

# GNOLLS

## APPEARANCE

*Gnoll faces should have hyena like markings, as well as wearing ears.*

## RACIAL SKILLS

Gnolls	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Tooth and Claw	Gnolls gain the use of small claws as weapons. They may use strength bonuses through these claws however, no proficiencies, mana, or vigor abilities may be used. Gnolls also have the capability to bite. This bite is represented by striking a target's tunic area with both claws simultaneously. The gnoll's bite does base 2 + the gnoll's strength as essence damage.	Constant		Self	None

Gnolls	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5	3 Vigor	Bleeding Bite	This ability increases the gnoll's next bite attack by 1. In addition, upon a successful bite the target receives a bleed effect on the bite wound. The wound will continue to bleed at a rate of 1 essence per minute until healed. The target will require two healing affects, one to stop the bleeding and a second to heal the bite wound.	Instant	Instant	Any	None
	6,7,8		Bite Proficiency	For each purchase of a bite proficiency a gnoll may bite for an additional 1 damage.	Constant		Self	None
	4	3 Vigor	Gnoll's Confusion	After 15 seconds of role play (running in circles, intellectual or insane rambling, etc.) the Gnoll causes its target to become confused. This ability is delivered through a spell packet. It will allow the Gnoll to confuse their enemy to the point where the target of this ability will not remember how to use a weapon, spell, or, who or where they are for 1 minute. Any damage taken by the victim will break the effects of this ability. This ability can only work on one target at a time. This is a mind effect.	1 min	Instant	Any	None

	5		Gnoll Mind	This ability will stop a mind effect and traps the mind of the target (target being the one casting a mind effect). The target will reactively be affected by the same effect as the sorcerer spell, Tendrils of Despair.	15 seconds	Invoked	Any	Once per tag
	6	5 Vigor	Pack Tactics	After 3 gnolls stay in line of sight of each other for at least 5 minutes they are considered a pack, and all 3 receive a vigor efficiency of 1 for 5 minutes. For each additional gnoll, the time it takes to invoke Pack Tactics is reduced by 1 minute, to a minimum of 1 minute, and the vigor efficiency is increased by 1, to a maximum of 5. Vigor abilities cannot be reduced below 1 vigor through use of this skill. In addition, if a gnoll is in a group of non-gnolls the gnoll may still invoke Pack Tactics. However, the gnoll must roleplay being the pack leader for 5 minutes and the vigor efficiency can't go above 1 and only lasts 1 minute. Furthermore, if a non-gnoll is among a pack of gnolls, the gnolls may invoke Pack Tactics as normal, but the non-gnoll may only receive an efficiency of 1 for 1 minute. This ability may only be used every 5 minutes for each person in the pack. For example, if 3 people make up the pack this ability may not be used for 15 minutes starting at the end of the abilities duration, if 5 people are in the pack this ability may not be used for 25 minutes starting at the end of the ability's duration.	Varies	Instant	Any	None
	3		Quick Reflex	The Gnoll gains 1 use of the skill Dodge at no vigor cost once per tag.	Instant	Instant	Self	Once per tag
	4	Vigor, Varies	Tracker's Scent	This ability allows a gnoll to track a target by scent for 1 vigor for the first 5 minutes. Then 1 vigor every additional minute. In addition, a gnoll may also find a target that is hidden through physical stealth abilities, for example, camouflage.	Varies	Instant	Any	None