

Froglings

Requirements: DEX 9

Ability Modifiers: DEX +1, CHA -1

Ability Min/Max: STR 3/18, DEX 12/19, CON 8/18, INT 3/18, WIS 3/18, CHA 3/17

Froglings are frogs that walk and speak in the manner of men. They are short, only about 4' in height on average, and range between thin and stout. Froglings make their home in a distant, marshy country known as Hoppland; however, they are found throughout the World of Nightwick as brewers, merchants, and adventurers. Their skin ranges between slick and bumpy, and is usually a dull green or brown - though more exotic colors and patterns are not unheard of. They favor flamboyant clothing and jewelry in garish colors.

Like Dwarves, Froglings cannot use large or two-handed weapons but may use any other weapon or armor as indicated by class.

Froglings can leap 30 feet horizontally or 15 feet vertically. Since their body is built to withstand leaps of this sort, they ignore the first thirty feet of falling damage, treating a fall of 40 feet as though it were only 10. Froglings may also swim as fast as they can walk unless encumbered. They need less oxygen than other characters while swimming. The effects of this must be determined by the individual Labyrinth Lord. However, if they are in a dry climate, such as a desert, or a cold climate, such as a high mountain top, they take a -2 penalty to all actions due to their inability to function properly in such environments.

Due to the dangers lurking in their swampy home, Froglings may roll an extra die whenever the Labyrinth Lord tests for surprise. The Frogling takes the better of the two results.

Froglings receive the following saving throw bonuses:

- +4 vs poison
- +1 vs wands
- +2 vs spell and spell-like devices

Froglings are more resistant to poison than humans, and their somewhat fairy nature makes them more resistant to spells and incantations.

Froglings may select the following classes, with the indicated level limits.

Class	Level Limit
Assassin	9
Cleric	6
Fighter	6

Magic-User	6
Thief	12

If using AD&D or OSRIC, Froglings may multiclass as a Fighter/Thief, Magic-User/Thief, or a Fighter/Magic-User/Thief. Multiclassed froglings may wear only leather armor.

Frogling thieves receive the following bonuses and penalties to thief abilities:

Skill	Adjustment
Pick Locks	-5%
Pick Pockets	-5%
Climb Walls	+15%
Hear Noise*	+1 (+10%)

*Hear Noise can never be greater than 1-5. The number given in parentheses is for campaigns using AD&D or OSRIC.

Froglings are comparatively short-lived. While a few live as old as the oldest humans, most only live to their early-to-mid 60s. Unlike humans, they reach maturity much faster and are usually fully fit adults by age 15. Despite this early physical maturity, Froglings tend to be brave and brash due to their lack of experience.

Frogling Characters age as described below.

Age 14 + 1d6

Age Categories: (A) 12 - 14; (Ad) 15 - 30; (M) 31 - 45; (E) 46 - 60; (V) 61 - 75

To determine the height and weight of a frogling character, roll 1d6. On a roll of a 1-3, the modifier is subtracted from the base height weight. On a 4-6, the modifier is added to the base height or weight. Roll separately for both height and weight.

	Base Height	Height Modifier	Base Weight	Weight Modifier
Frogling Male	4' 0"	1d6	100	1d20
Frogling Female	3' 10"	1d6	80	1d20