Quese'en (tauric halfling/protoceratops)



Quese'en are monstrous humanoids related to halflings. They roam the desert in groups, similar to their more mundane kin, though their tribes are significantly smaller as a result of the lack of resources in the deserts where they live. Quese'en are most active at dawn and dusk, avoiding travel during the heat of the day, and often carry interesting items looted from ruins or stolen from other denizens of the wastes.

Quese'en stats

Size/Type: medium monstrous humanoid (halfling)
Hit Dice: 6d8 + 24 (51hp)
Initiative: +0
Speed: 30 ft
Armor Class: 18 (+8 natural armor), touch 10, flat-footed 18
Base Attack/Grapple: +6/+9
Attack: sling +10 (1d4+3) or longspear +9 (1d8+4 x3)
Full Attack: sling +10 (1d4+3) or longspear +9 (1d8+4 x3)
+1 racial bonus on attack rolls with thrown weapons and slings (included)
str rather than dex for thrown weapon attack roll (included)
Space/Reach: 5ft/5ft; 5ft/10ft with longspear
Special Attacks: none
Special Qualities: low-light vision, scent
Saves: fort +10, ref +6; will +3
+1 racial on all saving throws (included)
+2 morale bonus vs. fear
+4 racial bonus on saves vs. hot weather; survival skill may grant an additional bonus
Abilities: str 16, dex 10, con 18, int 10, wis 10, cha 10
Skills: survival +6, listen +4, move silently +4, hide +4, sleight of hand +4, spot +2
+4 racial bonus on survival, +2 racial bonus on listen, move silently, hide, sleight of hand (included)
Feats: endurance, sandskimmer, brutal throw, ride-by attack (b)
Climate/Terrain: warm deserts
Organization: single, pair, squad (5-10 plus 1 3rd-level sergeant), or band (20-50 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 2 5th-level lieutenants, 1 7th-level captain, and 2-5 protoceratops)
Challenge Rating: 4
Gear: sling & 10 bullets, longspear, sun lenses, filter mask, deep draught (1 dose), oleum (2 flasks), 1 random minor magic item (roll 1d16 on the chart), [814-magic item value] gp
Alignment: usually chaotic neutral
Languages: Common, Halfling
Advancement: by class; favored class scout (complete adventurer)

Carrying Capacity

As medium-sized quadrupeds, quese'en can carry heavier loads than bipeds can. Multiply the value corresponding to their Strength score from Table: Carrying Capacity by 1½ to determine their limitations.

A quese'en of average strength can carry up to 114 lb. as a light load, 115-230 lb. as a medium load, and 231-345 lb. as a heavy load; they can lift 345 lb. over their head and drag 1,725 lb. under normal (not sand-hampered) circumstances.

Innately Mounted

A quese'en is considered to have the Mounted Combat feat and 1 rank in the Ride skill for purposes of selecting feats; they count as mounted whenever it is convenient to them to do so. They receive Ride-by Attack as a bonus feat.

Skills

Quese'en have a +4 racial bonus on survival checks and a +2 racial bonus on listen, move silently, hide, and sleight of hand checks.

Heat Endurance

Quese'en gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.

Quese'en Sergeant

Size/Type: medium monstrous humanoid (halfling)
Hit Dice: 9d8 + 36 (80hp)
Initiative: +0
+1 if unencumbered
Speed: 40 ft (30 ft if encumbered)
Armor Class: 19 (+8 natural armor, +1 scout), touch 10, flat-footed 19
+1 competence bonus to AC on turns they have moved at least 10', when unencumbered (included)
Base Attack/Grapple: +8/+11
Attack: mwk sling +13 (1d4+3) or mwk longspear +12 (1d8+4 x3)
Full Attack: mwk sling +13/+8 (1d4+3) or mwk longspear +12/+7 (1d8+4 x3)
+1 racial bonus on attack rolls with thrown weapons and slings (included)
str rather than dex for thrown weapon attack roll (included)
+1d6 skirmish damage on turns they have moved at least 10', when unencumbered; must be within 30' if ranged
Space/Reach: 5ft/5ft; 5ft/10ft with longspear
Special Attacks: skirmish
Special Qualities: low-light vision, scent, trapfinding, battle fortitude, fast movement, trackless step
Saves: fort +12, ref +9; will +4
+1 racial on all saving throws (included)
+1 scout bonus on fortitude saves when unencumbered (included)
+2 morale bonus vs. fear
+4 racial bonus on saves vs. hot weather; survival skill may grant an additional bonus
Abilities: str 16, dex 10, con 18, int 10, wis 10, cha 10
Skills: Survival +9, Listen +7, Hide +7, Move Silently +7, Disable Device +7, Spot +5, Sleight of Hand +4, Knowledge (dungeoneering) +3, Search +3
+4 racial bonus on survival, +2 racial bonus on listen, move silently, hide, sleight of hand (included)
Feats: endurance, sandskimmer, brutal throw, skill focus (disable device), ride-by attack (b)
Climate/Terrain: warm deserts
Challenge Rating: 7
Gear: masterwork sling, masterwork longspear, sun lenses, filter mask, deep draught (4 doses), oleum (4 flasks), 1 minor magic item (roll 1d11+19 on the chart), [1,724-magic item value] gp
Alignment: usually true neutral
Languages: Common, Halfling

Skirmish (Ex)

A quese'en sergeant relies on mobility to deal extra damage and improve their defense. They deal an extra 1d6 points of damage on all attacks they make during any round in which they move at least 10 feet. The extra damage applies only to attacks taken during the sergeant’s turn. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The sergeant must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Quese'en sergeants can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. A quese'en sergeant gains a +1 competence bonus to Armor Class during any round in which they move at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. A quese'en sergeant loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Trapfinding(Ex)

A quese'en sergeant can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

A sergeant can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A sergeant who beats a trap’s DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Battle Fortitude

A quese'en sergeant gains a +1 competence bonus on Fortitude saves and initiative checks. They lose this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge

A quese'en sergeant retains their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized.

Fast Movement

A quese'en sergeant gains a +10 foot enhancement bonus to their base land speed. A sergeant loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step

A quese'en sergeant leaves no trail in natural surroundings and cannot be tracked. They may choose to leave a trail if so desired.

Quese'en Lieutenant

Size/Type: medium monstrous humanoid (halfling)
Hit Dice: 11d8 + 55 (108 hp)
Initiative: +0
    +1 if unencumbered
Speed: 40 ft (30 ft if encumbered)
Armor Class: 19 (+8 natural armor, +1 scout), touch 10, flat-footed 19
    +1 competence bonus to AC on turns they have moved at least 10', when unencumbered (included)
Base Attack/Grapple: +9/+12
Attack: mwk sling +14 (1d4+3) or mwk longspear +13 (1d8+4 x3)
Full Attack: mwk sling +14/+9 (1d4+3) or mwk longspear +13/+8 (1d8+4 x3)
    +1 racial bonus on attack rolls with thrown weapons and slings (included)
    str rather than dex for thrown weapon attack roll (included)
    +2d6 skirmish damage on turns they have moved at least 10', when unencumbered; must be within 30' if ranged
    +1 to attack and damage on ranged attacks within 30'
Space/Reach: 5ft/5ft; 5ft/10ft with longspear
Special Attacks: skirmish
Special Qualities: low-light vision, scent, trapfinding, battle fortitude, fast movement, trackless step, evasion
Saves: fort +12, ref +10; will +4

+1 racial on all saving throws (included)
+1 scout bonus on fortitude saves when unencumbered (included)
+2 morale bonus vs. fear
+4 racial bonus on saves vs. hot weather; survival skill may grant an additional bonus

Abilities: str 16, dex 10, con 20, int 10, wis 10, cha 10
Skills: Survival +11, Listen +9, Hide +9, Move Silently +9, Disable Device +9, Spot +7, Knowledge (dungeoneering) +5, Search +5, Sleight of Hand +4
+4 racial bonus on survival, +2 racial bonus on listen, move silently, hide, sleight of hand (included)
Feats: endurance, sandskimmer, brutal throw, skill focus (disable device), ride-by attack (b), point blank shot (b)
Climate/Terrain: warm deserts
Challenge Rating: 9
Gear: masterwork sling, masterwork longspear, sun lenses, filter mask, deep draught (4 doses), oleum (4 flasks), 1 random minor wondrous item (roll 1d23+30 on the chart), [3,524-magic item value] gp
Alignment: usually true neutral
Languages: Common, Halfling

Skirmish (Ex)

A quese'en lieutenant relies on mobility to deal extra damage and improve their defense. They deal an extra 2d6 points of damage on all attacks they make during any round in which they move at least 10 feet. The extra damage applies only to attacks taken during the sergeant's turn. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The sergeant must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Quese'en sergeants can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. A quese'en sergeant gains a +1 competence bonus to Armor Class during any round in which they move at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. A quese'en sergeant loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

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A quese'en lieutenant can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Quese'en lieutenants can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A quese'en lieutenant who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Battle Fortitude

A quese'en lieutenant gains a +1 competence bonus on Fortitude saves and initiative checks. They lose this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge

A quese'en lieutenant retains their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized.

Fast Movement

A quese'en lieutenant gains a +10 foot enhancement bonus to their base land speed. A lieutenant loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step

A quese'en lieutenant leaves no trail in natural surroundings and cannot be tracked. They may choose to leave a trail if so desired.

Evasion (Ex)

If a quese'en lieutenant makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if a scout is wearing light armor or no armor. A helpless lieutenant does not gain the benefit of evasion.

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