



ADORABLE CREATURES: OTTERLINGS

General Description

Quick-witted, devious, and ambitious, otterlings are a mischievous race that dwells in riverfront villages. They make natural craftsmen and nimble fighters on the battlefield. Meanwhile their grandiose ambitions often lead them to unlawfulness. Otterlings typically form bonds with those whose desires match their own. Though they are generally quite friendly, they may have ulterior motives. Despite this, they strongly value family and friendship—it's just that they rarely consider someone a true friend, and this trait makes others difficult to trust.

Otterlings have a tendency to look ahead, making them great schemers. However, they each have an object of desire—a goal or physical object they long to acquire—and when faced with that desire, all logic tends to leave them, sometimes leading them to failure. No doubt an otterling who fails to accomplish what he has set out to do will fall into a brooding gloom, a stark contrast to their otherwise hearty nature.

As sociable creatures, otterlings excel in social settings, though they often prefer not to be the center of attention but to steal away with a small group to share in drinks. Natural adventurers, otterlings enjoy problem solving and being challenged, even by those around them. They have a reserved joy for debate and take enjoyment in playing devil's advocate. For that reason, they generally get along with ill-tempered races, such as orcs and dwarves, who learn to respect their love of danger and mischief.

Equating wealth with social status, otterlings have a love of material possessions. Gems are especially tantalizing to otterlings, who will go so far as to decorate weapons and armor with them. They also respect social titles and reputations, sometimes forgoing monetary payment if they see an opportunity to make a name for themselves.

Physical Description

Otterlings stand between 4 and 4-1/2 feet tall. They have a soft, insulated underfur and longer, more coarse hair that keeps them warm in cooler climates. Their hair color includes a spectrum of reds, browns, grays, and whites. Their underside tends to be lighter. Their skin has oil that repels water, and they have webbed paws, making them exceptional swimmers.

Males can grow coarse beards while females are slimmer and shorter. The hair on their heads tends to remain short, so it is rare to see an otterling with a ponytail though a Mohawk is not uncommon. To outsiders, a male and female otterling may be indistinguishable, but to otterlings the difference is obvious.

With short ears, large black noses, and whiskers, otterlings are innocent at first glance, but one look away and you are sure to be missing gold. Otterlings have baggy pockets of loose skin under their forearms to store their favorite gem or a stolen piece of gold or two. Naturally dexterous, they make slippery thieves.

They have thick tails and fast-moving eyes. Despite their love of fish, otterlings are clean creatures and rarely smell. Aware of how their appearances may influence others, they are sure to freshen up before a social event.

Otterlings love to sport expensive attire, even if it may not appear pricey to onlookers. To them, a piece of clothing from a well-known clothier makes all the difference between two identical tunics. Otterlings are especially fans of bright jewelry, sporting it even when they are busy at work as craftsmen.

Society

Otterlings rarely live past 70. Aware of their short lifespans, they aim to make a name for themselves by filling their homes with material possessions and tackling daring contracts. Their homes are normally disorganized and chock full of memorabilia, expensive things, and pieces worthy of conversation, though more affluent otterlings may have non-otterling servants to tend to their homes.

Otterlings typically live with multiple generations in a single home so the young can tend to or learn crafts from their grand- or great-grandparents. Young otterlings enjoy idle time swimming, exploring nearby wild lands, and playing with wooden swords or—for the more studious otterling—learning of arcane magic as apprentices.

Otterling villages have factions, and depending on the family's faction, an otterling will grow up to work in a specific field and be respected or seen as low class, though fieldwork isn't the only occupation otterlings have. Their politicians are held in high esteem and often bribed. Merchants come second to politicians in the social hierarchy, then the craftsmen, artists, caregivers, and finally fishermen and farmers.

As merchants, it's rare for an otterling to keep static prices—the cost of their goods varies based on their impression of the buyer. Other otterlings, friends, and family can get discounted prices while outsiders can be vastly overcharged, especially if seeking medical attention.

Otterlings have their hands deep in the black market and laugh at any patron threatening to blackmail them. They love crafting weapons and armors for druids, who often pay exorbitant prices for items made from tree bark and other cheap materials.

Many otterlings aspire to craft stunning jewelry. The mark of success for an otterling craftsman is for royalty or another person of prestige to don their work. More nefarious otterlings may spend their whole lives becoming master craftsmen only to hire a necromancer to curse a piece of jewelry intended to kill a target.

Otterlings typically do not spread rumors unless there is something to be gained. However, they are prone to gossip and envy. Status is important to otterlings, thus many otterlings become adventurers to elevate their family's reputation. They may even form friendly rivalries with friends to push themselves, finding joy in competition.

Relations

Despite their reputation as petty thieves, otterlings are a joy to be around. Energetic and no stranger to bending the rules, they make good friends. They get along with orcs, dwarves, and halflings, finding their passionate temperaments energetic. Otterlings even find an orc's temper tantrums humorous.

Otterlings don't quite understand gnomes, finding them confusing, cryptic, and airy. And though otterlings respect elvish crafts, they find elves arrogant and afraid to admit they're no more special than the other races.

Otterlings are wary of humans. Otterlings are sometimes enslaved by humans and used for their exceptional ability as fishermen. They also find humans less predictable. As a result, they do not allow humans to remain long in their villages, even when on business. Despite this, otterlings can learn to respect humans—it's the trust that's a challenge for them.

Alignment and Religion

Otterlings can be played as any evil alignment or as chaotic neutral. They tend to act out of self-interest. While not typically known for brutality, they are no stranger to backstabbing others, lying, and thieving. They find others—especially new friends and strangers—as tools for forwarding their own agenda. Their moral compass rarely points north. Even when they may be behaving themselves and appearing to have good intentions, they may simply be waiting for their time to strike.

Friends of otterlings see them as exceptional, cunning allies who are grounded thinkers in even the most chaotic situations. They can find a solution to any debacle and are always ready to make tough decisions. No doubt the only ones who frown upon an otterling's nature are those who are friends to none. Otterlings who respect their allies will rarely steal or betray them, finding their friendship more valuable than coin. Even when an otterling betrays an ally, it's usually with the understanding that it's the most strategic decision in the moment, and that the otterling will ascertain their safety and well-being in the long run.

Otterlings typically subscribe to gods of prosperity, glory, and nobility.

Adventurers

An otterling's love of fame and fortune make it ripe for adventure while an otterling's resourcefulness on and off the battlefield make for a powerful ally. As intelligent creatures, they can fill many roles. Those wishing to make a name for themselves as craftsmen tend to pursue magic or ally themselves with spellcasters, knowing the best money to be made is with rare, enchanted jewels. Others may perfect the art of thievery and stealth, finding prosperity in strangers' pockets. Yet otterlings are amorphous, shaping their own paths according to their own guidelines.

Nevertheless, aware of their flexibility, otterlings rarely shy away from a challenge but recognize they may need help from stronger or taller allies. Their openness to all available options means they can strike at a problem—or enemy—from many different angles, though their shady behavior often sees otterlings surrounded by like-minded individuals or adventurers who can forgive their trespasses. In the end, their moral compass ever teeters but always drives them forward toward whatever dreams an otterling dreams.

Otterlings favor the following classes: rogue and wizard

Otterling Names

Otterlings prefer sharp names, such as Skreet or Teelik. An otterling's surname is based on the family's career path. Such surnames can be literal, such as 'Fish' for a family of fishermen, or more playful, like 'Handsies' for craftsmen.

Otterling Racial Traits

Type: Humanoid (Otterling)	0 RP
+2 Dexterity, +2 Intelligence, -2 Wisdom: Otterlings are slippery in tongue and on the battlefield, however their ambitions often get the best of them.	0 RP
Medium: Otterlings are Medium creatures and thus receive no bonuses or penalties due to their size.	0 RP
Base Speed: Otterlings have a base speed of 30 ft.	0 RP
Swim: Otterlings swim at a base speed of 30 ft. They receive a +8 racial skill bonus on Swim checks.	2 RP
Hold Breath: Otterlings can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.	1 RP
Fearless: Otterlings gain a +2 racial bonus on all saving throws against fear effects.	1 RP
Craft (Skill Bonus): Otterlings receive a +2 racial bonus on any one Craft or Profession skill.	2 RP
Merchant's Eye (Skill Bonus): Otterlings receive a +2 racial bonus on Appraise skill checks.	2 RP
Weapon Familiarity: Otterlings are proficient with thrown weapons and slings and treat any weapon with the word "halfling" in its name as a martial weapon.	1 RP
Languages: Common. Otterlings with high Intelligence scores can choose from the following: Draconic, Dwarven, Giant, Goblin, Halfling, and Orc.	0 RP
Total:	9 RP