

# THE ORANGUTAN

Hit Dice: 1d10

Combat Progression: Fighter

Save As: Rogue

After deciding to play an Orangutan, raise your final Strength score by two points, and lower your Wisdom by two points.

Orangutans **can not speak**. They can communicate in a rough fashion through pointing and gesturing, but this is only suitable for transmitting the most crude and basic information. Adventuring parties that spend more than a few days with an orangutan learn to communicate fairly easily, allowing the orangutan to take part in group discussions or warn of danger.

They can communicate enough to purchase gear (assuming they are allowed into a shop unattended), although they will likely be charged extra by greedy merchants. While they cannot wear standard armor, they can commission **custom armor at three times** the normal cost.

**Thief Skills:** Orangutans can use a number of thief skills, and count as a thief of the same level when **moving silently, hiding in shadows and listening for noises**. Orangutans can **climb walls** without a roll to see if they can climb something stupid like a brick wall or a tree. You could make them roll to climb, like, the sorcerer-king's obsidian tower I guess. If you wanted to. They're pretty good at climbing though. Orangutans do not learn to disarm traps, pick pockets, pick locks, or read

Weapons Allowed: Any bludgeon

Armor Allowed: Up through chain mail, shields

XP Advancement: As Thief

languages, nor do they deal any special damage when attacking from stealth.

**Sidekick Status:** Orangutan's are not natural leaders, and often gravitate towards a strong Fighter in the party. An orangutan can never have henchmen, build a castle, or hire human/demihuman hirelings. Orangutans look really cute when they buy war dogs, however.

**Monkey Strength:** Orangutans can **use two-handed weapons in one hand**. Alternatively, Orangutans can fight with their bare hands, which deal 1d6 bludgeon and slashing damage. At level five, the orangutan gets an additional unarmed attack each turn on the same target, which deals an additional 1d6 damage. Additionally, during a grapple, an orangutan may re-roll any grapple related dice, including damage, although you must use your second result, even if it is lower.

