

*Panvwynne's
Field Guide*



*Otso
Race*

Otso

The Otso are a race of humanoid bears that seldom interact with other races. When encountered they tend to be a quiet spiritual people unless provoked.

Racial Traits

+4 Strength, +2 Constitution,
-2 Charisma: Otso are famous for their amazing strength and endurance.

Monstrous Humanoid (Ursine):
Animal like in nature.

Large Size: Receives +4 on grapple checks vs medium creatures / +4 on strength checks to break down doors / are able to carry weight based on the large category / receive a -1 to armor class due to large size / receive a -2 to hide and move silently checks.

Otso base land speed is 40 ft on all fours and 30 ft standing up: They have the option to move at either but only on all fours if they aren't carrying weapons and must be wearing light or no armor.

Otso receive improved unarmed combat as a bonus feat at 1st

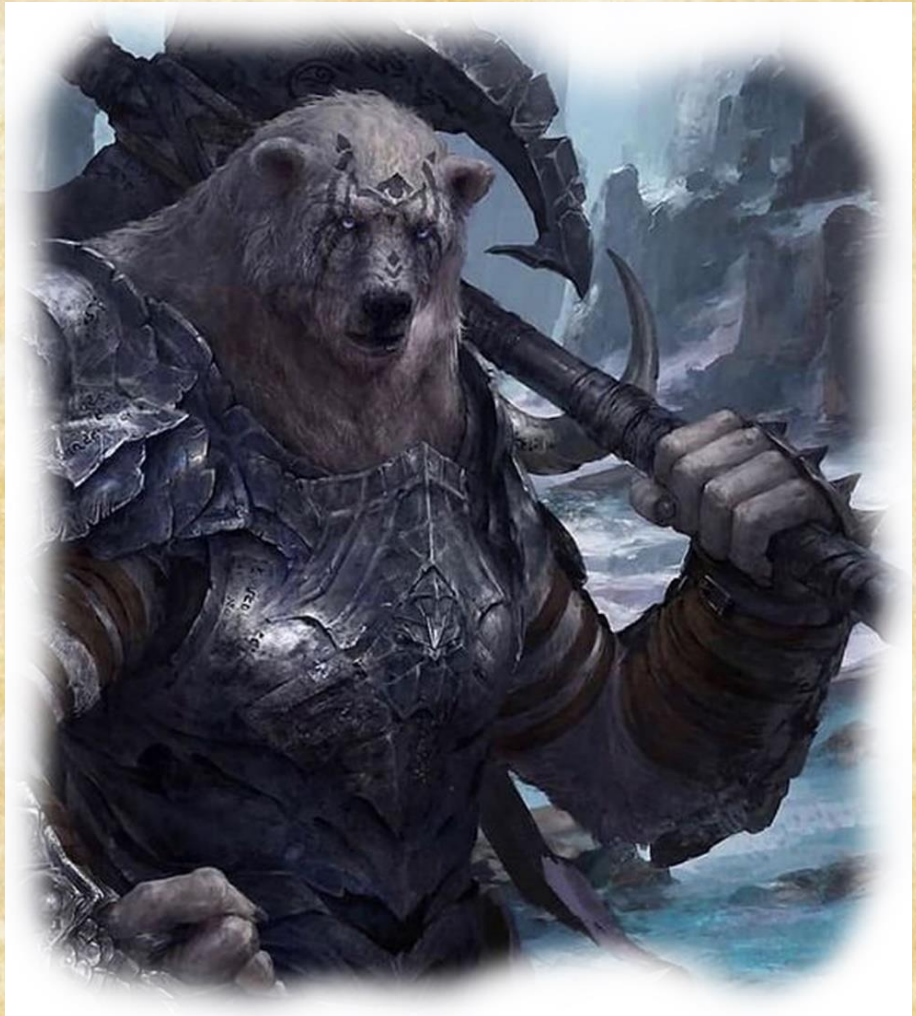
Their skills should be adjusted as noted

Survival checks receive a +2 bonus in climates below 90 degrees and a -2 in climates above 100.

Because of their size and carnal nature they receive a +2 bonus on intimidate checks and a +2 bonus on their swim checks because of being a bear.

They receive a -2 in their bluff skills as they have no reason to lie in their tribes and they also receive a -2 on their sense motive checks because of this. If the situation arises that they are challenged that they can't handle something on their own they receive a -2 to diplomacy checks with that person from there on.

Natural Weapons - they can use their claws as weapons doing 1d8 + their Strength modifier and their bite doing 1d10 + half their strength modifier.



Brawny - Starting, Otso receive an additional d8 hit points.

Favored Class: Barbarian.

Starting languages: Common, Ursine Bonus Languages: elven, giant, gnome, sylvan

Level Adjustment: +2

Vital Statistics

Table: Otso Random Starting Ages			
Adulthood	Simple	Moderate	Complex
30 years	+10 years	+20 years	+30 years

Table: Otso Aging Effects			
Middle Age ¹	Old ²	Venerable ³	Maximum Age
90 years	140 years	170 years	+220 years
At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			
At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			
At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			

Table: Otso Random Height and Weight				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	9' 2"	+4d6"	1900 lb.	(+2d10x20) lb.
Female	8' 6"	+3d6"	1800 lb.	(+3d6x20) lb.