

GARGOYLES

for d20 Modern

A character race based on Disney's Gargoyles cartoon series.

Size: Gargoyles are medium sized creatures

Ability Modifiers: Gargoyles have the following racial modifications to their ability scores:
STR +8, CON +2

Base Speed: A Gargoyle's base speed is 30. Gargoyles with wings also have a base gliding speed of 40.

Special Qualities:

Wings – Most (90%) Gargoyles have wings. These wings may be used for gliding, but are not strong enough for true flight. Gargoyles are hatched with basic gliding skills, but more advanced maneuvers require training (see Feats, below). Weather conditions do have effects on a Gargoyle's ability to glide successfully.

Natural Armor – Gargoyles have a thick hide, which gives them a +2 natural armor bonus to their defense.

Natural Weapons – A Gargoyle's claw does 1d6 + STR damage. He has the option of using his claws as lethal or non-lethal damage, but must specify damage type before he attacks. If damage type is not specified, it is treated as lethal. A Gargoyle's wing-slap does 1d4 + ½ STR damage. Wing-slaps are always considered non-lethal attacks.

Natural Toughness – A Gargoyle's magical nature provides them a natural toughness. A Gargoyle hit die is one die higher than his class – Smart, Dedicated and Charismatic Gargoyle heroes roll a d8; Strong and Fast Gargoyle heroes roll a d10; and Tough Gargoyle heroes roll a d12.

Feats – All Gargoyles receive the Simple Weapons Proficiency feat. Gargoyles have the option of taking the Flyby Attack and Snatch feats (dragon feats from the Monster Manual), as well as Weapon Focus: Tail (prerequisites: Brawl or Combat Martial Arts and BAB +1) any time the Gargoyle may normally choose a feat.

Intimidate – Due to their naturally imposing appearance, Gargoyles receive a +4 racial bonus to intimidate checks against any non-Gargoyle target.

Nocturnal – Gargoyles are nocturnal, and turn to stone during the day. When a Gargoyle is in his statue form, he is vulnerable to attack but is considered (for combat purposes) to have a hardness of 8, his normal hit points plus 30, and a break DC of 35.

Low-Light Vision – Gargoyles are able to see normally in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.*

Stonesleep – When a Gargoyle is in his stone form, all lethal and non-lethal damage is healed when he wakes, assuming he is able to remain alive until sunrise. Any magically inflicted damage (from spells, magic weapons, magic traps, breath weapons, etc) heals at the normal rate (1 point per level per sleep).

Level Adjustment: +3

* Description of low-light vision is taken directly from the Urban Arcana Campaign Setting.