

Brethren

Brethren are a secret order of characters who have been touched by the powers of Arcadia. They are linked to one of the perfect animals which dwell there. In Arcadia, all animals co-exist in a balanced ecosystem. Each of the rulers rules over his own species. Predator and prey are part of the natural order of things and all Brethren come to understand this.

When a character becomes a member of the Brethren, he begins to change. Exactly how he changes varies based on his temperament and the animal he has chosen to emulate.

For most characters, their attitudes begin to gradually shift towards one more appropriate to their chosen species. The changes will eventually manifest in obvious physical ways.

Hit Die: d8

Requirements:

To become a member of the Brethren a character must meet the following criteria:

Alignment: (by species)

Character Level: 5+

Quest: The character must undertake a quest to understand the mysteries of the species. This quest can be “accidental or it can be undertaken with the guidance of another member of the Brethren who need not be of the same species.

Unique: The character may not become brethren to a second animal.

Class Skills

The Brethren’s class skills are Climb, Handle Animal, Hide, Jump, Knowledge – Geography, Knowledge – Nature, Knowledge – Arcana, Listen, Move Silently, Ride, Search, Spot, and Survival.

Class Features

Weapon and Armor Proficiency: The Brethren gain no new weapon or armor proficiencies.

Basic Brethren Feats: At first level the brethren gain feats and abilities based on their species:

Bonus Brethren Feat: The character may choose one feat from the list of Brethren feats available for his species (including feats available to all brethren) provided he meets all prerequisites.

Species Ability: Depending on their species the character may choose a species ability.

General Abilities

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1*	+1	+1	+1	Basic Species abilities
2 nd	+2*	+2	+2	+2	Bonus Brethren Feat, Drift 1
3 rd	+3*	+2	+2	+2	Gain species ability
4 th	+3*	+3	+3	+3	Bonus Brethren Feat, Drift 2
5 th	+4*	+3	+3	+3	Wild Shape to appropriate species 3/day
6 th	+4*	+4	+4	+4	Bonus Brethren Feat, Drift 3

7 th	+5*	+4	+4	+4	Gain species ability
8 th	+5*	+5	+5	+5	Bonus Brethren Feat
9 th	+6*	+5	+5	+5	Drift 4
10 th	+6*	+6	+6	+6	Outsider

* Brethren of spell-casting classes may forego the Base Attack Bonus and instead gain 1 one caster level in their spell-casting class. If they have multiple spell-casting classes, they must choose one at first level. This extra casting level provides only spell-casting benefits and not any other class features or abilities such as extra feats or other level dependent bonuses.

Species Abilities

Eagle

Basic Species Abilities: At first level, Eagle Brethren gain Far Vision, +2 Racial Modifier to Listen and Spot, and +2 to Charisma

Additional Abilities:

Eagle Claw: The character gains the ability to use the Eagle Claw feat. This allows three bonuses. First, the character may attempt a “Snatch” on any object within 10’ even one held by another character. This is a grab with the character receiving +4 to the check. Second, the character can break small objects, doing 1d6 damage (plus strength mods). The hardness of any object gripped this way is reduced by half. Last, the character receives a +4 bonus to Hold an object using his hand (this includes weapons).

Wings The character develops wings. These wings may be folded to become a small but noticeable hump. The character must have special clothing to make use of them. They allow movement in the air at 30’ with good maneuverability.

Fox

Basic Species Abilities: At first level, Fox Brethren gain Lowlight Vision, +2 Racial Modifier to Listen and Spot, and +2 to Intelligence

Additional Abilities:

Wary: The character become supernaturally fast, gaining a reflex saving throw of 20 against any non-touch spell which deals damage; this includes ranged touch spells. If the spell already allows a save, the character gains +4 instead. Against Touch spells (not ranged touch), the character can apply his full armor class and receives a +2 to his effective AC

Tail: The character develops a tail. This tail is not prehensile and is similar to a fox’s tail. It provides a +2 bonus to Dex-based movement skills and allows the character to make a free feint in combat. The feint ability can only be used once against a particular foe.

Cunning: The character gains a +2 bonus to either Intelligence or Wisdom. This ability may only be taken once.

Hawk

Basic Species Abilities: At first level, Hawk Brethren gain Far Vision, +2 Racial Modifier to Listen and Spot, and +2 to Dexterity.

Additional Abilities:

Hawk Talon: The character gains the ability to use the Hawk Talon feat. This allows three bonuses. First, the character may attempt a “Snatch” on any object

within 10' even one held by another character. This is a grab with the character receiving +4 to the check. Second, the character can break small objects, doing 1d6 damage (plus strength mods). The hardness of any object gripped this way is reduced by half. Last, the character receives a +4 bonus to Hold an object using his hand (this includes weapons).

Wings The character develops wings. These wings may be folded to become a small but noticeable hump. The character must have special clothing to make use of them. They allow movement in the air at 30' with good maneuverability.

Wolf

Basic Species Abilities: At first level, Wolf Brethren gain Lowlight Vision, +2 Racial Modifier to Listen and Spot, and +2 to Strength

Additional Abilities:

Tracking Scent: The character is able to track by scent and to identify individuals by scent. This is a wilderness Lore check with a basic target of 15.

Lope: The character adds 10' to his base ground movement.

Wolverine

Basic Species Abilities: At first level, Wolverine Brethren gain Endurance or Diehard if he already has endurance, +2 Racial Modifier to Listen and Spot, and +2 to Constitution

Additional Abilities:

Rage: The character is able to rage just as a barbarian with the same Brethren Level.

Toughness: The character gains DR/5 Magic

Brethren Feats

Alertness

Prerequisite: Any Brethren

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Combat Reflexes

Prerequisite: Any Brethren

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Improved Combat Reflexes:

Prerequisite: Any Brethren, Combat Reflexes

Benefit: When making an attack of opportunity, the character may attack up to twice if his base attack bonus allows it.

Diehard

Prerequisite: Wolf or Wolverine Brethren

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Deceitful

Prerequisite: Fox Brethren

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Far Vision

Prerequisite: Eagle or Hawk Brethren

Benefit: The character's range increment for spot checks relying on vision is 30'.

Normal: The normal increment is 10'

Great Fortitude

Prerequisite: Wolf or Wolverine

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Iron Will

Prerequisite: Eagle or Wolverine

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Lightning Reflexes

Prerequisite: Fox, Hawk

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Lowlight Vision

Prerequisite: Wolf or Fox Brethren

Benefit: The character gains lowlight vision.

Natural Spell

Prerequisite: Any Brethren

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Run

Prerequisite: Wolf Brethren

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Self-Sufficient

Prerequisite: Any Brethren

Benefit: As per the Player's Handbook, note that the character may ignore the normal prerequisites.

Drift

As characters take levels in the Brethren class they begin to become more like the animal species in human form. Depending on the level of Drift, others may notice this and react accordingly. For most people, the reaction will be negative.

Drift 1

The character has slightly altered features or a slightly altered personality. The change is not obvious, just a general sensation that something is "not quite right". This results in a -1 penalty to Charisma-based skill checks against most human and humanoid creatures. Those with strong ties to the outdoors are not affected. The change is minor and can be determined by the player. Some possible changes include elongated nose, sharp features, unusual teeth, odd eyes, fondness for very rare meat, etc.

Drift 2

The character has one clearly animal feature or tendency and it can not be hidden easily. It causes a -2 in social situations. If the character's species is a predator than any prey species unfamiliar with it will take a -4 check and can not be more friendly than neutral. These tendencies or features while unusual are generally still considered in the realm of the possible by most folks.

Drift 3

The character has an unnatural feature related to his brethren species (tail, wings, etc). Unless the character has also taken an appropriate species ability the feature provides no special abilities. Charisma checks are now at -4.

Drift 4

The character is no longer human in appearance and seems to be a mix of his original species and his chosen animal. Most people will fear him and strangers will never be more than neutral towards him. Charisma checks are at =6.