

UNICORN

You're a unicorn, whom many would mistake for a common (yet attractive and healthy) horse, if it weren't for the horn that extends from your forehead. That horn is more than just a mark of difference between you and other equines; it is your primary weapon and the object that channels your magical healing abilities.

Your kind typically lives in the wilds or the world, protecting those areas from despoilment and destruction, while using your horn's magic to heal those friendly to you and your aims. Both this isolation and your natural aloofness and suspicious nature makes making friends difficult – far too often you've heard stories of those whose greed would lead to them capturing a unicorn and cutting off its horn, hoping to harness the healing power for themselves. Those stories never end well for the unicorn.

Common Personality Traits: Aloof, crafty, noble, resigned, shy

Common Physical Traits: majestic spiraling horn sprouting from forehead, horse-like body, beautiful shining coat, long flaxen mane, intelligent glint in eye.

Example Names: Amadaria, Etana, Fire-mane, Iriandel, Sliver-spear, Wind-hoof. Some unicorn herds use names that easily translate over to common tongues as a descriptive name, and others use names with a meaning to other fey, meaning their names sound "elven" to other races' ears.

Splinter Race Feats: Golden horned (dark unicorn), and silver horned (deep forest unicorn). Unless you choose one of these, you're an 'ivory horned' (common unicorn).

Type: Large (1×2) quadruped Fey Beast with a Reach of 1 (see *Fantasy Craft*, page 227). Your maximum wounds equal your Constitution score × 1.5 (rounded down).

- **Attributes:** +2 to lower of Dexterity or Wisdom, –2 Constitution
- **Base Speed:** 40 ft.
- **Alicorn Horn:** Your Medicine checks are never untrained, (see *Fantasy Craft*, page 63), can be performed on any character despite your type being *beast* at no penalty (as long as you can touch them with your horn), and you never need a doctor's bag.
- **Aloof:** Your error range increases by 2 when making Impress and Sense Motive checks targeting characters of other species.
- **Fatal Falls:** You suffer +1 damage per die from falling and falling damage gains keen (20).
- **Improved Stability:** You're considered 1 Size category larger for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as you are standing firmly on the ground and not climbing, flying or riding.
- **Limited Proficiencies:** You begin with 2 fewer proficiencies (minimum 0).
- **Mark of Life:** You take the first step on the Path of *Life*. After



UNICORN (LTI) (SPECIES)



Career Level 1, each time you would gain a feat from your Career Level, you may instead take another step along this path. Your Caster Level is considered equal to you Career Level for any benefits from these steps.

- *Medical Original*: Medicine is an origin skill for you.
- *Natural Attack*: You gain the Gore I natural attack (see *Fantasy Craft*, page 235). If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Bite IV, Bite III, and Bite I become Bite V).
- *Natural Elegance*: Your Appearance bonus increases by +1.
- *Uncommunicative Beast*: You will not speak to or around anyone who does not have an attitude of at least *friendly* towards you (see *Fantasy Craft*, page 373). You understand when they speak to you (assuming there is a shared language) and you can comply with their spoken desires, but can't communicate your desires to strangers any better than a highly intelligent dog or horse would (Pawing, nuzzling, head gestures, etc.).

NEW ROGUE TEMPLATE

UNICORN (+5 XP):

Benefit: The NPC's Base Speed increases by +10 ft., gains the Beast Type, and s.

The NPC becomes a Large (1x2, Reach 1) Fey Beast, and his Speed increases by 10 ft. He also gains *attractive I*, Gore I (dmg 1d8 lethal, threat 19-20, qualities: *bleed*), and the *Alicorn Horn* species ability from above. In most cases you should also avoid talking directly to those of Neutral or lower attitude towards you.

NEW SPECIES FEATS

The following new Species feats expand the abilities of unicorns in any campaign containing them as a character option.

GOLDEN HORNED

With a golden horn and dark coat, you make a rather imposing sight... frightening, even.

Prerequisites: Unicorn, Level 1 Only

Benefit: You gain 1 rank in Intimidate and a +1 morale bonus to all Intimidate checks. Apply this bonus rank before spending

skill points. Also, the *keen* quality of each attack made against you decreases by 4. Finally, your Gore attack increases by 1 grade.

GOLDEN MAJESTY

You are a regal black courser, striking swiftly and disappearing as if by magic.

Prerequisites: Golden Horned

Benefit: Your Base Speed increases by 10 feet. Also, you may cast *Dimension Door* as a natural spell (*Fantasy Craft*, pages 234) a number of times per session equal to the number of species feats you have. This use of *Dimension Door* is limited to a 250 foot distance rather than the spell's normal 1000 foot distance.

SILVER HORNED

Your horn is very sharp, but a touch can purge all poisons and infections.

Prerequisites: Unicorn, Level 1 Only

Benefit: You may perform a *Treat Poison or Disease* check (*Fantasy Craft*, page 78) as a full action. Also, pick 1 weapon of the Fencing Blade category. Your Gore attack gains all of the qualities of that fencing blade and you may treat your horn as if was the chosen fencing blade for tricks, stances, and abilities.

SILVER MAJESTY

Your majesty drives out poisons and infections like mice before the thresher.

Prerequisites: Silver Horned

Benefit: You are immune to poisons and the bonus you grant with a *Treat Poison or Disease* check is doubled to +4. Also, your Gore attack increases by 1 grade.

RACIAL ARMOR AND WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction/craftsmanship upgrade for the unicorn race.

ARMOR UPGRADE DESCRIPTIONS

Unicorn: A unicorn's healing touch during construction allows the wearer to recover better in the midst of combat. If the wearer is targeted by a single attack (whether it hits or not) while refreshing, then the refresh action is not ruined if the wearer succeeds at a DC 20 Resolve check.

Table X.X: Armor Upgrades (Craftsmanship)

| Name | DR | Effect | DP | ACP | Speed | Disguise | Const | Comp | Weight | Era | Cost |
|---------|----|--|----|-----|-------|----------|-------|------|--------|-----------|-------|
| Unicorn | — | DC 20 Resolve check to ignore a single attack during a refresh action. | — | — | — | — | — | +10 | — | Primitive | +200% |

Table X.X: Weapon Upgrades (Craftsmanship)

| Name | Effect | Const | Comp | Weight | Era | Cost |
|---------|---|-------|------|--------|-----------|-------|
| Unicorn | Grants Triumphant Swing trick (see <i>Fantasy Craft</i> , page 222) | — | +5 | — | Primitive | +100% |



WEAPON UPGRADE DESCRIPTIONS

Unicorn: With a touch of a unicorn's horn during construction, the weapon gains the ability to ease minor strains during combat as the wielder fights.

NEW MASTER CLASSES

There is one new master class that accompanies the addition of unicorns as a playable race to a campaign.

LEGENDARY UNICORN (MASTER)

Many don't understand the magic of your horn, thinking healing is its only gift. The Legendary Unicorn, however, goes above and beyond, expanding its use as both a magical tool and its obvious uses as a weapon.

Depending on your campaign, a Legendary Unicorn could be...

- The chosen defender of a sacred forest
- The partner of a mighty paladin, which the uninformed mistakenly believes is simply her mount
- One of the last of your kind, searching the world for others
- The living symbol of a kingdom's innate majesty and respect for the greater power of nature, magic, and the wild
- A shy but dauntless explorer, hoping to learn of the hidden magics that lay dormant in natural places of power everywhere

Party Role: Wildcard. You are a healer by your very nature as a unicorn, but the Legendary Unicorn adds some combat capability and control to your repertoire.

CLASS FEATURES

Requirements: Unicorn, Wisdom 13+, Medicine 10+ ranks, Survival 4+ ranks, Bandage feat

Favored Attributes: Wisdom, Strength, Intelligence

Caster: Each Level in this class increases your Casting Level by 1.

Class Skills: Athletics, Blend, Impress, Intimidate, Notice, Resolve, Sneak, Survival

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Unicorn class skills for you.

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CLASS ABILITIES

Magic Of The Alicorn: At Level 1, you may cast *Bless*, *Calm Emotions*, *Cure Wounds IV*, and *Neutralize Poison*, as a natural spells with a casting level equal to your starting action dice and a save DC is equal to 10 + 1/2 your Career Level (rounded up). The



total times that you can use this ability per scene is equal to your starting action dice. You may also cast *Touch of Light* and *Glow I* at will. All of these spells emanate from or are centered on your horn as appropriate.

It's My Greatest Weapon: Your horn is several feet of mighty weapon. At Level 1, your Gore attack increases by 1 grade. Also, pick 1 weapon of the Sword category. Your Gore attack gains all of the qualities of that sword and you may treat your horn as if it was the chosen sword for tricks, stances, and abilities.

At level 4, your Gore attack increases by 1 more grade (for a total of 2 grades) and you may pick 1 weapon of the Greatsword category. Your Gore attack gains all of the qualities of that greatsword and you may treat your horn as if it was the chosen greatsword for tricks, stances, and abilities.

Shun The Unwanted: You can drive away strangers with a thought. At Level 2, name any combination of 2 alignments and/or species. Once per combat you may Turn characters of the named alignments and/or species (see *Fantasy Craft*, page 309). At every class level after this one you may add 1 additional alignment or species to the list (For an eventual total of 5).

Exemplar: At Level 3, the lowest of your Wisdom, Strength, or Intelligence rises by 2.

Living Legend: At Level 4, your starting action dice increase by 1.



UNICORN (LTI) (SPECIES)

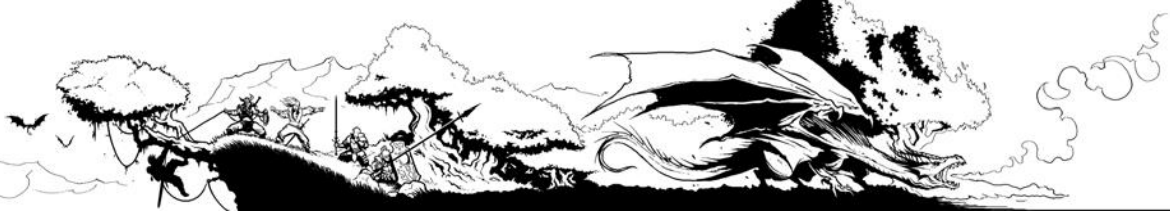


Table X.X: Legendary Unicorn

| Level | BAB | Fort | Ref | Will | Def | Init | Lifestyle | Legend | Abilities |
|-------|-----|------|-----|------|-----|------|-----------|--------|---|
| 1 | +0 | +0 | +1 | +2 | +1 | +1 | +0 | +1 | It's my greatest weapon (sword), magic of the alicorn |
| 2 | +1 | +0 | +2 | +3 | +1 | +1 | +0 | +2 | Shun the unwanted |
| 3 | +2 | +1 | +2 | +3 | +2 | +2 | +1 | +3 | Exemplar |
| 4 | +3 | +1 | +2 | +4 | +2 | +2 | +1 | +3 | It's my greatest weapon (greatsword), living legend |
| 5 | +3 | +1 | +3 | +4 | +3 | +3 | +1 | +4 | Noble inspiration |

Noble Inspiration: Your power to inspire others is nothing short of amazing. At level 5, at the beginning of a dramatic scene (or at the moment a scene becomes a dramatic scene), you gain a number of bonus action dice equal to you starting action dice. These dice must be given out to allied special characters (only those who may have their own action dice – not personal lieutenants, etc.). You may only keep 1 or more of these action dice if you have them left over after giving out at least 1 to every ally first.

NPC CLASS ABILITIES

The following new class abilities from the Legendary Unicorn master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

| Class Ability | XP Value |
|---|---------------------------------|
| It's my greatest weapon (Greatsword only) | 2 |
| It's my greatest weapon (Sword only) | 2 |
| Shun the unwanted | 1 (+1 per species or alignment) |

