

BLENNO

You are a blenno, a sapient ooze capable of speech and taking on a humanoid shape to interact with other species. Your body is a mass of translucent blue-green goop, produced and controlled by a solid core about the size of a cantaloupe. You can form your body into all manner of unusual shapes, even squeezing through remarkably narrow spaces and producing multiple pseudopods with which to manipulate objects. However, you most often take on a mostly humanoid shape (at least in your upper portions) with a unique appearance that you've grown comfortable with forming -- a habit your kind has picked up to facilitate easier interactions with other races.

You most likely grew up in a large colony of other blenno, where you were raised by the community alongside many other newly-budded young. Though capable of audible speech, your kind more typically communicates by an elaborate pseudopodial sign language supplemented by variations in color pattern of your protoplasm, and by a form of pheromone-like touch-based chemical communication. You likely learned audible speech as a means of communicating with other species, and as such your ability to speak verbal languages may be somewhat unrefined. Your kind learns about its surroundings as much by contact (which for you encompasses the senses of touch, smell, and taste all at once) as visual inspection. Blenno are also omnivores in the truest sense of the word; there is very little that you won't eat, and blenno are known to try nearly anything at least once. Anything.

Other species are typically rather put off by your slimy form and peculiar habits, particularly your tendency to touch things. Your kind, however, tend to be open and inquisitive, and you are likely eager to meet new people and learn about their ways.

Common Personality Traits: Quiet, curious, adventurous, big eater, inclined to touch things and people

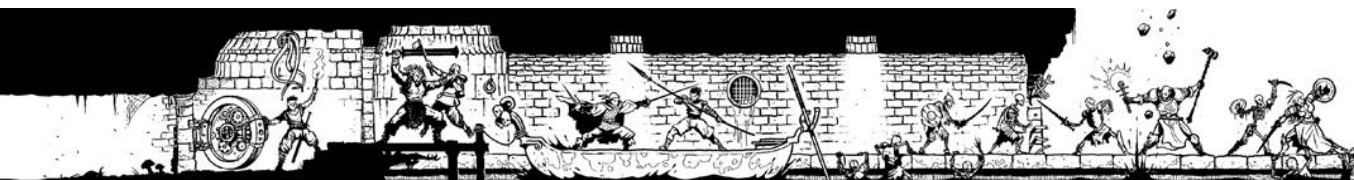
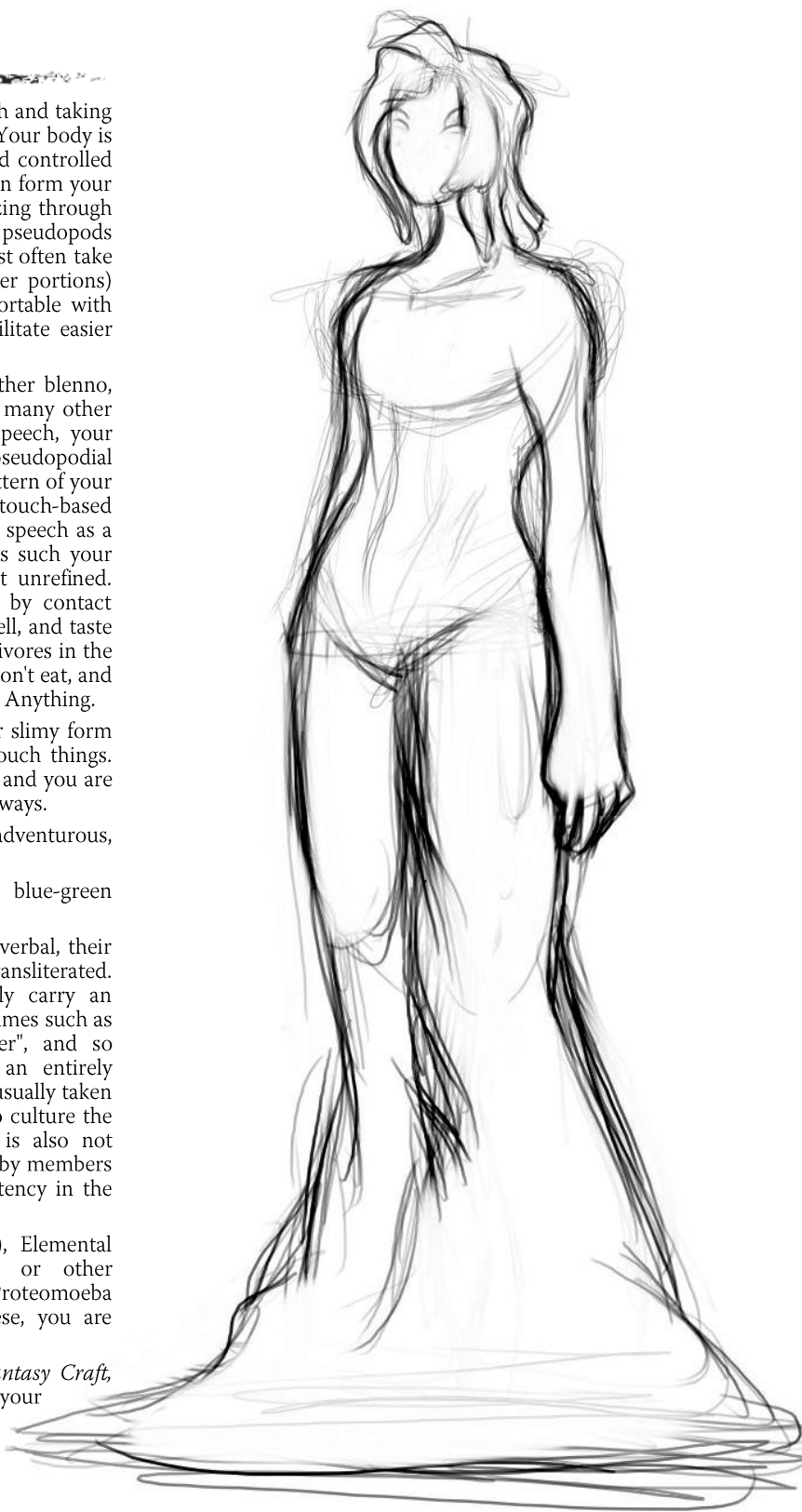
Common Physical Traits: Translucent body, blue-green coloration, moist surface, simplistic features

Example Names: As the blenno language is nonverbal, their names have no pronunciation to be spoken or transliterated. However, like many species, their names typically carry an aspirational meaning, and thus some blenno go by names such as "Noble-One", "Cheerful-and-Kind", "Strong-Defender", and so forth. More commonly, blenno simply take on an entirely different name by which to go among other species, usually taken from among the common names for the non-blenno culture the individual first had extensive interaction with. It is also not unheard of for blenno to go by names given to them by members of other species. In short, there is very little consistency in the kinds of names blenno go by among other species.

Splinter Race Feats: Acrimoeba (acidic slime), Elemental Heritage (cryomoeba, pyromoeba, hydromoeba, or other elemental slime), Phagomoeba (engulfing slime), or Proteomoeba (mimicking slime). Unless you choose one of these, you are simply a "slime".

Type: Medium Ooze with a Reach of 1 (see *Fantasy Craft*, page 227). Your maximum wounds equal your Constitution score.

- **Attributes:** +2 to Strength, Dexterity, or Constitution; -2 to Intelligence or Charisma
- **Base Speed:** 30 ft.



BLENNO (LTI) (SPECIES)



BLENNO CULTURE AND WEAPONS

Perhaps the most obvious oddity of Blenno culture is the general lack of a concept of personal space. Blenno have a strong proclivity for physical contact, as it is an important part of communication among their own kind. It is common for blenno to spend much of a conversation with at least one pseudopod extended to intertwine with the extended pseudopod of the other blenno, even with individuals they've just met. Blenno on friendlier terms with each other will tend to take the contact even further, engaging more pseudopodia in the conversation, with more extensive intertwining as well as stroking and probing of the other's body. This all tends to come across as very intimate to other species, but blenno consider it perfectly ordinary; in fact, it is usually considered a sign of distrust and hostility to refuse physical contact, or to hold back from the degree of contact expected for the closeness of your relationship.

Naturally, blenno who spend much time with other species quickly learn that such customs are not really shared (or appreciated) outside their own kind, but these habits nonetheless die hard, and it's not uncommon for blenno to unintentionally lapse back into the instinctive tendency to probe and prod the one they're talking to with a friendly pseudopod. The issue is further compounded by the instinct to explore new and unfamiliar things -- whether people or objects -- by touch.

Another unusual trait of the blenno that impacts their culture is the fundamentally synesthetic mode in which their senses work. Blenno have no particular distinction between taste and smell other than the means by which the stimulus reaches them; there is no distinct "nose" or "tongue", but rather all such sensations are perceived by the same sensory apparatus distributed throughout the blenno's proto-plasm. Likewise, hearing for blenno is essentially an extension of touch, a phenomenon of "feeling" the vibrations resonating through their gelatinous body to reach the core. This fusion of senses impacts blenno culture, shaping their way of thinking (for instance, it is very common for blenno to mix up "taste" with "smell" and "feel" with "hear" when learning the languages of other species) and cultural fixtures such as music.

In warfare, blenno tend to favor shields and long weapons such as spears and polearms to keep enemies at a distance. Though they are fairly resilient, their fluid forms are not well suited to wearing armor, and armor specially designed to be usable by blenno is expensive and difficult to make. Hence, the protective options for a typical blenno foot soldier are somewhat limited.



- *Aloof*: Your error range increases by 2 when making Impress and Sense Motive checks targeting characters of other species.
- *Bleeding Immunity*: You are immune to bleeding (see *Fantasy Craft*, page 212).
- *Great Fortitude*: You gain the Great Fortitude feat.
- *Hearty Appetite*: You benefit from the first 2 food and 2 drink you consume in each day.
- *Iron Gut*: You gain a +2 insight bonus with saves against disease and poisons.
- *Reviled*: The disposition of non-blenno decrease by 10.
- *Sterner Stuff*: The keen quality of each attack made against you decreases by 4.

NEW ROGUE TEMPLATE

BLENNO (+11 XP):

Benefit: The NPC's Type changes to Ooze and his Health increases by 1 grade. He also gains the *contagion immunity* and *sterner stuff* NPC qualities.

NEW SPECIES FEATS

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

ACRIMOEBEA

All blenno produce corrosive enzymes and secretions to digest the food they engulf, but only a few wield those secretions as a weapon.

Prerequisites: Blenno, Level 1 only

Benefit: You gain the Slam I natural attack and Acid Resistance 5. Also, you may convert your unarmed damage to the acid type without suffering the normal -4 attack penalty. However, you also gain Achilles heel (Fire), and your Strength drops by 2.

ACRIPLASM

The most corrosive of acrimoebas are dangerous even to touch.

Prerequisites: Acrimoeba

Benefit: You gain the Natural Defense (acid) NPC quality (see *Fantasy Craft*, page 234).

OOZE STASH

No hands, no sleeves, no problem.

Prerequisites: Ooze Type

Benefit: Your body can form vacuoles in which you may absorb and store up to 1 object 1 Size smaller than you, 2 objects 2 Sizes smaller than you, 4 objects 3 Sizes smaller than you, and so on. Inspection fails to find the vacuoles without a threat or critical success. Objects carried in the vacuoles count against your carrying capacity.

While storing items, your Ooze ability to squeeze through spaces is restricted to one size category larger than the largest item you are currently carrying in your vacuoles. (A medium sized ooze can store a single small item, but then cannot squeeze through a smaller space.)



PHAGOMOEBA

Blenno can theoretically grow to several times the normal size for their kind, if they eat enough. It's a sure bet that the largest specimens of the species have a much more robust appetite than most.

Prerequisites: Blenno, Level 1 only

Benefit: Your size increases to Large (2x2, reach 1), and you gain the Swallow I natural attack and the *Devour* NPC quality. However, you also gain the *Lumbering* NPC quality.

PHAGOPLASM

The consumptive instinct of a phagomoeba is so strong that it may even attempt to swallow weapons it is struck with.

Prerequisites: Phagomoeba

Benefit: Your Strength increases by 2 and each time you suffer 10 or more damage from a melee attack, you may attempt to Disarm the attacker as a free action. However, your Dexterity drops by 2, and your Ground Speed drops by 10 ft.

PROTEOMOEBA

All blenno have a tendency to mimic the form of other species, but some blend in better than most.

Prerequisites: Blenno, Level 1 only

Benefit: You are always considered to have actor's props and ignore Species and Size penalties to Disguise checks. You also gain two additional Languages, may select "Blood" feats as if you're a Folk, and when taking the Basic Skill Mastery feat you gain a new skill pair you may choose: Mimic (Blend & Disguise).

PROTEOPLASM

Some conspiracy theorists claim that proteomoebas rule the world from the shadows, secretly posing as heads of state and policing the populace via a network of unseen spies.

Prerequisites: Proteomoeba

Benefit: You may temporarily gain the Chameleon I NPC quality as a 1 minute action, matching the surrounding terrain. This camouflage is lost when you sleep or replace it with a new terrain. Additionally, each time you gain 1 or more ranks in the Disguise skill, you also gain an equal number of ranks in the Blend skill. This may not increase your Blend skill beyond its maximum rank.

PSEUDO SMACK

One of your hands and lower arms becomes a pendulous, flexible club.

Prerequisites: Ooze Type

Benefit: All your natural attacks gain Armor Piercing 2. Also, you gain a stance.

Pseudopod Flail (Stance): The number of readied weapons or items you may have is reduced by 1, but you gain a Tentacle Slap I natural attack. Also, you may perform flail tricks with your Tentacle Slap natural attacks.

PSEUDO SMASH

You flow right into attack mode.

Prerequisites: Ooze Smack

Benefit: You may be in two stances at once as long as one of them is the Pseudopod Flail stance. If you are already in a stance, then entering the Pseudopod Flail stance is a free action and the natural attack gained from the stance is increased 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 blenno race.

ARMOR UPGRADE DESCRIPTIONS

Blenno: When crafting armor a blenno can coat and permeate the materials with the same stuff that forms its vacuole walls. This results in armor that is very resistant to acids.

Ooze Use: The armor may be donned and worn by a creature with the ooze type and does not interfere with the character's ooze abilities. May only upgrade soft construction and chainmail armor.

WEAPON UPGRADE DESCRIPTIONS

Blenno: The same suffusion techniques that the blenno performs on armor as it is crafted can also grant a weapon the same acid resistance capabilities.

NEW MASTER CLASSES

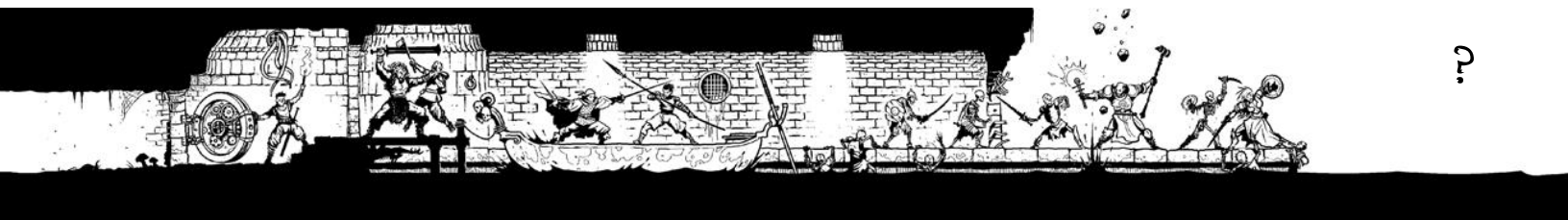
There is one new master class that accompanies the addition of Blenno as a playable race to a campaign, the Legendary Blenno.

Table 4.18 (New Addition): Armor Upgrades

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
<i>Craftsmanship</i>											
Blenno	—	Acid Resistance 4 (hard only)	—	—	—	—	—	+5	—	Primitive	+100%
<i>Customization</i>											
Ooze use	—	armor may be worn by oozes (soft and chainmail only)	—	—	—	—	—	+5	—	Primitive	+200%

Table 4.25 (New Addition): Weapon Upgrades

Name	Effect	Const	Comp	Weight	Era	Cost
<i>Craftsmanship</i>						
Blenno	+4 to weapon's damage save vs. acid damage (hard only)	—	+5	—	Primitive	+50%



BLENNO (LTI) (SPECIES)



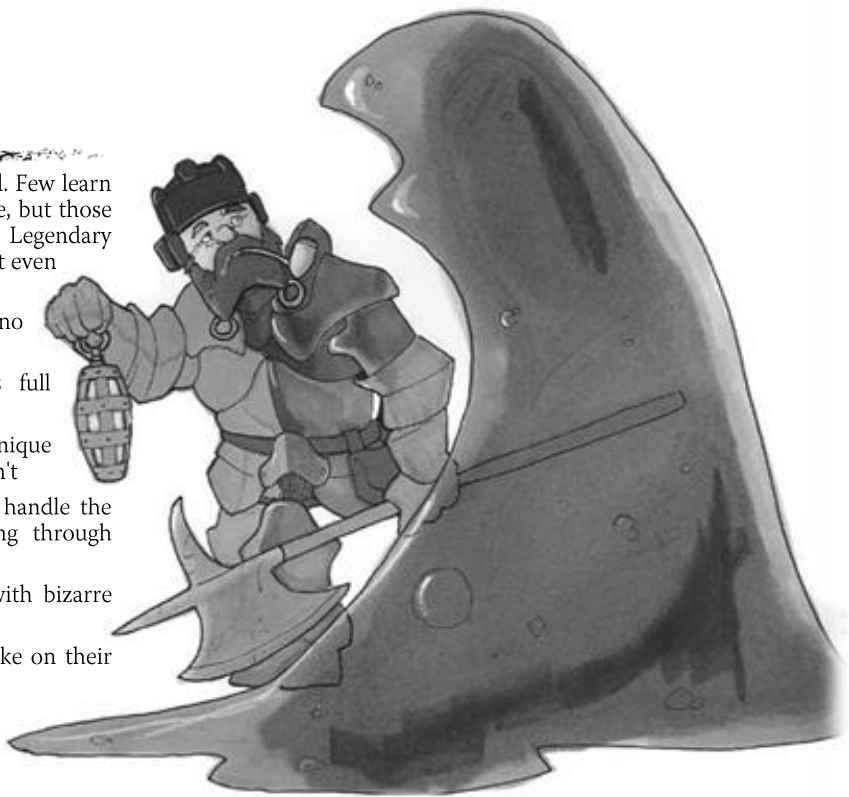
LEGENDARY BLENNO (MASTER)

The body of the blenno is a supremely flexible tool. Few learn to master their fluid form to the fullest extent possible, but those that do are capable of truly incredible feats. The Legendary Blenno discovers new ways to manipulate his form that even other blenno find impressive.

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

- A stoic colony guard, leveraging your body's full potential to protect your clan
- A cunning cat burglar, taking advantage of your unique capabilities to get into places more rigid species can't
- A plucky explorer, constantly adapting to better handle the challenges of delving ancient ruins and trekking through untamed wilderness
- A nimble circus performer, wowing audiences with bizarre feats only your fluid body can pull off
- A pit fighter, keeping opponents and audience alike on their toes with your strange and unorthodox techniques

Party Role: Wildcard. Your flexible form is an asset in a wide variety of contexts; it's all in how you use it.



CLASS FEATURES

Requirements: Dex 13+, Acrobatics 10+, Resolve 4+, Heroic Renown 1+, any Species feat

Favored Attributes: Dexterity, Strength, and Constitution

Class Skills: Acrobatics, Athletics, Blend, Crafting, Disguise, Notice, Prestidigitation, Resolve

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

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CLASS ABILITIES

Blenno Epitome: You display many of the most renowned traits of your kind. At Level 1, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes, next page*). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 Basic Combat feat.

Boing!: You learn to contract and bunch up your outer membrane to absorb and dissipate your opponent's attacks. At Level 1, you gain Thick Hide 3.

At level 4, this Thick Hide rises to Thick Hide 5.

Stretch Armstrong: At Level 2, your melee and unarmed Reach increases by 1 and your Size is now considered up to 4 categories smaller when squeezing into or through confined spaces.

Adapt And Overcome: At Level 3, you may choose one of the following abilities. Each may be chosen only once.

- **Bouncing Ball:** You gain the *Superior Jumper II* and *Damage Defiance (Falling)* NPC qualities.
- **Multi Strike:** You may gain a Tentacle Slap I natural attack by readying it as if it were a weapon. You can "hold" a number of these tentacle slaps just like readied items or weapons as described in the Ooze Type description (*Fantasy Craft, page 227*). If you hold enough to raise your natural attacks to 3 or more you may flurry with them (*Fantasy Craft, page 235*).
- **Stone Texture Mimic:** You gain the *Chameleon I* NPC quality for both the caverns/mountains and indoors/settled terrains.
- **Wall Walker:** You gain the *Superior Climber II* NPC quality and you are always considered to be equipped with climber's gear.
- **Water Weird:** You gain the *Superior Swimmer I* and *Aquatic II* NPC qualities.

Table X.X: Legendary Blenno

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+1	+2	+1	+2	+0	+0	+1	Blenno epitome, boing! (thick hide 3)
2	+1	+2	+3	+2	+3	+0	+0	+1	Stretch armstrong
3	+2	+2	+3	+2	+3	+1	+1	+2	Adapt and overcome
4	+3	+2	+4	+2	+4	+1	+1	+2	Boing! (thick hide 5), living legend
5	+3	+3	+4	+3	+5	+1	+1	+3	Mitosis



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

Mitosis: At level 5, you may split in two as a full round action by passing a DC 20 resolve check. You may take this action while in a grapple (instead of an opposed grapple check) and even if *held* or *pinned*. If you do so, after completing the action, only one of the two split entities you become remains *held* or *pinned* and in the grapple.

The 2 split entities formed are one size smaller, and each has half of your remaining wounds and vitality (round down), and gain the *Hive Mind* NPC quality (but only for each other). Each is otherwise identical to yourself except that all attributes are reduced by 2 (minimum 1), and you have to choose one half of the split to keep your gear. Each new entity activates on the same initiative count as you did before the split and each has a normal pool of actions (1 full or two half each). For the purposes of action dice, edge, spell points, limited ability use (such as “equal to the number of melee feats you possess”) and spell effects, you still count as one character with a pool of resources to spend between the split entities at your discretion. Either split entity dies on being reduced to 0 wounds. You may remain separated for a number of minutes equal to your base (before splitting) Constitution score. If you remain separated for longer than this, then you have separated your entities permanently. You lose the *Hive Mind* link between the two entities and one (your choice) becomes an NPC under the GM’s control.

You may reform into your initial whole entity as a one minute action for which the two split entities must be in contact and at least one must have wounds remaining. Once reformed, add the two entities’ wounds/vitality together to determine your current values (Yes, this means that if you have an odd value for either or both, you will end up “injuring” yourself by simply splitting and immediately reforming because of the rounding down factor).

If you separate your entities permanently, by staying split too long or if one of your split entities dies and cannot be reconstituted back into your ‘whole self’, then you must consume your (original) bodyweight in organic mass (i.e. ‘food’) and spend 1 week of downtime to recover back to your original attributes, wounds, vitality, etc.

Finally, when ‘killed’ you may make a Resolve check. If you succeed against DC 20, then when cheating death, you may roll twice and choose the outcome you prefer.

If you succeed against DC 30, you split at the moment of ‘death’. You are stunned for a d10 rounds, and then separate yourself from your ‘dead half’ with your wounds at 1 less than they were before the killing damage and you are treated as a split entity that has lost its other half permanently (and must consume mass quantities and spend a week of downtime reforming to full size, as above).

BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus *Species* feats through the *epitome* ability and some of these feats involve radical physical transformations (e.g. the *Swan Nation* feat grants an elf a pair of wings). With GM approval, the *epitome* ability may allow a character to ignore the “Level 1 only” prerequisite when taking a *Species* feat, which can result in physical transformation after a character’s been in play for a while. In these cases, the player and Game Master should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained “off screen,” which places major body adjustments outside adventures and therefore most regular play. In settings where such events are exceedingly rare, the GM may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming *Species* feat. This helps ensure a preservation of the setting and a smooth progression of the story.

NPC CLASS ABILITIES

The following new class abilities from the *Legendary Blenno* 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
Mitosis	10
Stretch Armstrong	4

Race and *Species* feats design by TKDB with help from the *Crafty Forum-ites*.

Craftsmanship by Big Jim with help from the *Crafty Forum-ites*.

Master Class design by TKDB, Big Jim and paddyfool.

Art by zman99 and Pachycrocuta of deviantART.