

• KHAСТИ (BARBARIAN) •

They come from the depths of the Red Lands, the hostile and inhospitable deserts surrounding the ever-shrinking civilized regions of Khemti — the fearsome khasti, armed to the teeth and spoiling for glorious battle. These terrifying nomadic warriors very much personify the Red Land tribes in the minds of most city-dwelling folk. It's a false presumption, for the khasti are not especially common even among their own people, but it's an easy mistake to make. It is these hardy warriors who lead the nomads into battle, and have thus have earned the common appellation of "Redlander" (even though not all Redlanders are khasti). Their combat prowess and physical abilities are so impressive that there can be no wonder why those who have suffered the horrors of war with the nomads or from khasti raids often drastically overestimate their numbers.

ADVENTURES

Many khasti are "adventurers" almost by default, as they roam forbidding (and in some cases, forbidden) lands in search of the simple necessities of food, water, and shelter for their people. Others, however, adventure in the more traditional sense, exploring ancient ruins, working as blades for hire, and even functioning as paid guides for those few city-folk who have reason to risk the perils of the deep desert. These types of jobs are not precisely held in high esteem, but they are the best methods, and in some cases, the only ones, for a khasti to find a place in civilized society — assuming he's one of the rare few who actually want to do so.

CHARACTERISTICS

The khasti is a warrior, plain and simple. He does not focus on specific schools of battle or varied tactics, as the fighter does — though the combat styles of the nomads can be surprisingly intricate — but rather relies on specific techniques known only to the Redland nomads. As a reaction to the constant struggle for survival in the desert the khasti learn to enter a near-frenzied emotional state that allows him to tap into reserves of strength and resilience that are practically inhuman. These so-called "rages" leave him winded and exhausted, and he may strain himself so only a limited number of times per day, but when in such a state, few others could hope to match the khasti's sheer ferocity or ability in battle.

ALIGNMENT

Khasti can be of any nonlawful alignment. While many are strictly devoted to their tribes, the ability to draw upon the primal emotions that evoke the khasti rage is innately chaotic, and those of a lawful bent are simply incapable of doing so. Most khasti are chaotic, though some are neutral, and they are split evenly among good, neutral and evil alignments.

RELIGION

Khasti can worship almost any god of the pantheon, but most choose patrons who have some association with strength or war.

Ra, Set, Apuat, Horus, Mentu, Neith and Seker are all common choices. Some few khasti come from Red Land tribes that focus on a kama'at belief in Ma'at, rather than giving their devotion directly to the gods.

BACKGROUND

Almost without exception, khasti come from the nomadic tribes of the Red Land deserts, for it was among these tribes the techniques of rage developed. It is technically possible for a native of the Black Land to become a khasti, but he must be taught the techniques by one who knows them. This can be an adventuring companion, or even an old relative, if the family descends from Redlander stock.

Few Red Land khasti decide to move into the cities, for they are taught to view the urban lifestyle with disdain. Nevertheless, curiosity overcomes scorn in a significant minority of khasti (or other nomads, for that matter) who come to the Black Land... sometimes to visit, occasionally to stay. Sometimes, particularly in Upper Khemti, nomads are brought to the great cities against their will, as slaves.

RACES

The majority of khasti are human, due simply to the fact that the majority of Red Land nomads are of the Pesedjer. Khasti are also not uncommon among those Asari or Ptahmenu that tend toward tribal lifestyles. Elves, half-elves, and gnomes rarely become khasti, as few of them dwell outside the Black Land. Gnolls' racial inclinations toward law dissuade them from taking up the path, but those few who embrace chaos make frighteningly destructive khasti.

OTHER CLASSES

Khasti, as a rule, get along very well with fighters, ghaffir and wildwalkers, as their tribes tend to produce all these martial types, and khasti often fight alongside all of them. The lawful nature of the ghaffir sometimes leads to tension, but most khasti prefer an arrogant or strict companion who can hold her

own over a fun-loving companion who can't watch the khasti's back. Khasti from god-worshipping tribes tend to appreciate the company of priests but greatly distrust the kama'at; those who worship Ma'at feel the reverse. Khasti distrust shenu and khebenti for their strong connection to the cities.

GAME RULE INFORMATION

Khasti have the following game statistics.

Abilities: Strength and Constitution are by far the most vital abilities for a khasti, not merely to gain the most from his rage ability, but simply for purposes of survival in the unforgiving environs of the Red Land. Dexterity is useful because the khasti rarely wears heavy armor, and Wisdom affects many of his most vital skills.

Alignment: Any nonlawful.

Hit Die: d12.

CLASS SKILLS

The khasti's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the khasti.

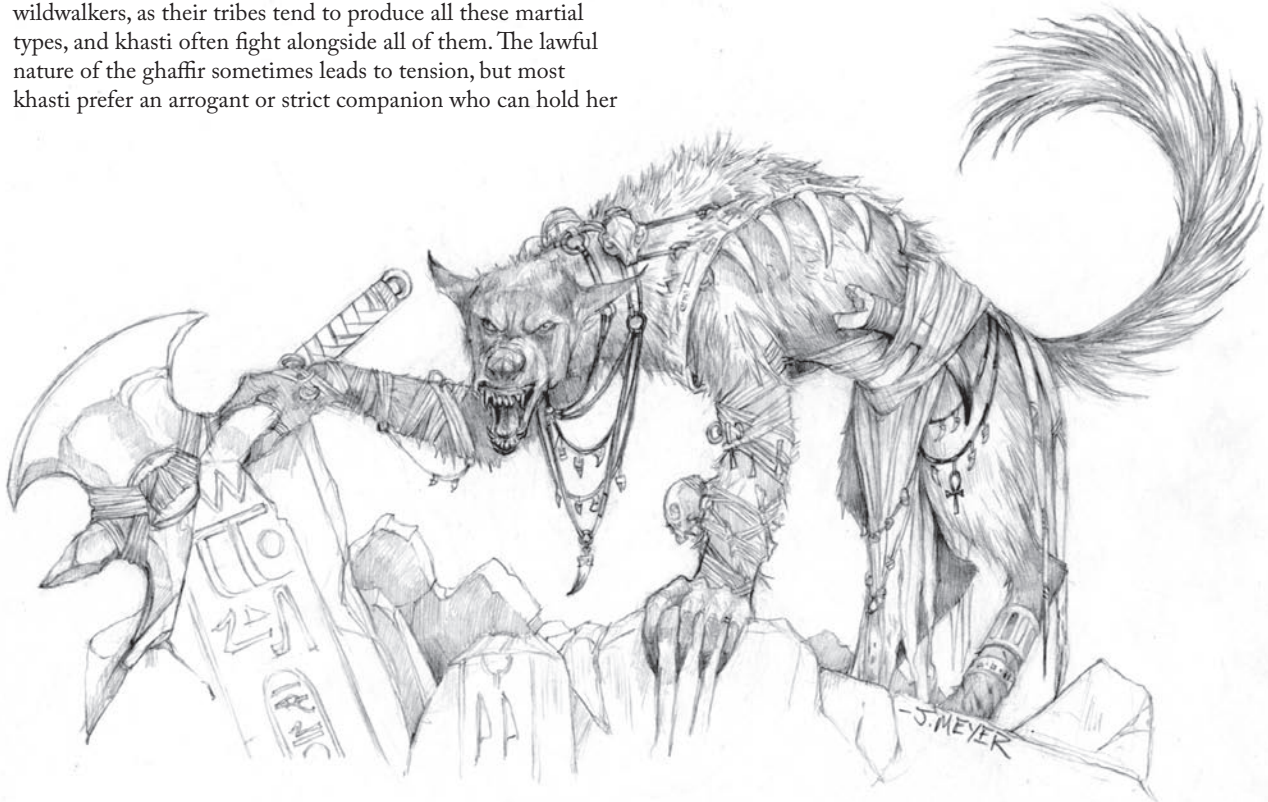


TABLE 2-7: THE KHAISTI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	—
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Bonus feat
6th	+6/+1	+5	+2	+2	—
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage 3/day
9th	+9/+4	+6	+3	+3	Resilience
10th	+10/+5	+7	+3	+3	Damage reduction 2/—
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage 4/day
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will
15th	+15/+10/+5	+9	+5	+5	—
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	—
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage 6/day

WEAPON & ARMOR PROFICIENCY

A khasti is proficient with all simple and martial weapons, light armor, medium armor and shields (except tower shields).

FAST MOVEMENT (Ex)

A khasti's land speed is faster than the norm for his race by +10 feet. This functions as the ability described in the *PHB*.

ILLITERACY

Unlike the barbarians of the default setting, Khasti are *not* the only characters in *Egyptian Adventures: Hamunaptra* games that begin play illiterate. Only ghaffir, kheri-heb, priests and shenu gain literacy automatically. Others must purchase Literacy or gain a level in one of these classes. For more on literacy, see **Chapter One of Book Two: The Book of Gates**.

RAGE (Ex)

Constant exposure to the burning heat, unrelenting thirst, and fierce sandstorms of the desert has forced the nomads to develop methods of surviving and even thriving in these lands. One of those methods, an art known only to the khasti class, involves calling upon deep-rooted primal emotions in order to tap into nearly inhuman reserves of strength and endurance. This is the so-called "khasti rage." Most outsiders think of this only as a combat ability — and indeed, this is how rage is frequently used, given the relatively short length of time a khasti can maintain it — but khasti at home among their tribe often use it for other purposes as well. Carrying heavy loads, short but swift travel through the heat of the day, building temporary shelters—all these and more are activities that can benefit from a burst of additional Strength and Constitution. Of course, most outsiders only see khasti in hostile circumstances, so it's no wonder most folk remain ignorant of these non-martial uses, and insist on calling the ability "rage" when anger is only one of the triggering emotions.

Other than the above modifications, this functions as the ability described in the *PHB*.

BONUS FEAT

At 2nd level, a khasti may take the Endurance, Great Fortitude or Run feat. He may take an additional feat from this list at 5th level.

DAMAGE REDUCTION (Ex)

At 7th level, a khasti gains Damage Reduction. Subtract 1 from the damage the khasti takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three khasti levels thereafter (13th, 16th and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0, but not below 0.

RESILIENCE (Ex)

At 9th level, a khasti becomes better able to endure prolonged periods of exertion or exposure. His Constitution is considered to always be at its rage level, rather than its normal level, for any rolls to which the Endurance feat would apply. (Thus, a 10th-level khasti with a 20 Constitution is considered to have a 24 Constitution for purposes of resisting subdual damage from a forced march or starvation, and for any other effects described in the Endurance feat. His Constitution is still considered 20 for all other purposes, such as bonus hit points and his modifier to most Fortitude saves.) This benefit stacks with the bonus for the Endurance feat, if the khasti happens to possess it.

GREATER RAGE (Ex)

This functions as the barbarian ability described in the *PHB*.

INDOMITABLE WILL (Ex)

This functions as the barbarian ability described in the *PHB*.

- CHAPTER TWO: CHARACTERS -

TIRELESS RAGE (EX)

This functions as the barbarian ability described in the *PHB*.

MIGHTY RAGE (EX)

This functions as the barbarian ability described in the *PHB*.

EX-KHASTI

A khasti who becomes lawful loses the ability to rage and cannot gain more levels as a khasti. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).