

Vulture Men are a house rules race as class for P&P. When I finish it, I will format it accordingly and submit it to the OHR archive per the lawful licensing process.

Vulture Men

It is said Vulture men are an ancient magical blending of elves and vultures, though others think Providence created them as a species unto themselves.

Extremely intelligent, long lived, and sharp eyed, Vulture Men are known for their deep knowledge of all things scholarly, as well as their inherent talent with magic. Being physically frail, they rely on their innate magical talents and their social status to keep them alive. It is said you're far more likely to see a Vulture Man with an abacus than a sword.

Most vulture men are employed as instructors or researchers at the great colleges, as well as librarians, scribes, and all things scholarly. Due to their great intelligence and long lives, they are often employed as advisors to kings, dukes, and rulers of all kinds.

Their ancestral homes are found in high, rocky cliffs where they build simple dwellings and have a place to both observe the world and the quiet to reflect upon it.

Unto themselves they are a very rational people, often engaging in lengthy debates about any subject just for the fun of it. Some of the best chess masters, or masters of any game are to be found among this race. Vulture Men find such games to be a pleasant distraction from worldly concerns.

As Class

Vulture men have Intelligence, plus anything else they roll.

Vulture men have an ongoing Urge spell, which they need not spend magic points to sustain. They also begin with two spells of their choosing.

If burdened at half their maximum carrying capacity, Vulture men can glide from high places on their wings at normal movement rate. If they suddenly fall and have room to open their wings, they may save vs falling at +3.

Vulture Men wield daggers or staves as needed. They certainly do not wear armor, leaving the heavy fighting to their more able companions.

Vulture Men

EXP	LVL	HP	SP	TITLE
	1	3	1	SCHOLAR
	2	+1	2	
	3	+2	3	PROCTOR
	4	+3	4	
	5	+4	5	PROVOST
	6	+5	6	
	7	+6	7	MAGISTER
	8	+7	8	
	9	+8	9	DEAN
	10	+9	10	
	11	+10	11	
	12	+11	12	
	13	+12	13	
	14	+13	14	
	15	+14	15	WIZARD

Vulture Men Abilities 2d6

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

All Vulture Men have a Scholar background, gaining an added +1 on all related activities. If the Vulture Man grew up among humans, then roll on the human background table.

As Npc

ATTACK	LVL	MOVE	SIDE	SIZE	NUMBER	TREASURE
1	3	50'	L	M	1D6*	II

* Due to their frail build, Vulture men seldom travel without an escort and an assistant. The escort will be at least one 1st level fighter, elf, dwarf, or hill dwarf with appropriate armor and weapons and one normal human, elf, dwarf, or hill dwarf assistant (1-3 HP, LVL 1, improvised weapon) to manage equipment and supplies.