

Kenku

800 years ago faerie lived on earth along side the First People and the ancient dwarven societies to the north. The faeries created the kenku as a servant race to deal with any kind of manual labor or repetitive tasks they required. For most Kenku this was an acceptable existence and those who spoke out or resisted were cast off into the wilderness to die or go feral.

One day invaders from the over the Auroreal Ocean poured across the land and waged war on all they found. The faeries had already experienced enough war and suffering in their time in the Northern Reach and decided they had enough. The Summer Queen created a new kingdom from dreams and magic and the faeries retreated back into it where they have remained hidden. The Kenku we know today are the wild and feral descendants of the servants the faeries abandoned on their retreat.

Any subservience ingrained in them by the faeries has been bred out over their years of hardships since being left behind. They are wild and diverse race of bird like humanoids. The faeries had many different purposes for them while they were kept in chattel slavery and thus created them in all different shapes and sizes. They have bird like legs but no wings. Their feathered arms end in hands with opposable thumbs.

Kenku are a rare but not unheard of sight in modern society. They are common knowledge but are rare enough that it is completely believable for a villager to go his whole life without ever meeting one in person. They enjoy isolation and tend to settle in abandoned ruins and try to limit travel into town only for trade. Some more sociable examples have settled in major cities working as craftsmen or merchants. While generally accepted into wider society, some more superstitious villagers see kenku as dark omens and believe their feathers can be used to divine the future.

Starting Attribute Scores Strength 8, Agility 11, Intellect 12, Will 10

Perception equals your Intellect score

Defense equals your Agility score

Healing Rate equals $\frac{1}{4}$ your Health, rounded down

Size $\frac{1}{2}$ or 1

Speed 10

Power 0

Damage 0

Insanity 0

Corruption 0

Language and Professions

High Variety: You made adjust two different scores by one

Peck: May use beak as an unarmed weapon that does 1d3 damage.

Level 4 Expert Kenku

Health +5

You learn one spell or gain Deafening screech

Deafening screech: Attack against will.... Uhhh I'll fill this out later

Kenku Age

3d6	Age
3	5-
4-7	6-9
8-12	10-18
13-15	19-27
16-17	28-35
18	36+

Kenku Background

1d20	Background
1	You spent your formative years locked away in isolation for a crime you didn't commit. Start the game with 1 insanity.
2	Lived in a small kenku peaceful outside human civilization until it was destroyed in an orc raid
3	Squatted in an abandoned burned out library. You know how to read the common tongue.
4	Escaped from a nobleman's personal zoo
5	You were orphaned at an early age and have no connection to any family
6	You served proudly as scout in the Empire's army
7	You descend from a once respected but now long forgotten clan. You have a signet ring with the family crest on it.
8	You've changed your name and fled your old life to escape debts you had no hope of repaying
9	Raised from egg by mad wizard
10	You earned a living working in your profession
11	Your lover was murdered and their body was harvested and sold for alchemical ingredients.
12	The village children and convinced you are a sign of the end of days. They shriek in fear and throw rocks whenever they see you.
13	You've had 1d4 children who have since gone out on their own into the world.
14	You worked the riggings in a pirate ship for 1d3 years
15	You were raised in a kind and caring human home.
16	After a near death experience you found comfort in a fanatical embrace of religion.
17	You've traveled extensively and speak one additional language
18	Inquisitors chased you from the last village you called home.

19	You were severely burned in a laboratory accident. Some patches of skin no longer grow feathers.
20	You are drawn to shiny objects and have gathered a small collection. Start the game with 2d6 cp

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Appearance

	Appearance
1-8	Jet black feathers with thin, slender, beak
9-12	Speckled tan and gray feathers with a sharp hooked beak, +1 peak damage
15	Size ½, bright, colorful plumage
16	Bright blue, and white feathers. Large crest on head like a blue jay.
17	Formerly bright, beautiful plumage that has large patches neurotically pluck away.
18	Dark brown plumage. Bald head like a buzzard
19	Looks like a Secretarybird
20	Head covered with glossy green feathers, webbed feet. +1 to swimming checks. Double swimming speed