

Gnoll (100 Points)

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	4d6; [2]
10	DEX	0	11-	OCV 3 DCV 3
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-/19-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	2		Total: 6 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
2	SPD	0		Phases: 6, 12
7	REC	0		
30	END	0		
36	STUN	5		
TOTAL CHARACTERISTIC COST: 36				

MOVEMENT:	RUNNING:	6" / 12"
	SWIMMING:	2" / 4"
	LEAPING:	3" / 6"

COST POWERS

2	Thick Fur/Tough Skin: Damage Resistance (2 PD/2 ED)
15	Fangs: Killing Attack - Hand-To-Hand ½d6 (1d6+1 w/STR), Reduced Endurance (0 END; +½) (15 Active Points)
3	Darkvision: +4 PER with Normal Sight (4 Active Points); Limited Power Only to Counteract Darkness Modifiers (-½)
1	Darksight: Sight Group Flash Defense (2 points) (2 Active Points); Limited Power (Only vs. Darkness-based Attacks) (-1)
2	+2 PER with Normal Smell
5	Discriminatory with Normal Smell
5	Tracking with Normal Smell
2	+2 PER with Normal Hearing
3	Ultrasonic Perception (Hearing Group)
2	Large (7.5' Tall): Knockback Resistance -1"
2	Thin Air Adapted Lungs: Life Support (END Per Minute) (Extended Breathing 1 END per Minute)
3	Life Support (Immunity gnoll sweat masks smell vs. Canine tracking scent [Invisiblity or Immunity?])
1	Life Support (Immunity Paralytic Touch of Ghouls and Ghosts)

TOTAL POWERS COST: 46

SKILLS

8	+1 with All Combat
4	WF: Common Melee Weapons, Common Missile Weapons
0	Concealment 8-
3	+2 with Concealment (4 Active Points); Self Only (-½)
0	Language: Gnoll (idiomatic) (4 Active Points)
1	Language: Orc or Hobgoblin (basic conversation)
1	Language: Troll (basic conversation)
1	Mimicry 8-
0	PS: Warrior 8-
0	Survival 8-
0	Tracking 8-

TOTAL SKILLS COST: 18
TOTAL COST: 100



25+ DISADVANTAGES

5	Distinctive Features (and Social Limitation)- Gnoll: Hyena-like humanoid, dull black or glowing green eyes (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
20	Normal Gnoll Characteristic Maxima
0	NCM: 30 STR, 20 DEX, 25 CON, 23 BODY, 16 INT, 20 EGO, 25 PRE, 16 COM, 10 PD, 10 ED, 4 SPD, 10 REC, 60 END, 66 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
0	ACM (Absolute Characteristic Maxima): 40 STR, 30 DEX, 35 CON, 33 BODY, 26 INT, 30 EGO, 35 PRE, 23 COM, 20 PD, 20 ED, 8 SPD, 20 REC, 120 END, 133 STUN (Absolute Maximum Limit without Magical Enhancement).
5	Physical Limitation - Short-Lived (~35 Years): (Infrequently, Slightly Impairing)
5	Psychological Limitation - Hatred of Felines and Canines: (Uncommon, Moderate)
5	Psychological Limitation: Lazy (Dislike Physical Work, consider it beneath them and that's why they have slaves) (Uncommon, Moderate)
5	Psychological Limitation: Prey on the Weak (Uncommon, Moderate)
5	Psychological Limitation: Taste for flesh of sentient humanoids/demi-humans/humans, enjoy food more when it is screaming (Uncommon, Moderate)
5	Psychological Limitation: Resent and Resist non Gnoll Authority (Uncommon, Moderate)
5	Psychological Limitation: Sexist (most are matriachical, but some patriarchical) (Uncommon, Moderate)
5	Psychological Limitation: Like to Taunt and Tease (Uncommon, Moderate)
5	Psychological Limitation: Dislike Bright Light (Uncommon, Moderate)
5	Reputation: coward, scavenger (misleading are predators too), lazy, bully, slaver, demon-worshipper, 8-
5	Reputation: Impure mixture of dogs and cats, 8-
0	Experience Points

UNSPENT EXPERIENCE POINTS: 0
TOTAL DISADVANTAGE POINTS: 80
TOTAL COST: 100

BACKGROUND/HISTORY:

Often mistaken for Dog-Humanoids, Gnolls are actually Hyena-Humanoids.

Gnolls are ferocious humanoids of low intelligence. They resemble a cross between a human and a hyena. They live in rough, rugged wasteland and wilderness areas. Gnolls may use all weapons, but most do not work metal; they steal most of their metal weapons from humans. They are strong, but dislike work and prefer to bully and steal (D&D Rules Cyclopedia p.180).

"The gnoll's resemblance to the hyena is more than fur deep. Gnolls are hunters and scavengers; they are able to digest rotting meat without discomfort, though they prefer freshly killed food. They frequently use "hand me downs" from victims of other races to equip themselves with weapons and armor" (BoD.V.55)

Gnolls are large, evil, hyena-like humanoids that roam about in loosely organized bands. While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane. (2e-MM)

- Can actually eat and digest bone!

PERSONALITY/MOTIVATION:

Hunt and Kill.

Think with Stomach; Hunger comes before friendship or fear.

Let others do the work when possible -- take what you want from others rather than building it yourself; scavenger wherever you can and save the effort but viciously take what you really want don't just settle for cast offs either. Take what want without excessive or needless labour.

QUOTE/SOURCES:

- 0e-RC.180; 1e-MM.46, 19-20, AoE.12,291,295; Roger E. Moore "The Humanoids: All About Kobolds, Goblins, Hobgoblins, and Gnolls" Dragon Magazine #63 (July 1982) Reprinted in Best of Dragon V.; 2e-MM.158, CBoH.31-33; 3e-MM.105-106, Flind tToH.138-139; HM-HoB.v3.71-74.
- <http://www.wizards.com/default.asp?x=books/fr/gnolls>
- http://www.korinth.com/3eKorinthContent/Rulebook/Chap01_Races/gnoll.shtml
- **Hero:** Gnolls are Hyena-Humanoids and while Hyenas are neither dogs nor cats, the write-ups on "Erqigdlit" MMM.38 and "Pakasa" MMM.80 still are useful points of comparison for animal-based humanoids.
- **Buffy the Vampire Slayer:** "The Pack" (Season 1, Episode 6) where Xander and some bullies get possessed by Hyenas and become Hyena-like.
- <http://www.liberalmafia.org/hyenas/hyena.html>
- <http://www.lioncrusher.com/family.asp?family=Hyaenidae>
- <http://sailfish.exis.net/~spook/hyenatxt.html>

"There was a terrible sound, an ascending laugh consisting of barking coughs, suddenly halted midway in its rise toward the high-pitched whining giggle typical of gnoll warriors." AoE.291

"a force of gnolls - hyena-faced things, seven feet tall and armed and armored as men would be. Their great bows taut, bardiches and glaives ready, they came in hundreds, barking and giggling as they advanced, lusting for the feast of battle and flesh to come." AoE.12

POWERS/TACTICS:

Prey on the Weak, Taunt and Tease, Lure and Ambush. as a horde if outnumber, prefer ambush, flank and rear attacks.

TYPICAL WEAPONRY:

- Great Bow 15%,
- Pole Arm (typically Bardiche or Glaive) 35%,
- Two-Handed Sword 15%,
- Battle Axe 20%,
- Morning Star 15%,
- Flail (holy weapon of Yeenoghu used by all his priests).

CAMPAIGN USE:

When you want the characters hunted by an unruly Pack, use this Standard NPC Monster humanoid: Gnolls are bigger than an Orc or even Hobgoblin, but slightly smaller than a Bugbear or Ogre.

VARIANTS/SUB-TYPES

- **Leaders** (1 per 20 regulars) or **Elite Warrior Guards** (2d6 per Chief) or **Banner Guards** (4 per Clan or Tribe): 3 HD, +2 Damage (=23-25 STR) (Regulars are +1 Damage = 15 STR +5 for Growth = 20, so each +1 additional can add up to 5 more STR max.).
- **Chieftan:** 3 HD (14 BODY), attack as 4 HD (+2 CSLs with All Combat), +3 Damage (=28-30 STR)
- **Shaman:** up to 5th level (50 Active Points) Divine (typically priest of Yeenoghu or Erythnul). Magic typically requires a "predatory act". Ghouls (or Ghosts) as bodyguards and are granted immunity to their paralytic power (1 point immunity to Ghoul and Ghost paralysis). Gnollish magic is a mixed flavour hybrid of generic fantasy, necromancy, pseudo-voodoo, and aboriginal tribal.
- **Witchdoctor:** up to 2nd level (20 Active Points) Arcane spells (HM 1st to 4th Level).
- **Hyena (and/or Hyenadon) Handler** - Animal Handling, some with Animal empathy, some with animal summoning, control etc.
- **Flind (Hackmaster "Gnarl-ron").** Shorter but broader, so still considered the same size. Seen as Heroes/Leaders by other gnolls, even shamen defer to them! 3+3 HD, 23 STR (including implicit Growth), 13 DEX, 14 (or +1 more than regular Gnolls) CON, 14 BODY, 13 INT, 11 EGO, 10 PRE, +12 STUN (over figured); +1 CSL. Move 12/12 instead of 9/12 of human. Flindbar = Nunchucks, damage d4, +2 SPD with or +4 PSL vs. Sweep, have Martial Arts with especially disarm. +10 PRE Only to Gnolls. Can advance to higher priestly levels than regular gnolls -- enough to animate dead well enough to create (or summon) Ghouls and even Ghosts! (HM = cleric up to 7th level, wizard up to 5th level) More cunning and Organized than regular gnolls = tactics, teamwork, 13 INT. Speak:orc, hobgoblin, bugbear, and ogre. Dislike Trolls and won't work with them. There are higher level Flinds too, this is just the baseline for these uber-gnolls.
- **Shoosuva** - glowing demonic undead hyenadon guardians can be summoned by senior Shamen/Witchdoctors (5th level plus) (see BoD.V)

APPEARANCE:

A typical Gnoll is 7.5' tall weighing around 350 lbs. Dull black or green glowing eyes. Fur is most often Spotted Reddish-Yellow but may be Striped or Brown as well.

COMBAT STATISTIC SUMMARY**Perception:** 11-/19-,**ATTACK:**

- **SPD:** 2,
- **Initiative:** 10,
- **OCV:** 3,
- **STR Damage:** 4d6,
- **Combat Skill Levels:** +1 with All Combat,
- **PRE Attack:** 3d6,
- **ECV:** 3,

DEFENCE:

- **DCV:** 3,
- **PD/rPD:** 6/2,
- **ED/rED:** 5/2,
- **BODY:** 13,
- **STUN:** 36,
- **CON Stunned:** 15.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

Genre: Fantasy
Campaign: Grey Hero
GM: Jason "Hierax" Verbitsky
Player: NPC Monster Racial Template
Updated: Sun, 22 Feb 2004 00:11:33
Updated (Saved): Sun, 22 Feb 2004 00:10:55