

Below is a house rule for a Rhinoman or Rhino People class for Pits & Perils. Upon editing and completion I will submit it per the lawful procedure for licensing OHR products along with Cat People. I discovered Rhinomen through Fighting Fantasy, though since then a search engine query of Rhinoman or Rhinomen yields all kinds of amazing fantasy art. Rhinoman rolls off the tongue, though Rhino People would be consistent with Cat People.

Rhino Men

It is not known where the Rhinomen come from. Some speculate they are an ancient hybridization of human and rhinoceros, while others think their creation has a divine origin.

Rhinomen tend to stand six to seven feet tall, are broad in stature, and easily weigh 250 to 400 pounds. They are a materially simple people who live in villages of mud or straw huts, eschewing luxury, and focused on practicing the martial disciplines.

Rhinomen are unlearned, keeping no written records, but pass on knowledge and lessons through oral tradition and song. Their bards are known to compose complex operas which they sing collectively, thereby solidifying their bond as a warrior people. Their traveling bards are often welcome in inns and homes of commoners and the wealthy alike.

Rhinomen tend to value righteousness and justice, and are quick to harsh judgment of those who do evil. They make their living as caravan and personal guards, or as shock cavalry for kingdoms going to war (provided the cause is just). A cavalcade of charging Rhinos will shake the very earth itself, driving fear into those receiving their charge...

Rhino Men as Class

Rhinomen, due to their thick leathery hides and battle training, have 1 point of natural armor. This increases +1 every third level. So a ninth level Rhino has 4 armor.

Rhinomen wear all armors and shields, and wield all weapons proficiently. They gain combat moves like fighters.

If a Rhinoman charges 20' or more, the attack deals +1 damage.

Rhinoman Ability 2d6

- 2-3 Dexterity
- 4-5 Constitution
- 6-8 Strength
- 7-9 Charisma
- 10-11 Wisdom
- 12 Intelligence

Rhinoman Background

- 2-3 blacksmith
- 4-5 carpenter
- 6-8 performer
- 9-10 ascetic, can cast Hale, has 1 FP, +1 FP every 5th level
- 11-12 seer - can cast Omen, has 1 Faith Point, +1 FP every 5th level

EXP	LVL	HP	ARM	FP	TITLE
	1	10	1	1	WARRIOR
	2	+2	-	-	
	3	+4	2	-	SARGENT
	4	+6	-	-	
	5	+8	-	2	LIEUTENANT
	6	+10	3	-	
	7	+12	-	-	COMMANDER
	8	+14	-	-	
	9	+16	4	-	CAPTAIN
	10	+18	-	3	
	11	+20	-	-	
	12	+22	5	-	
	13	+24	-	-	
	14	+26	-	-	
	15	+28	6	4	GENERAL