

Ronso

Ronsos are a race of many-colored furred lion-like humanoids. Ronsos are humanoid in stature, standing above two meters in average height (with the males considerably larger and more muscular than the females, who possess a "faster", more athletic body type). They are feline in appearance, possessing hands/claws and foot paws, they walk on (what would be for humes) the balls of their feet and possess dew-claws as well as foot pads. Possessing lion-like tails that roughly measure half of their body lengths, Ronso bodies are covered in blue fur (perhaps a trait due to their living in a winter climate) with patches of white (though the color has differed to either a darker blue or yellow depending on the individual) fur around the thighs, calves, shoulders, chest (males), tail-tips, and scalp. The abundance of the fur the patches consist of seems to be greater on the males than the females, based on observation. The scalp fur, or mane, is usually tied back or styled in a similar way to hair. In regards to facial appearances, Ronsos differ in comparison to humes, again they possess feline attributes like muzzles and fangs as well as a distinct cat-like nose. Their ears, while located similar to humans, possess a more elvaan shape and are thought to be capable of articulation similar to cats. The male Ronso possess a singular horn that grows from the forehead and denotes status and power. The females do not seem to have this attribute. For the males, the horn is a symbol of their strength and pride, and to lose the horn in battle is considered shameful. Both genders possess carnivore fangs, hinting that they may be meat eaters (it is unknown if they are omnivores). Their eyes are yellow, contrasting starkly against their fur, and constantly give the impression of a predator's gaze.

Ronso Racial Traits

- **Ability Score Racial Traits:** Ronsos are strong and often wise, but gruff in demeanor. They gain +2 Strength, +2 Wisdom, and -2 Charisma.
- **Size:** Ronsos are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Ronsos are humanoids with the ronso subtype.
- **Base Speed:** Ronsos have a base speed of 30 feet.
- **Languages:** Ronsos begin play speaking Common and Ronsaur. Ronso with high Intelligence scores can choose from the following: Galkan, Giant, Goblin, Lalafellan, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Arctic Fur:** Ronsos are immune to environmental damage from cold weather (below 40 degrees). In conditions of extreme cold (below 0 degrees), ronsos suffer the normal conditions for cold weather, not the harsher conditions for extreme cold. In addition, ronsos gain Ice Resistance 5.
- **Fearless:** Ronsos receive a +2 racial bonus on saves against fear spells and effects.

Feat and Skill Racial Traits

- **Intimidating Build:** Ronsos are intimidating even when they don't mean to be. Ronsos gain a +2 racial bonus on intimidation checks.
- **Mountaineers:** Ronsos are adept climbers, gaining a +2 racial bonus on Climb checks. In addition, they are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.
- **Survivalist:** Ronsos are hunters and can hunt in the best and worst of weather conditions. They gain a +2 racial bonus on Survival checks.

Offense Racial Traits

- **Gore:** Ronsos can use their horns as a natural attack that deals 1d6 points of damage. This is a primary natural attack.

Senses Racial Traits

- **Darkvision:** All ronsos can see perfectly in the dark up to 60 feet.

Weakness Racial Traits

- **Stand On Your Own Feet:** Ronsos do not do well when traveling by means other than their own two feet. They take a -2 penalty to all Fly and Ride checks.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Battle-Hardened:** Incessant drills make defense second nature to some ronsos. Ronsos with this racial trait gain a +1 bonus to CMD. This racial trait replaces survivalist.
- **Fearsome:** Some ronsos scorn caution and subtlety for swagger and bluster. Ronsos with this racial trait gain a +4 racial bonus on Intimidate checks. This racial trait replaces intimidating build and survivalist.
- **Hornless:** Due to intent or misfortune, these ronsos have lost their horns. Ronsos with this racial trait take a -4 penalty on Diplomacy, Bluff and Intimidate checks made against their fellow Ronsos, but their scorn has hardened their will, granting the ronsos with this racial trait a +1 bonus on all Will saves. This ability replaces gore.
- **Lion's Claws:** Some ronsos have stronger and more developed claws than other members of their race, and can use them to make attacks. Ronsos with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces arctic fur.
- **Maghunter:** Ronsos hate and fear spellcasters. They gain a +2 racial bonus on Spellcraft checks made to identify a spell being cast and a +1 racial bonus on attack rolls against spellcasters. They only gain this bonus against creatures that use spells, and not against those that only use spell-like abilities. This racial trait replaces fearless.

Variant Ronso Heritages

Although many ronsos follow the general model of the standard ronso, many more do not. Those of different lineages may evince dramatically different manifestations of their heritage, both in appearance and in ability. Here are 2 different potential heritages for ronso PCs. If you choose to use a specific bloodline instead of the general rules for creating a ronso, you should work with your GM to ensure that your character's appearance reflects that bloodline.

- **Alternate Ability:** While most ronsos typically gain a gore attack, those of the variant heritages listed below gain a different ability.

Table: Variant Ronso Heritages

Heritage	Ability Modifiers	Alternate Ability	Description
Helion Hrothgar	+2 Str, +2 Int, -2 Wis	Ferocity: Once per day, when a hrothgar is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next	In ages past, the Helions of southern Ilsabard served under a singular matriarchal rule, their lives revolving around their queen.

turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Cat's Luck: Ronsos gain the following extraordinary ability: Once per day, when a ronso makes a Reflex saving throw, it can roll the saving throw twice and take the better result. It must decide to use this ability before attempting the saving throw.

Their cold fur is said to be a symbol of their independent nature, driving them away from the warm embrace of their queen.

Lost Hrothgar +2 Dex, +2 Wis, -2 Cha

Racial Feats

The following feats are available to a ronso character who meets the prerequisites.

- Focusing Blow
- Powerful Charge
- Ronso Discipline

Racial Archetypes

The following racial archetypes are available to ronsos:

- [Cerulean Lancer \(Blue Mage; Ronso\)](#)
- [Feral Gnasher \(Beastmaster; Ronso\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Beastmaster:** Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.
- **Berserker:** Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.
- **Blue Mage:** Add a +1/2 bonus on concentration checks made to cast defensively.
- **Dark Knight:** Add +1 to the dark knight's holy element resistance (maximum +10).
- **Dragoon:** Add +1/3 to the dragoon's attack rolls with spears, lances, and polearms.
- **Fighter:** Add +1/2 to damage dealt on a charge attack.
- **Gunbreaker:** Add +1/4 to the number of uses for the aurora ability.
- **Holy Knight:** Add +1/4 AC bonus against a foe you are targeting with smite evil.
- **Knight:** Add +1 to the knight's total number of defensive stance rounds per day.
- **Samurai:** Add +1/2 to Intimidate skill checks.