

GERUDO



The Gerudo are nomadic people, who take their name from the Gerudo Desert they inhabit. Their society is very matriarchal, and they pay homage to the great spirits of the desert, as well as the three Goddesses. The Gerudo greatly value combat prowess and stealth attacks. Thieves are highly valued in their society, and grace is more important than strength.

Because of an ancient prophecy, there are very few men among their number. They fear that the King of Evil will be born among their number, and so try to eliminate that possibility. Upon birth, the matriarchs and witches of the society use astrological signs and divination to determine which males may be permitted to live. It is a rule, though, that if a male survives until his 1st birthday, he will be permitted to live regardless.

They are very harsh, and quick to judge strangers. With the exception of merchants for trade, they have little dealings with the outside world. Their strength is in their will to fight and survive.

They favor earthy colors, such as red and brown, although a wide variety can be found. They are fond of their harsh desert, and are in tune with the Winds that flow there. They gain a +2 bonus to Agility, +1 to Wits, and -2 to Charisma. They are highly aware, and gain a free point in Alertness. They also gain the Uncanny Dodge ability for free.

Gerudo-only Special Abilities

Uncanny Dodge

The Gerudo are a very graceful, lithe people. As such, they excel at dodging attacks. At the start of each round, before actions are declared, they indicate one target that they are actively dodging. They gain a +2 Defense bonus for the remainder of the round against that target.

Uncanny Archery

The Gerudo have extremely sharp eyes, and so those who take this ability gain a +2 bonus on all Missile attack rolls, and do not suffer long-range penalties.

Uncanny Resistance

Gerudos, having grown up in the desert, know how to tolerate tough environments. Gerudos with this ability take only ½ damage from environmental heat effects. They can still be hurt by a flamethrower, but do not get hurt as quickly from the heat of a nearby fire.

Uncanny Stealth

The Gerudos are masters of the quiet footstep. Those who take the time to gain this ability get a +2 bonus to Stealth.