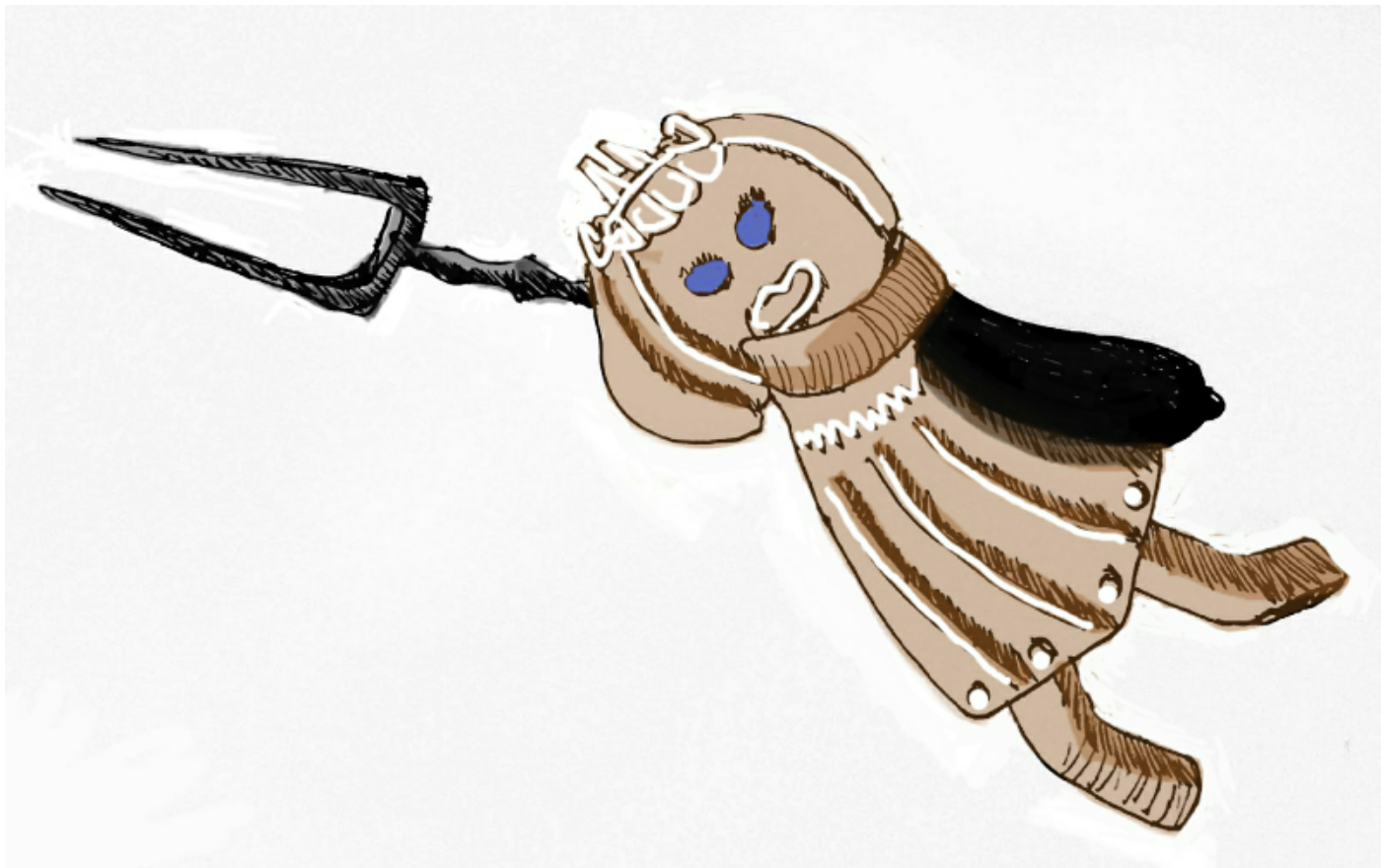


BX Gingerbread-folk



Magic-use has resulted in contamination of the everyday world to the point where anything crafted in a vaguely humanoid form has a chance of becoming sentient on completion of their crafting. So it was inevitable that bakers producing popular treats such as gingerbread-folk would on occasion produce sentient foodstuff.

Character Progression

Level	Experience	Hit Dice	Spells	Thief Skills		Armour Class
			1st level	Move Silently	Hide	
1	0	1d3	-	90%	92%	9
2	2000	2d3	-	91%	93%	8
3	4000	3d3	-	92%	94%	7
4	8000	4d3	-	93%	95%	6
5	16000	5d3	-	94%	96%	5
6	32000	6d3	-	95%	97%	4
7	64000	7d3	1/day	96%	98%	3
8	100000	8d3	2/day	97%	99%	2
9+	+100,000	+1hp	+1 spell/day	+1%	+1%	-1

Spells

At seventh level Gingerbread-folk may tap their own magical nature to cast first level magic-user spells (1/day). This increases at +1 1st level spell per level.

Immunity

Gingerbread-folk are immune to the paralysis of a Ghoul's touch.

Thief Skills

While the Gingerbread-folk can move silently and hide thanks to their small, and flat shape, its harder to hide from any creature capable of detecting food by smell. Animals looking for food get a +50% bonus to detecting gingerbread folk.

Weapons

Weapons usable by Gingerbread-folk are rare if not outright non-existent. So they can use makeshift weapons such as cutlery, leather sewing needles, shaving razors, cheese wire garotts.

Armour

Natural Armour class improves every level after first level. There isn't any armour made for gingerbread-folk though they might wear a ring of protection reducing armour class from a natural armour class by the ring's Armour bonus.

Ability Bonus

Every level a Gingerbread-folk gains a +1 bonus to Strength or Dexterity. The player may allocate the bonus as desired-but future growth is fixed to that Primary ability. If they reach 19+ for that ability they gain a special ability.

• Dex 19+: Sugar Rush

The Gingerbread may, having watched a companion die, become enraged inflicting bonus damage equal in hitpoints on their opponent. If the roll is a critical hit aka natural 20, the opponent is killed by the hit no matter their opponent's hit points or armour class.

• Str19+: Liquid Swell

The Gingerbread may increase physical size to that of a hill giant when bathed in a magic potion. In this form the Gingerbread can toss boulders up to 20ft for 2d6 damage. The effect lasts 1 turn.

Saving Throws

Level	Death-ray Or Poison	Magic Wands	Paralysis or Turn to stone	Dragon Breath	Rods, Staves or Spells*
1-3	8	12	10	11	13
4-6	7	10	8	10	11
7-9	6	8	6	9	9
10-12	5	6	4	8	7
13-14	4	4	3	7	5

*Given the magical nature of Gingerbread-folk, when they are exposed to dispel magic they must

save vs. Spell or die.

Last modified: 1:05 pm