

Rock Formations

Rock formations come in various shapes and sizes. Natural arches, shapes of unusual creatures to the eye, balancing rocks, all part of rock formations. These are formed from constant howling winds, erosions and the like, limestone and granite, the most common types of rock formations, followed by basalt and shale.

A heroic *climb skill check* (DC 30) is needed due to the weird angles, projections, and so from rock formations, characters may take 20 to their climb skill. Rock formations offer one-quarter to one half cover, characters gaining +2 to +4 Cover AC Bonus and +1 to +2 Cover Reflex Bonus.

Anywhere mesas are found so are rock formations, averaging 1-100 feet tall and as many varied shapes as one can imagine.

Types of Rock	+/- Break DC	Climb Bonuses Penalties	Hardness/ Hit points ¹	Typical Thickness	Class of Rock	Uses
Basalt ²	+5	-10	10/1000	5 feet thick	Igneous	Unhewn Stone
Granite ³	+7	-7	10/450	3 feet thick	Igneous	Superior Masonry
Limestone ⁴	-3	+3	5/500	3 feet thick	Sedimentary	Hewn Stone
Marble ⁵	+4	-7	9/540	3 feet thick	Igneous	Columns
Obsidian ⁶	-5	+10	5/250	varies	Igneous	Glass, weapon making
Sandstone ⁷	0	0	5/375	varies	Sedimentary	Masonry
Shale/Slate ⁸	-7	-7	3/200	varies	Sedimentary	Clay bricks, kiln

1-Per 10-x10 sections.

2- Basalt-A very hard rough grayish black rock that is easy to climb naturally but hard to use with equipment, thus pitons take twice as long (two full round actions). Once driven into the basalt, pitons may not be removed. Basalt rock formations are found near recent earthquakes or areas of volcanic activity.

3- Granite-A very hard smooth grayish rock that is hard to climb either naturally or with equipment. Pitons must be driven with heavy weapons or equipment such as axeheads, mauls, sledge hammers, etc and have a 4 in 20 chance of breaking (4 or less on d20) and take at least 1 minutes for each piton driven. Handholds or footholds cannot be made in this type stone, though their may be cracks, fissures and the like available. Mountains are usually made of granite and the stone has to quarry for building.

4- Limestone-Usually what natural caves are made of, this type of rock is often damp and wet. Limestone is fairly easily to break, thus pitons driven into this rock have a 4 in 20 chance of slipping (4 or less on d20)

5- Cut, polished marble is considered unclimbable, the above is for bas-relief or carved marble. The climb penalty includes the -5 for being slippery.

6- Obsidian-An very smooth, shiny glass-like rock black in color that has sharp edges. Those climbing obsidian naturally without at least heavy leather gloves suffer 1 point of cutting damage for every 50 feet transversed. Obsidian grates against ropes and rope like materials, unless the rope or rope-like makes a saving throw as an attended item (Fortitude Save (DC 12) every 10 rounds or the obsidian's sharp edges deals 1 point of cutting damage to the rope or rope-like material. Obsidian ignores hardness of rope-like materials. Obsidian is found near volcanic areas.

7- Sandstone-Composed of grainy materials compressed together, sandstone is the default rock formation of most rock formations, and it has no special properties other than its popular use as masonry. This is the most common type of rock formation found in the desert terrain; all other types exist in the desert as a 3% chance.

8 Shale/Slate-A very smooth, glass-like rock of various colors, shale or slate is very breakable. Attempting to climb or drive pitons into this type of rock formation is almost impossible as the shale/slate flakes away in large pieces. The penalty includes the -5 for being slippery. A piton will work itself loose in 2 rounds from the slightest pressure applied to it. Those trying to brace or stand on shale/slate at an angle greater than 45 degrees must make a balance skill check (DC 15) every other round or fail to brace or stand on the slate.

River Halfling (Mudfoots)

River halflings are more often than not looking for trouble, like their normal burrowing cousins; they are inveterate rogues. Still they have the halfling virtues of being too honest, and unthinking kindness. They are a race blessed by the deities to have large families and be able to live in harmony with their surrounding neighbors. Skills many human societies could learn from.

River halflings are keen boaters, fishers and swimmers-if you need a river guide, then taking one of these folk on is a smart move. Another excellent choice is to participate in a river halfling's meals, you have not lived to you tasted a large crayfish prepared by them. Just a reminder, try to eat the meals outside their seasonal or when the rains come underwater burrows. They insist that their burrows are waterproof during such rains, but it will be hard to convince you as you eat, the constant water leaking around their doors. The river halfling pays it no mind even if the surface is a good twenty feet up. You would be better off telling them it is a glorious day outside, which they nod, their heads and agree. Hey! It beats getting your meals flooded out from under you.

Seen occasionally along riverbanks, especially those that have steep mud banks, persons on a riverboat sees the typical circular wooden door leading to their burrows. This subrace of halflings is reliable, hardworking, race who use their wits to survive along the riverbanks. Like their relatives, they love the comforts of their home preferring them to wealth.

Personality: Mudfoots prefer having a good time of swimming, laying out on the riverbanks, and eating river food delights such as crayfish, catfish, bass and sweet flowers, which they make into pies. Still the curiosity sets with them, and on a whim, they might want to swim across the river to explore caves there or swim close to passerbies. The personification of collecting things remains with the Mudfoots, except they like river collections, such as exotic soils, boulders or beast in the forms of giant crayfish or giant otters. Mudfoots are atrocious housekeepers, they have piles of their collections and junk all over their homes and mud stains the bottom of their furniture and wooden floors, which they never wash out. Despite their bad habits, their factiously clean about themselves changing clothes from any stains they get on them, always having clean hands and faces. Their feet they wash off by swimming. A Mudfoot is friendly to the point of stopping and chattering with everyone.

Physical Description: Mudfoots stand a little taller and weigh a little less than their counterparts, 3 ½ feet tall, weighing between 25 and 30 pounds. Their skin is cocoa brown and their hair is blondish-brown, and cropped on the sides of their curly hair. Mudfoots have brown or black eyes. A mudfoot's clothing consists of cotton, tan shorts and brown colored light half-shirts. On the occasion, sandals are worn. They reach adult hood in their early twenties and generally live for two and half centuries.

Relations: Mudfoots find mountain elves fascinating trying to invite them over for a nightcap, which the mountain elves politely refuse. They cannot understand why forest dwarves are so defensive about their homes or why mountain dwarves hate them so. Desert half-orcs, only encountered once in a great while, such as if a river is within a small distance of a desert and the half-orcs find it to wasteful in time and labor to raid a Mudfoot's home. Mudfoots know the capabilities of the swamp gnomes' mental memory drain. Therefore, any swamp gnome is attacked with ferocity.

The wilder races, only the Screelar is occasionally encountered and then ignored. Sometimes in their confusion, Screelar kidnap Mudfoots in hopes that bringing a halfling to a human or elven suitor (so the Screelar thinks) pleases them. The elephant men and man-ape would only be encountered if at the river, thus assuredly the halfling would escape through various means in his house.

Of the gorilla sentient races none are hardly encountered except the subrace of them, the strider, which the Mudfoots get along with exchanging information and keeping in contact with. Gorilla sentients, too much in their wizardly ways, the gorilla berserker and shock trooper inspire awesomeness in combat, but Mudfoots don't want to get that close to them; at best their courteous to them, but stay well away from these two. To the Mudfoots, Gorilla Chieftain's have the power of persuasion getting the masses of gorillas to do what they want, since their status is akin to a demigod, (at least that is what the Mudfoots thinks), and awed at. Many a Mudfoot or other halfling would like nothing better than to get close to a Chieftain's workshop.

As far as the standard races, they act like traditional halflings trying to get along with everybody. Unlike traditional halflings most Mudfoots are not comfortable with picking up and moving for new opportunities, they like their homes, mud, disorganized and all.

Alignment: Mudfoot halflings walk the line of all three major alignments, neutral, chaos and law. Practical, adaptation to sudden change or honor allows the halfling to make these adaptations. Mudfoots have a propensity to good, friendly with a good number of creatures or at least putting in a good word against those always downtrodden. Thus, a typical Mudfoot always get that look when they put in a good word for a creature that others consider evil or wicked.

Mudfoot Lands: Mudfoots live in semi-watertight burrows made of a wood and stone. A door is always wooden and always in the best possible condition, Mudfoots, thus are always fixing, or repairing their doors. A seal is made from sap of gum trees or similar, mixed in with clay and allowed to harden. Their homes are never really watertight, as when the river rises, the door and window seals leak in drops, putting a scare to others visiting the Mudfoot, but the river halfling is undaunted by even when he has to rush to get a bucket because the leak is going faster. They live in small communities on both sides of a riverbank of 20-30 halfling families, a fair number on each side of the river. Halflings that marry move across the opposite side of the river to give their parents some relief and to start a life of their own without constantly having to go next door to their parents. Moving across the river does not stop some halflings from barrowing from their families, but the ideal, that even a few hundred yards is enough to give the parents and siblings some breathing room.

In human lands, river halflings become riverboat captains, river guides, trappers, and swimming instructors since most of the population, human or otherwise hasn't learned to swim, yet continue applying for river or ocean going jobs.

Religion: Although, Yondalla, the Blessed One, protector of the halflings is worshiped as the chief deity, Sheela Peryroyl, the Wise is worshiped as well. Sheela is the deity of agriculture, nature and weather, so River halflings pray to her for good crops, or to keep Mother Nature in check on the river. Like their cousins, they recognize countless small gods ruling over small villages, forest, rivers and lakes, paying homage to these deities as well to ensure safe journeys.

Language: River halflings speak their traditional language, but speak with river shrewdness and ocean going terms. River halflings make it a point to learn Common as well using it a great deal on the river. Spending a lot of time underwater has allowed them to learn Aquan.

Names: They stick with the traditional names of halflings, except their family names have something to do with the river.

Family Names: Catfish Hunter, Muddybanks, Muddyfoot, Mudhollow, Noodlediver, Otterbanks, Outerbanks, Riverrat, Roaring River, Swiftriver, Underriver, Upstream, Windriver

Adventure: River halflings do not have to go far to find adventure. Plenty right on the river to keep him busy, everything from flash floods to giant river creatures to smuggling. Of course, just like their cousins, a river halfling is looking for a quick way to gain wealth or status. Their not quite out to get the "big score" as their halfling cousins, preferring slightly more honest work with river jobs, but they're not above a larceny or fraud here and there to the bigger races.

River Halfling Racial Traits

- +2 Dexterity, -1 Wisdom, -1 Charisma: River Halflings have a touch of finesse along with strong muscles from swimming, but their senses are dulled because of little exposure to the known world despite their friendliness to everyone.
- Small: As small creatures, river halflings gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on hide skill checks, but they must use smaller weapons that humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- River halfling is 20 feet base, they do not have a swim speed and instead they get a racial bonus to swim skill checks.
- *Variation water breathing (Sp)*: River halflings may cast a variation of *water breathing* twice each day with the target "you" and the duration is 30 minutes peach level to a maximum of two hours. The spell-like ability may not be used back to back and there must be a minimum of two hours between the first and second one. The spell-like ability is as the spell cast by a druid of the river halflings level, not to exceed 4th level.
- +2 racial bonus on Climb, Jump, Move Silently and Spot skill checks; like their brethren they are agile, surefooted and athletic with a good eye towards perception.
- +6 racial bonus on swim skill checks: Naturally being around water all their lives makes for a better swimmer.
- +1 racial bonus on all saving throws.

- + 2 racial bonus on saving throws against fear. This bonus stacks with the River halflings +1 bonus on saving throws in general. River halflings are a bit bolder than other halfling races. Consequently, their boldness leaves them vulnerable to things that require dodging suffering -1 racial bonus on Reflex saving throws.
- +1 racial bonus with piercing weapons that can be also used underwater: Spending 50% of their time in the water has changed their view with the type of weapon a halfling traditionally uses. Instead of throwing stones, river halflings practice throwing and/or melee with the following types of weapons: Spiked Gauntlet, Dagger, Punching Dagger, Light Crossbow, Heavy Crossbow, or Shortsword. Assured to say, the river halfling has learned to wax his weapons with a combination of waxes, fats and gelatinous residue from certain animals. He also has learned to dry off his weapons when surfacing. Waxing and drying take 10 minutes each for each weapon.
- +1 racial bonus on listen skill checks: Constant river traffic has dulled the senses of the river halfling, so they do not gain the +2 normally associated with halflings.
- Automatic Languages: Aquan, Common and Halfling (Mudfoot variation). Bonus Languages: Nixie, Lizard Man and Koalint (hobgoblin). Smart halflings learn the languages of their friends and enemies of the waters.
- Favorite Class: Ranger. A multiclass River halflings ranger class does not count when determining whether she suffers an XP penalty for multiclassing. Halflings have to rely on stealth, wit and skill to survive, so the ranger comes naturally to them.

Variant Grapple Rule (Cinematic affects)

Grapple Checks-Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple-To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses/fails to deal damage, then proceed to Step 2.

Step 2: Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3

Step 3: Hold. Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you may choose one of the primary six holds below or roll 1d6. Once the hold is chosen, you gain the conditions of the hold and you deal damage as unarmed strike plus your strength bonus according to your size. 1d2 damage for small-sized creatures, 1d3 damage for medium-sized creatures, bigger creatures deal damage according to their stats.

1. Headlock +2 to your next grapple check to maintain hold or throw.
2. Bearhug -as headlock.
3. Leg Grab +3 to your next grapple check to maintain hold or throw.
4. Arm Grab -as leg grab.
5. Collar and Elbow (same size or 1 size smaller) +1 to your next grapple check to maintain hold or throw

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are. In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and does not count as part of your movement in the round.)

Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you cannot move into your target's space, you cannot maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences-Remain the same.

If you are Grappling-In addition to the action you can take listed under if your grappling, you may do any one of these maneuvers. The Game master should roll randomly.

1. Arm lock* +2 damage, defender may try to reverse, pull hair, snap over or trip.
2. Leg lock* +3 damage, defender is treated as prone either on back or stomach (attackers choice). Defender may belly up kick or punch.
3. Hip-toss +2 damage, defender goes flying five feet backwards landing on his back and prone. Defender may trip or stand up.
4. Suplex +4 damage, defender crashes to ground on back with attacker holding on. Defender may backwards elbow, escape normally, escape artist skill, or mule kick.
5. Body Slam +4 damage, attacker scoops opponent up tossing him into surface. Defender is prone on back and his head is at the attackers feet. Defender may escape normally.
6. Power Slam +6 damage, as body slam but attacker follows defender into surface. Defender is prone on back and must make Fortitude save (DC 17) or be stunned immediately. If successful save, defender may escape normally.
7. Side Slam +5 damage, attacker faces defender grabs her waist and inner arm closet to him draping across her shoulders, then pulls up and backwards slamming himself and defender into surface, but defender takes brunt of it. Defender may escape normally or counter.
8. Snap Mare +3 damage, attacker stands in front of defender reaching back and grabbing head flipping defender over shoulders which make defender prone in a sitting position, Defender may escape normally.

9. Back Breaker*+7 damage, attacker picks up defender by small of back and back of knees, then slams across knee. Defender makes Fortitude save (DC 19) or stunned immediately. Defender may elbow, mule kick or reverse.
10. Choke Slam+5 damage, attacker picks up defender by neck holding him in air for a few seconds, then slams him to the surface. Defender is prone on back. Defender may escape normally, kick back or kick groin.
11. Running Clothesline+4 damage, attacker moves five feet or more at defender extending arm across defenders neck at last instant. Defender may counter, duck or reverse.
12. Stunner+7 damage, attacker grabs defenders in front lock runs five feet or more driving his face and body into surface. Defender must make Fortitude save (DC 15) or stunned immediately. Defender is prone on stomach and attacker in sitting position. Defender may reverse.
13. Set Out Power Slam+10 damage, as power slam except attacker kicks his own legs out from under him and is not on top of defender, he is beside him with legs splayed out and defender crumpled from neck being driven into surface. Defender is prone on back and immediately stunned this round and the next.
14. Whip+4 damage, attacker grabs defenders arm pushes back some and then suddenly whips him forward five feet or more, defender moves ¼ his normal speed. If defender hits an object or creature, he takes 1d3 damage and the object or creature gets to make an immediate trip against him not provoking any attacks of opportunity. Defender may escape normally.
15. Superkick+5 damage, attacker extends his leg high into the air at defenders face. Defender makes a Fortitude save (DC 15) or prone. Defender may escape normally.
16. Back flip+7 damage, attacker lets defenders weight settle on back then straightens up suddenly, flipping defender high in the air onto back. Defender must make Fortitude save (DC 17) or immediately stunned. Defender may escape normally.
17. Running Face Smash+5 damage, attacker grabs defender by hair or scuff of neck moves five feet or more and smashes defender's face into object. Objects at Gm's discretion may break. Defender may escape normally.
18. Body Scissors*+3 damage, attacker locks legs around defender taking him to ground. Defender may escape normally.
19. Head Scissors Reverse Slam+3 damage, attackers jumps up locks his legs around an opponents head, flips downward through defenders legs grabbing them forcing defender to ground. Attacker may do this with his front half facing defender as he applies a head scissors also. Both are prone. Defender is immediately stunned.
20. Armbar+3 damage, attacker locks defenders arm into small of back while reaching around defenders neck. Defender may escape normally.

*If attacker applies maneuver for two rounds, he may opt for a submission maneuver. Submission maneuvers do progressive damage. Progressive damage is normal damage, then +1 point extra, then +2 points extra and so on until the defender escapes. All maneuvers with a * above do progressive damage +1. Defender if he wins initiative, accepts -8 penalties to all attack and grapple checks.

Alternative instead of applying progressive damage, the attacker may actually do a submission maneuver. Roll 1d6 for submission.

1. Crab+2 progressive damage, attacker has defenders legs crossed, pulled up, holding on while sitting in defenders lower back. Defender is prone.
2. Adomiable Stretch+1 progressive damage, attacker has legs intertwined and arms in between defenders arms, applying pressure throughout the body.
- 3-4. Bearhug+1 progressive damage, classic hold of attackers arms wrapped around waist and back, constantly squeezing.
5. Anklelock+2 progressive damage, attacker twist defenders ankle hard to inside of leg. Defender is prone.
6. Unconscious maneuver+3 progressive damage, attacker applies pressure to artery cutting off circulation to brain. Defender makes a Fortitude (DC 12) each round or unconscious. Defender cannot be above 4HD or better or have metal armor on for this submission maneuver to be effective.

In addition to the actions, the defender may take under if your grappling here is 10 other options. On some of the maneuvers, the defender may only use these options. If it says defender may escape normally, then he may use the actions as described under if your grappling or any of those below. In some circumstances a d10 should be rolled otherwise, defender gets to pick.

1. Reverse-Defender reversed maneuver as an attack.
2. Pull Hair/Scuff of Neck+2 damage, defender pulls hair/scuff of neck as attack.
3. Kick-Defender kicks attacker back as unarmed combat. A kick from a small-sized creature does 1d3 damage, and 1d4 damage from a medium-sized creature.
4. Belly Up+3 damage, defender grabs hands of attacker and flips him onto back, attacker is prone.
5. Slide-Defender slides off attacker's body as attacker tries any form of slam maneuver (has slam in the title). Defender gets a free attack of opportunity against attacker as unarmed strike.
6. Mule Kick+4 damage, defender kicks backwards usually hitting attacker in groin, forcing attacker to make Fortitude save (DC 15) or immediately stunned.
7. Counter-Defender counters move by placing feet, hands, etc in way preventing maneuver.

8. Eye Gouge-+2 damage, defender pokes attacker in eyes causing *blindness* as the special ability for one round.
9. Block-Defender blocks attackers attempts and the defender suffer two points of damage less from the maneuver.
10. Head butt-Defender headbutts the attacker forcing him to make a Fortitude (DC 17) or be stunned immediately.