid Fog
Wall of Fire/ice
Improved Invisibility
Dimension Door
Polymorph Self
Freedom of Movement

5th-level Lockner Spells

Leomund's Secret Chest
Fabricate
Pass Wall
Persistent Image
Teleport

6th-level Lockner Spells

Mislead
Animate Object
Spell Turning
Power Word Thunder
Agility(divine)

Cliptonian Lockner Creation (9th level mage spell):

In order to create a lockner the following ingredients and spells are needed:

Pure liquid Magic- enough to create a 4' humanoid (taller and smaller then this and the magic gets very unstable) This can be created by using a spell as well, which taps the weave and creates the liquid magic (also a 9th level spell)

4' humanoid skin and bone- any will work, these will be altered when the spell is cast

A suit of black chain mail +1 - no more or less of a +

A gem - worth at least 20,000 gp. This will be destroyed in creation.

First the magic weave is tapped to create liquid magic which is stored within the gem. The bones are levitated in an orb of force (with a slight alteration, it has a hole on the top). The gem is then placed within the orb via the hole, which is then closed. The gem will begin to crack and eventually explode sending the magic flying within the orb which is then shaped to force the magic about the bones. A permanency spell is cast on the whole thing which forces the magic to stick to the body. The skin is then layered about the orb of force which will become in conflict with the liquid magic and become so hot as to meld the skin into place, but before this happens the suit of chain mail must be place on the lockner as well. The heat will form the skin and suit together, making the suit noiseless. After this the orb of force will be gone. Then another spell is cast to give the lockner an upper hand when steeling, a immunity from odors spell is to be cast. This will then be ended with another permanency spell. Now is the hard part. Life must be given to the magic within. This is done via an altered resurrection spell called magical life. By this, yet an other 9th level spell, magic is given intelligence and life. This too must have a permanency spell put on it. The lockner will now awaken, with obedience to its creator and to others of its kind. But the spell is not complete, the lockner has no purpose as of yet. Yet another spell must give it purpose and personality, but this can not be chosen by the wizard (unless altered somehow). The actual Cliptonian Lockner Spell is now cast on the living lockner. By this spell the Lockner is given its love of money, thieving, and other features of the lockner. It is then sent to gain the fortune which is chaotically chosen by the spell to somewhere on the prime material plain, never on the same continent and possibly not in the same world. The wizard will always know where the lockner is and if it is alive, but the lockner will not. Its not till the 20th level that the magic takes on a life of its own, without aid from the various spells used, and true free will is given to the lockner. It is possible to put other spells on the lockner, but this has proven both dangerous and deadly at times. It is rare for any mage to create more then two of these creatures in his/her life time, due to the expense and magic that it takes. There is a 10% chance that at any time thru out the creation that the magic will explode into liquid flame destroying what ever it touches, this is very dangerous after the force orb is removed. The likelihood of this happening goes up by 5% for every hour taken in the creation up to the last spell is used. If any one of the spells fail, then the whole operation fizzles out with a 50% chance of forming into a liquid flaming mass of destruction.