

Turtle

Humanoid

Defense 10, **AR** 6

Immunities Drowning

Vulnerabilities Cold +1d6

Health 25, **Speed** 5, **Swim** 6

Senses Night Vision

+0 Communication

+1 Constitution (Swimming)

+0 Cunning

-1 Dexterity (Bows)

+0 Magic

+0 Perception

+1 Strength (Spears)

+2 Willpower

Melee Claws +1 (1d6+1), Spear +3 (1d6+4)

Ranged Short Bow +1 (1d6+1, 16/32 yards)

Favored Stunts: Defensive Stance and Disarm.

Weapon Groups: Bows, Brawling, Spears and Staves.

Powers

Shell Defense: Tortles can use a Major action to withdraw into their shell. Their defense drops to 5, but their Armor Rating rises to 8 against physical attacks. Energy attacks, as well as corrosive based ones use the normal rating. A turtle in its shell cannot see, but can hear and smell.

Equipment: Ruck Sack, Short Bow, Throwing Spear

Tortles are primitive reptilian humanoids that resemble tortoises. They have beaks on their heads, thick fingers with claws, and large shells. Their hands are opposable, while their feet resemble the paws of a terrapin. They live simple lives dedicated to nature and seek *harmony* and peace over destruction of those who encroach on the wilderness. Tortles speak their own language, but can easily learn and speak common human tongues.

In combat, a group of tortles will engage enemies and keep them relatively boxed in, while others will emerge from hiding and fire arrows into the area. At the time arrows are falling everywhere, the melee combatants will retreat into their shells and avoid all damage.

Tortles live in close knit communities but often make their own farmsteads and huts and do not live in communal groups. They help each other in raising structures and defenses, and depend upon one another when assailed or rarely when hunting food. That said, tortles manage to live without central leadership, and keep to themselves when living in established areas near other humanoids. Shamans are more common spellcasters

Grade E

among these people, while witch doctors are more rare. Tortles live relatively short lives, despite their peaceful outlook, and females lay eggs once in their lives, near the end of a 40 to 50 year run. At the same time that the females lay eggs, the male elders and young tortles create walled defenses and guard the clutch of eggs nonstop until they hatch. The young tortles take the newly hatched young away, and bury the elders who sacrificed their lives so the could be born safely.

Tortles are fairly common around Ierendi, the Pearl Islands, the Sea of Dread and Ochalea. They are also uncommon but known throughout temperate and warm regions of Brun, including Sind, and near lakes and rivers throughout Darokin, the Atruaghin region and Norwold. Rumors abound that they are very common on the Savage Coast as well.

