

MARTIAL FLAVOR

Introduction

The lonely orphan who dreamed of something more. The content homebody who never expected a life of adventure. The carefree brigand who was, all of a sudden, called upon to do the right thing. All great heroes come from somewhere.

Your character is more than just a sword technique or an uncanny ability to navigate difficult terrain. He or she has a past, a culture, maybe even a family. And this background shapes not only who your hero is today, but how they will face the future.

Martial Flavor brings you five diverse cultures created especially for martially-themed heroes. The Daikort Pack are a band of skilled mercenaries, known as much for their peculiar sense of honor as for their ability to get the job done. The Elessim are a barbaric people who dominate the plains with their unmatched horsemanship. The Ikanoi long ago mastered the arctic wastes, and look to a future that they hope will be a continuation of their storied past. The fabled city of Arytis is guarded by her tireless legions, men and women utterly dedicated to their cause. And the Sijara wander the ways of the world forever, freed from the bonds that tie other peoples to their fates.

Each chapter contains not just background information on the culture, but also just enough crunch to make your fellow players sit up and take notice. Background benefits, alternate class features, utility powers and feats will make playing your character feel different in skill challenges and combat, not just in roleplaying encounters.

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