



KENDERS

They're courageous...or naive. They love all that shines.... ohhh shiny!... what was I saying? Kenders are notorious for getting into and out of trouble due to their child like minds.

Kender are completely and entirely innocent, and remain so throughout their lives. Due to this they are fearless. Although a Kender is immune to all types of fear, it should be noted that on more than one occasion, Kender have felt fear for individuals that they care for. So, while Kender are immune to fear for themselves, they may still fear the peril of others.

Kender are afflicted with Wanderlust in their teens, this lust makes it difficult, even stifling to be in one place for a very long time. They become overly curious, and find that they seek adventure more and more throughout their adolescence. This can be problematic, as their immunity to fear brings many young Kender into dangerous positions. One such example would be Teik Glittergold, a young rogue that found himself face to face with a red dragon, because the Kender wondered how large the dragon's cave could be.

They usually grow out of the Wanderlust later in their lives, provided that they live that long.

NOT THIEVES, HANDLERS

Kender do not generally believe in the concept of personal property, apart from a few family heirlooms or personal items, which they guard jealously. Kender also believe that stealing from someone is one of the worst things you can do, as so few possessions actually matter.

However, Kender do believe that "handling" is not only acceptable, it is to be expected. Other races would describe Kender handling as the philosophy that any item not being actively held on to and interacted with by a person can be borrowed, and returned...if the Kender remembers to do so. And if they forget, it's no big deal. Kender will almost always return an item they have handled if asked for it.

Kender also tend to be masters of thieves' tools. A common Kender saying is, "A lock insults the purpose of a door." Kender happily break into any home, tomb, chest, or locked item or location, reasoning that some cruel person must have put that lock on there to make life harder than it needs to be.

SMALL BUT BOISTEROUS

Despite their small stature, Kender love to be the center of attention. Unless actively sneaking, (a skill most Kender excel at) they are loud. They move loudly, they speak loudly...at length...about whatever strikes their fancy. Standing about 3 feet tall, Kender are anything but intimidating. They are inclined to be thin, weighing between 30 and 40 pounds.

Kender skin ranges from tan to pale with a ruddy cast, and their hair is usually brown or sandy brown and straight. They tend to have brown or hazel eyes, though blue eyes appear occasionally. Kender men rarely grow facial hair. They like to wear simple, comfortable, clothes, favoring bright colors and LOTS of pockets.

CHEERFUL AND CURIOUS

Kender are cheerful people, often so much so that their companions can find their endless jokes, stories, and tall tales a bit off-putting. They cherish the bonds of family and friendship as well as the comforts of hearth and home, however they also love the pursuit of adventure. This is not due to a desire to acquire things (Kender will acquire things wherever they go, but they tend not to "own" much). Rather the Kender just like to be entertained, amused, and engaged. It is said that the Kender fear nothing but boredom, and woe be to the adventuring party who fails to keep the Kender among them amused.

KENDER TRAITS

Average Height: 3'0" - 4'0"

Average Weight: 25-45 lbs

Ability Scores: +2 Dexterity, +1 Charisma

Size: Small

Speed: 30 feet

Nimble: You can move through the space of any creature that is of a size larger than yours.

Languages: Common, Kenderspeak

Curious: No lock will stand between you and the shiny thing.

You are proficient with the thief's tools

Fearless: You are immune to fear of all types, magical or otherwise.

Taunt As a bonus action you shout insults at an enemy. Target an enemy within 30 feet and have them make a wisdom save which DC is your Charisma (performance) roll. On a failure the enemy has disadvantage to attack any target except you on their next attack. They must be able to understand you to be affected.

Kender pockets: Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a small chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one days in a town, city or dungeon. Rummaging through your pouches, pack, and pockets in this way takes 1 minute. You may only find 5 small items like this every day. These objects have to come from somewhere, so be careful who you forgot you ~~stole~~ borrowed from!

Kender weapons : Kenders are proficient with weapon that have Kender in the name and start the game with a Kender Hoopak.