

# HAKHEERIAN

A new race for the Rob's World! <<http://www.robsworld.org>> 3<sup>rd</sup> edition D&D® campaign. Conceived and created by the DM (Robert Vaessen) for use in a 3<sup>rd</sup> edition D&D® campaign, players in the Rob's World! campaign are free to choose this race as an option for their character.

(See below for legal disclaimers and references)



Hakheerians are a race of intelligent humanoids native to the windswept plains of the north eastern highlands of the Realms. Nomads who follow the herds of the great plains, Hakheerians are skilled at horseback riding and archery.

All Hakheerian are offspring of a single mutant human: Barash Arhuakh. Barash was rejected by his parents and raised as an orphan by monks in a monastery. His hardship was rewarded by the gods, when he found a Half-Orc mate who bore him eight children. His mate – Gonish Tenarechk was also an outcast. Being rejected by her tribe and spurned by Humans, Gonish was raised by the same monks that raised Barash. All of Barash & Gonish's children were born with a second set of arms; just like Barash. As their children grew, they took Human, Orcish and Half-Orc mates. All their children had four arms. Five generations of mutants spawned a population of nearly a thousand mutants.

The offspring of Barash & Gonish lived in a single community, following great herds across the plains, and generally living a peaceful life. By the fifth generation, the offspring of Barash & Gonish; now referred to as 'Hakheerian', found that they could no longer mate with Humans, Orc's or Half-breeds of those races.

After great debate and prayer, the offspring of Barash & Gonish decided to mate amongst themselves. Something that had resulted in gruesome abominations and stillbirths up until this point. While there were still some stillbirths, the population became self-sustaining. Now some twenty generations later, the Hakheerian are no longer able to mate outside their race, and the occurrence of stillbirths has been reduced to one in a thousand.

**Personality:** Hakheerian are a pragmatic race. Being nomads and herdsman, they are ecological conservators. They admire and protect the natural world. For the most part they do not believe in property ownership. All members of the clan are free to use any tools or materials the clan owns. They enjoy painting, weaving, soccer, archery, and singing.

Hakheerians are less inquisitive than many other races, and they are highly superstitious. They have little tolerance for wastefulness or those who do not treat the natural world with respect.

**Physical Description:** The most distinctive physical feature on a Hakheerian, is of course, a second set of arms. Two sets of paired arms and breasts are stacked one upon another to form the Hakheerian torso. Proportionally, the lower set of arms and breasts are slightly smaller and weaker than the upper set. The lower set of arms is considered to have it's own strength rating, which is one point lower than that of the upper set.

**Handedness table:** In order to determine a Hakheerian character's handedness roll d% and consult the following chart. For hands/arms that are favored, a character is considered to be a 'primary hand' when performing a full-round attack option. See 3EPHB, full-round actions/Full-Attack, page 143 and 3EPHB, Two-Weapon fighting, page 160.

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01-60%	= Upper Right and Lower Right are favored hands (on even), Upper Left and Lower Left (on odd)
61-80%	= Upper Right and Lower Left are favored hands (on even), Upper Left and Lower Right (on odd)
81-82%	= Upper Right, Upper Left and Lower Right are all favored hands.
83%	= Upper Right, Upper Left and Lower Left are all favored hands.
84%	= Upper Right, Lower Left and Lower Right are all favored hands.

85% = Upper Left, Lower Left and Lower Right are all favored hands.  
 86-100% = Quadradextrous. Character gains the Multidexterity feat from Monster Manual II.

Hakheerians stand 5 – 7 feet tall, and weigh anywhere from 100 – 300 pounds. Their skin, hair, and eyes tend to be earth tone colors - Light brown to sandy brown. Extremely dark (black) or light (white) coloration is rare. Hakheerian men and women lack facial hair of any sort. Hakheerian men prefer to wear their hair long and unadorned. The women prefer to wear their hair long, but decorate it with braids and colored beads. Hakheerians generally wear leather or earth tones, and they decorate their clothes with intricately patterned stitching. Hakheerians reach adulthood at about age 14, and they typically live about 70 years – Aging at the same rate as half-orcs (See 3EPHB, page 109).

With four arms, Hakheerians make formidable warriors (some are naturally quadradextrous) and wrestlers. Each set of arms is rated with it's own strength, and Hakheerian characters are given a 'second person' bonus when grappling opponents. Add a size category, counting the Hakheerian as a Large opponent (+4). Once pinned, a grappled opponent must beat two opposed checks in order to escape from the grapple.

**Height & Weight tables:** In order to determine a Hakheerians height and weight, roll d% On a roll of 01-20%, the characters Height and weight are below average. On a roll of 21-80%, the characters height and weight are average. On a roll of 81-00%, the characters height and weight are considered to be above average. Consult the table below to determine specific heights and weights.

Ht:	5'	5'	5'	5'	5'	5'	5'	5'	5'	5'	5'	5'	6'	6'	6'	6'	6'	6'	6'	6'	6'	6'	7'								
		1"	2"	3"	4"	5"	6"	7"	8"	9"	10"	11"		1"	2"	3"	4"	5"	6"	7"	8"	9"	10"	11"							
								5	4	3	2	1	6	1	2	3	4	5													
								On average d% roll: evens = +, odds = -																							
	7	6	5	4	3	2	1	8											8	1	2	3	4	5	6	7					
	Below average – roll 1d8								Average – roll 1d6								Above average – roll 1d8														
	7	6	5	4	3	2	1	8											8	1	2	3	4	5	6	7					
								On average d% roll: evens = +, odds = -																							
								5	4	3	2	1	6	1	2	3	4	5													
Wt:	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	3						
	0	0	1	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	8	9	9	0						
	0	5	0	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	0	5	0					
	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#	#						

**Relations:** Hakheerians get along well with Humans, Orcs (including Half-Orcs) and Goliaths, and other races common to plains or plateau's. Most Hakheerians are a little suspicious of races that make their homes in the forest or underground. Why would a people hide from the sun? Rarely hostile, they have been known to wage war against people who abuse or mistreat the Oerth.

**Alignment:** While Hakheerians come in all alignments, they are most often Neutral. Believing in balance, they see good and evil as extremes of a natural state. Law and Chaos are viewed in an equally pragmatic way. While Chaos is revered for the personal freedom aspects, Law is admired for it's societal benefits.

**Lands, Languages & names:** While Hakheerian originally (and traditionally) occupied plains and plateaus (The Hordelands of the Forgotten Realms), communities can now be found in areas bordering these plains. Of course, one can always find adventuring characters far from their traditional home lands.

Hakheerians speak the following languages, plus one additional language for each point of Intelligence above 15. Hakheerian, Common, Orcish, Wemic and Gnoll.

Hakheerians are known to take names common to Humans and Orcs. Children are typically permitted to select their own first name during an ascension ceremony at the age of 14. Until they select their name, they are referred to using familial terms such as 'Son of', 'Little one', 'Pretty girl', 'Garumeks youngest', etc. Selection of one's own name is a prideful and joyous occasion for a young Hakheerian.

**Adventurers:** Hakheerian adventurers are audacious, daring and bold. They're the ones who couldn't abide by herding of sheep or the conservative family based life of a Hakheerian clan. While they don't often seek wealth and power, they do quest for experience and wonder. Using their strength as leverage, they often find employment as caravan guards, body guards and members of martial organizations.

## HAKHEERIAN RACIAL TRAITS

- +1 Strength, +1 Constitution, -1 Intelligence, -1 Wisdom: Like Half-Orcs, Hakheerians are strong, but their orc lineage makes them dull and impulsive.
- Extra set of arms. See physical description above for details.
- Medium: As medium creatures, Hakheerians have no special bonuses or penalties due to their size.
- Humanoid (human): Hakheerian are humanoid creatures with the human subtype.
- Hakheerians base land speed is 30 feet.
- Automatic Languages: Hakheerian, Common, Orcish, home region (Forgotten Realms region). Bonus Languages: Wemic and Gnoll, plus one additional language for each point of Intelligence above 15 (supercedes modifier listed under Intelligence description in 3EPHB page 9).
- Hakheerians can go without food or water for twice as long as normal characters (See DMG, page 304).
- Unerring Direction: Hakheerians have an instinctive sense of which direction is north, even when they are underground or otherwise unable to see the sky or other visual cues. This ability does not function on planes other than the prime material.
- Low-light vision: Due to their Orcish heritage, Hakheerians have low light vision. Hakheerians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. Beyond the normal range, Hakheerians lose the ability to distinguish colors, yet details are still apparent.
- Favored Class: Ranger. A multiclass Hakheerian's Ranger class does not count determining whether s/he takes an experience point penalty for multiclassing (See 3EPHB, XP for Multiclass Characters, page 60).
- Level adjustment +2: Hakheerians are more powerful and gain levels more slowly than most of the other common races of Faerun (See the powerful races sidebar in the Forgotten Realms Campaign Setting, page 21, for more information).

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