



BARKAH

The barkah are distant cousins of the bat, specifically the genus associated with the 'flying fox.' They were known to ancient orcs as Stôka-národ (bat people) and ancient elves as Duiwíeal Vlieuel (winged devils.) Far more developed mentally, barkah are small humanoids with various inborn traits related to bats, including leathery wings. Unlike their cousins, barkah are generally a solitary people and there is no Barkah 'homeland.' Small pockets of social groups are scattered throughout the Underdark drawn together by intellectual pursuits. In ancient times, the barkah had a close relationship with the Orcs though hermetic nature has long since pushed them far from major contact with any society. Barkah are small, hunched humanoids with long faces and leathery, awkward looking wings (generally only gliding and wing assisted jumps are possible.) Skin ranges from a dark tan color to a near-black brow and eyes are usually black or dark brown with irises covering most of the visible eye. They have very little body hair and that

which they do possess is usually black. During the Age of Wars, the Barkah developed a reputation as devious spies, using their unique abilities to aid the Morgul Empire

Average Height	5' 3" Male	4' 11" Female
Average Weight	155 lbs Male	135lbs Female
Average Physical Maturity	35 years Male	30 years Female
Average Life Expectancy	550 years Male	565 years Female

Racial Modifiers – Intelligence +2, Wisdom +2, Charisma -2

Natural Stat Maximums – includes +/- 2 for sub-ability adjustment and racial purchase options

Strength	(Stamina 20, Muscle 20)	Intelligence	(Reason 24, Knowledge 24)
Dexterity	(Balance 20, Aim 20)	Wisdom	(Intuition 24, Willpower 22)
Constitution	(Health 20, Fitness 20)	Charisma	(Leadership 18, Appearance 18)
Perception	(20)	Luck	(18)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Barkah will have the * abilities at 60cp with 10cp free)

15cp	+2 to Reason subability	10cp	Scholarly Knowledge (+10PP Academic List)
*15cp	+2 to Knowledge subability	5cp	Keen Touch Sense (+1/+5%; DM)
15cp	+2 to Intuition subability	*5cp	Inherent Immunity: Cold
15cp	+2 to Perception	10cp	Cold Resistance (+4 sv vs Cold)
5cp	Sonar: Lesser (50ft radius)	*10cp	Speak w/Bats and Rodents
10cp	Sonar: Greater (100 yd radius)	*5cp	Awareness (Surprised only 1 in 8)
*5cp	Wings: Lesser (x3 Jump; Glide 18 hex)	*5cp	Know Approximate Depth (10%/level)
10cp	Wings: Greater (Flight 24 hex)	5cp	Detect Secret Doorways (DM)
*5 cp	Clinging: Lesser (50% grip difficult surface)	5cp	Magic Sight (see magic spectrum)
5cp	Clinging: Greater (100% grip diff surface)	5cp	Knife Bonus (+1 to hit w/knives)
2cp	Ancient Language: Estron	2cp	Alertness Proficiency
2cp	Ancient Language: Torog	2cp	Animal Handling: Bats/Rodents
*2cp	Modern Language: Black Tongue	4cp	Danger Sense Proficiency
2cp	Literacy: Estron	2cp	Distance Determination: Sonar
2cp	Literacy: Torog	2cp	Teaching [select subject]
*2cp	Literacy: Black Tongue	4cp	Linguistics: General
*2cp	Ancient History: [select topic]	2cp	Lore: Legends/Folklore: Underdark
2cp	Navigation: Underdark	*2cp	Mathematics Proficiency
2cp	Research Proficiency	*2cp	Meditation Proficiency
4cp	Move Silently Proficiency	2cp	Oratory/Debate Proficiency
2cp	Blind Fighting Proficiency	4cp	Psychology: General