

Kong

*Diverse, courageous, and loyal to the end.
Nothing gets between a Kong and their
bananas... or their friends!*

Overview

Average Height: 3'6 to 7'6

Average Weight: 30 - 500 lbs

Life span: 80-100 years

Skin colors: warm skin tones

Eye colors: brown, black, green

Hair colors: typically brown but varies

Vulnerability: Fire

Bonuses:

- You have a Natural Climbing Speed
- You can talk to and understand animals
- Your Athletics is considered as being 2 higher for the purposes of Jumping
- You Learn one of the following Techniques: DK's Chunk Toss, Fastball Special, Jump Attack or Uppercut

Play as a Kong if you want to. . .

- Jump between treetop to treetop effortlessly.
- Be a stalwart if somewhat dimwitted friend.
- To eat bananas every day and night.
- To protect your home and friends from invaders.

Description

Kongs are a diverse race that strongly resemble various apes and monkeys. While they're far more intelligent than the animals they look like, Kongs tend to be less academically inclined than humans and are often seen as naive. Regardless, few races can match a Kong in loyalty. When their homes and loved ones are threatened, they will challenge that threat head on until everything they care about is safe one more.

Kongs come in a great variety of shapes and sizes. They can be tall or short, bulky or lean. Some are strong while others are nimble. A few of them have tails while others do not.

Kong fashion tends to be fairly simplistic. Overalls and some miscellaneous accessories are the most common trend but they've been known to wear shorts, tank tops, blouses, ties, and glasses. Of course, it is also not uncommon to see a Kong wearing nothing at all.

Most Kongs live on Kong Island; a tropical paradise full of various and whimsical animals much like the Kongs themselves. Most of them live in treehouses or wood cabins with the occasional technological commodity. Kong Island is also well known for its abundance of bananas which the Kongs happily feast on nearly every day!

Playing a Kong

In general, Kongs are simple people who pursue simple joys in life. Most would be happy to spend every day indulging in their personal hobbies which often include music or building technological commodities that

are somehow held together entirely with wood planks and scrap metal.

When danger arises, however, they are also known to be fearless protectors of everything they care about. A Kong won't hesitate to pick a fight with a bad guy but they're not typically prone to being violent unless they're provoked first.

Kongs have a strong sense of community. To befriend a Kong is to gain a loyal supporter that will encourage you to do your best and to pursue your interests. Because of the great diversity of their race, Kongs often support one another in areas where one person's talents might be better suited to the task than another.

Characteristics: Athletic, Brave, Carefree, Creative, Lively, Loyal

Kong Names: Kong names almost always end with the Kong surname. Given names tend to be indicative of the Kong's personality and interests.

Male Names: Donkey Kong, Diddy Kong, Grumpy Kong, Void Kong.

Female Names: Candy Kong, Dixie Kong, Poppy Kong, Wrinkly Kong

Kremling

Greedy, glutinous, and above all: konniving. Or perhaps you'll be among the few to show kindness?

Overview

Average Height: 1'0 to 8'0

Average Weight: 12 - 800 bs

Life span: 80-100 years

Scale colors: green, gray, yellow or black

Eye colors: green, red, purple, black or brown

Hair colors: none

Vulnerability: Lightning

Bonuses:

- Your scales give you a natural Defense equal to (Fortitude:/ 2) but your Evasion is reduced by (Fortitude / 4).
- You are a Natural Swimmer.
- You gain 1 additional non-food/critter Material whenever you Harvest.
- You learn the Weapon Specialist Feat for free. You do not need to meet the Learn Requirement for it.

Play as a Kremling if you want to. . .

- Exploit nature for its resources.
- Bully weaker krittters into submission.
- Build new and improved tools of industry.
- Be a rare kind member of your race.

Description

From the lowly Klaptrap to the bulky Krusha, Kremlings are a crocodile like race that live for their own (to be continued)

Fractone

Melodious and Mysterious. These living crystals are an enigma even to themselves.

Overview

Average Height: 6'0 to 8'0

Average Weight: varies greatly

Life span: unknown

Surface colors: varies greatly but usually blue

Eye colors: purple

Hair colors: none

Vulnerability: Varies

Bonuses:

- Select either Metal or Wood: your body is made out of that material.
 - If your campaign is using the Rebuild the Wild Supplement, you may alternatively select Stone as your material.
 - You may consume one unit of the above materials to change your body's material type.
 - When you complete an extended rest, you may produce up to (base Discipline / 3) units of your material of up to Rank (base Fortitude / 3).
- Your Vulnerability matches your body's material: Lightning for Metal, Water for Stone and Fire for Wood.
- You have a Knack for all rolls that use Perform.
- Your hard surface gives you a natural Defense equal to (Fortitude:/ 2) but your Evasion is reduced by (Fortitude / 4).

Spoiler Warning:

Beyond this page may contain Spoilers for Donkey Kong Bananza.

Feats

Ancientone

9 Tokens

Learn Requirement: Fractone

Effect: You may consume one unit of Ancient material to change your body's material to Ancient. While your body's material is Ancient, you are Vulnerable to Ancient weapons.

Konga Cargo

6 Tokens

Learn Requirement: Kong

Effect: You are considered a Mount. You may still use Maneuvers, Techniques and Spells while Mounted.

Kong-Fu

6 Tokens

Learn Requirement: Kong

Effect: You gain a Rank 1 Natural Fist weapon with the Talking Animal Style.

Kremling Krunch

6 Tokens

Learn Requirement: Kremling

Effect: You gain a Rank 1 Natural Sword with the Talking Animal Style.

Krocodile Kollector

6 Tokens

Learn Requirement: Kremling, Mechanics 3

Effect: When you make a Harvest check for a non-Food/Critter material, gain +(base Mechanics / 3 (rounded down) additional materials.

Techniques

DK's Chunk Toss

3 Tokens

Cost: 4 Stamina

Use Requirement: Melee Weapon

Range: Throw Weapon or a bomb

Effect: Make a Throw Weapon attack. On hit, deal additional (Combat) damage upon directly hitting the target and Pushes them 2 squares. This damage is not added to the damage dealt by a bomb's explosion and doesn't ignore Defense.

K. Rool's Krakshot

6 Tokens

Cost: 4 Stamina

Use Requirement: Ranged or Returning weapon

Effect: Make a Shoot Arrow or Throw Weapon attack. This attack gains a +2 to the To-Hit roll and ignores any benefits the target gains from cover.

Rip Off

6 Tokens

Learn Requirement: Athletics 6

Use Requirement: Hands-free weapon or empty hands

Range: Melee

Cost: 4 Stamina

Damage: Combat + Athletics

Effect: Roll a Disarm attempt. If successful, remove one armor from the target that they are wearing. If the target does not wear armor at all, it instead reduces their Defense by 25%.

Spells

Bananza!

6 Tokens

Learn Requirement: Magical Voice

Range: 1 ally in 4 squares

Cost: 8 Magic (Bind)

Effect: When you learn this spell, select a player race. Using the power of song, you give an ally in range the ability to transform! While you have the Magic Bound to this spell, your chosen ally can transform into the chosen race, replacing all of their Racial Bonuses and Vulnerability either as a Reaction when this spell is cast or as a free action during their turn. They may also end the transformation as a free action but only if they haven't already transformed that turn.

Special: This spell can be learned multiple times, selecting a different race each time. If you choose Talking Animal, you must select which Racial Bonuses the transformation has and these bonuses cannot be changed. Talking Animal can be chosen multiple times, selecting different combinations of Racial Bonuses each time.

You can only have one instance of Bananza up at a time and an ally can only be affected by one instance of Bananza at a time. If you already know Bananza, it only costs 3 Tokens to Learn again.

Fractone Regeneration

6 Tokens

Learn Requirement: Fractone Reaction

Use Requirement: You take damage from an attack.

Cost: 4 Magic (Burn)

Range: Self

Effect: After the attack resolves, heal up to 50% of the damage that was dealt and remove any status effects that the attack afflicted on you.

Fragmentone's Split

3 Tokens

Learn Requirement: Fractone

Cost: Special (see effect)

Range: 1 square within 4 squares

Effect: You may Burn Health in multiples of 4 to summon a Fragmentone Shard with Health equal to what you Burned. The Shard shares all of your Traits, Feats, Spells, Techniques and Equipment but is considered Small in size and is treated as a Companion. You may absorb an adjacent Shard as a Standard Action. If you do, regain Burned Health equal to the Shard's remaining Health.

Void's Terravoider

9 Tokens

Learn Requirement: A spell that alters terrain or creates blocks like Blizzagia's Breath or Terrakinesis

Cost: 2 Magic (Burn)

Range: Blast 2 or Cone 3

Effect: Terrain and created blocks in the targeted area become Voided until the start of your next turn (they can't be destroyed, dispelled, transformed, Pushed and become solid terrain if they aren't already). If Magic is Bound to any block or terrain that has been Voided, Unbinding that Magic will cause the effects to dispel when this spell ends.

Roll To-Hit target's Vitality. On hit, targets become Frozen until the start of your next turn. Targets Frozen by this spell are completely immune to damage and are not freed if they are attacked.

At the start of your next turn, you may Burn 2 Magic to extend the duration of this spell's effects for an additional turn.

Items

Barrel Cannon (Tool, Special)

Crafting Ingredients: 1 Bomb, 1 Wood, 1 Metal, 1 Gem

A barrel cannon is an enchanted tool that is shaped like a tiny, handheld barrel. As a Standard Action, a person holding the barrel cannon can choose a direction and make the cannon grow large enough in size to contain a large creature while hovering in place and pointing in the chosen direction. The cannon can be pointed in a different direction as a Minor Action by any creature standing adjacent to it.

While enlarged, a creature may insert an item or climb into the cannon which will then launch the item or creature 8 squares in the direction of was pointing or until they impact with solid terrain. A creature standing in the path of a flying takes 4 damage which can't be reduced by Defense and is Pushed 1 square away from the path.