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## Chitine 5e stats

If you see a net in the caves, try to set it on fire. If it catches up, run from the flames. If it's not, chitines will last. - Sarsac Oadfoot, a veteran adventurer, was born in the experimental casks of Drow, created by selective breeding and magic. They were made ideal slaves for their masters, but their creators did not perform their task. The Chitines rebelled against Drow and scattered over Underdark, led by their Choldrith priestesses. Today, they are many and scattered over Underdark, assuming a serious threat to any nearby settlements. Physiological observations of TheChitines are about the same size as halfling or Goblins, with their gray skin and dark hair mixing with the caves they live in. They have 4 hands, each with an extra joint, which gives them a much greater movement than most humanoid. Their innate ambidexterity allows them to freely use many weapons. Kites also have many spiderlike features. They're polished, arachnid eyes and lower jabs that have hit their mouths. With these claws covered in hands let the Chitines easily climb the walls and ceilings. They can also spin the nets in their stomach, while their skin secretes oil, which prevents them from sticking to their nets. Choldriths is a completely different species of chitines. They resemble a giant spider, 8 feet and a large, bloated body. Choldriths, like spiders, are capable of secreting webs and have a toxic bite. They have a humanoid face in front of their body, and their 2 front legs end up with their hands instead of claws. Like Chitines, Choldriths also have mandibles and polished eyes. Social observationsChitines live together in villages or village groups, each village containing 40-60 Chitines and 2-5 Choldriths. The great settlements of Chitine can consist of several villages that live very close together, be it in a cave system or in one giant cave. There is little social hierarchy between chitines and none among choldriths. It should be noted that the Chitines believe that they are Lolth's perfect race, as such, they have great respect for their Choldrith priestess and see them as the Ancest of Lolth. Choldriths are all idolized equally, while Chitines are considered more disposable creatures that do anything to save their priestesses. Some Chitines who are prominent themselves are held more into account than other Chitines, but they are still much worse for Choldriths Behavioral ObservationsA Chitine's web is its most powerful tool. Buildings are used for the creation of buildings; a multi-story structure (usually 3 floors) that hangs from the ceiling down, the building has living spaces and needs on the top floor, while the lower floor has arrow cuts and murder holes to prevent intruders. Skilled Chitine webspinners can make doors, souls, and other structures out of their webbing. Many Chitines wear clothes made from their nets and thick layers of hardened web to be effective armor. many unfortunate explorers have discovered near his career, Chitine nets are not flammable. Chitines are a group of buildings hanging off a large cave ceiling, often bridges connecting buildings with easy access. The area around chitine village is often full of nets, pitfalls and Chitine Scouts. Chitines will happily give up his life to save his Choldrith priestesses, and entire villages have gone on audacious missions to save their priestesses from death. In battle, Chitines is an effective fighting force. They use traps and nets to attract enemies that could allow the Chitines group to overthrow a much more deadly enemy. Elite Chitine warriors often wield 4 swords at the same time, slicing through enemy forces with ease. During the attack, everyone in the Chitines will fight against their enemy, whether they are well trained or not. Most Chitine warriors behave quite like goblins - they shoot from afar in the bows and nets, while in brilliance they usually wield a combination of daggers and swords, but they are less coordinated than trained soldiers. Choldriths are protected from meat shield Chitines, casting spells remotely to deter enemies and aid their allies. When an unholy soul breaks through the Wall of Chitines, they face choldrith's poisonous bite and long, deadly claws. Interspecies observations Compared to many other races, chitins are very young. As a result, they have had little experience with races from outside Underdark. Chitines are also consumed by the wrath of Drow, and the two races often attack each other on the horizon and have brutal wars that extend across Underdark. Ironically, Chitines and Drow both fervently worship Lolth, and every race believes they are Lolth's perfect creations. Along with the Chitines' inexperience, these violent interspecies wars are a valuable asset to any wise adventurer. Many of Drow have met their end thanks to adventurers recruiting Chitines for help, often prompting battles that severely weaken both threats in friendly Underdark settlements. Chitines is also an ally of Duergar, Spingans and other creatures who despise Drow. In extreme circumstances, Chitines has joined droider's excrement, who was expelled from the Drow community. DM's TookItChitines make wonderful enemies and wonderful allies. Attacking the Chitine Cave can be a powerful task – you have to march through deadly traps, sticky nets and sudden ambushes. When they arrive in the cave, the attackers are presented with constant shelling from above. If they manage to get to the buildings, bridges can be cut by a team of Chitines within 30 seconds, and the entire buildings can be completely disconnected from the ceiling to crush the enemies below. It's quite interesting to have computers negotiate with chitines to fight their common Drow enemy, and Chitines can be a useful ally as such. Always remember the inexperience of Chitines– The arrivals can be seen as the blessings of Lolth to help fight Drow, the hatred of the Chitines against his former overlords, who cross the entire hive. Choldrith priestess makes a great campaign villain. If he manipulates computers to kill Choldrith's rivals and Drow, he could gain control of Underdark and lead a large legion of extremely loyal Chitines. He can ally with the madiators on the assumption of defeating Drow, when in fact he eliminates both enemies at once. Then he can strike out against the surface after it inadvertently helps consolidate his power both on the ground and below. Link to original ecology post: From Dungeons and Dragons Wiki Small Monstrosity. Chaotic EvilArmor Class 14 (hide armor)Hit Points 18 (4d6 + 4) Speed 30 ft., climb 30 feet STRDEXCONINTWISCHAUD (0)14 (+2)12 (+1)10 (0)10 (0)7 (-2) Skills Athletics +4, +Stealth 4 dark senses50 ft. Languages Undercommon Challenge 1/2 (100 XP) Just click on the feature or attack to copy the Roll20 macro to your clipboard fey ancestors. Chitine has the advantage of saving throws against being charmed, and magic can't put chitine to sleep. Sensitivity of sunlight. While in sunlight, chitine is disadvantaged by attack rolls, as well as wisdom (Perception) controls that depend on sight. Web sensor. While in contact with the web, chitine knows the exact location of every other creature in contact with the same web. Web Walker. Chitine ignores the restrictions on movement caused by webbing.

Dagger. Melee or Range Weapon Attack: +4 capture, reach 5 feet or range 20/ 60 feet, one target. Result: 4 (1d4 +2) piercing damage. Source: Volc's Guide to Monsters Chitine, as presented in the 5th edition. The transfer of Choldrith 5. The Chitines (pronounced as Kite-ins because their name is based off the word chitin, which is what makes up the insect exoskeleton) is a confusing race of humanoids from ancient times of Dungeons & Dragons, who keep being able to slip through the slow tide of editions changing, despite almost no one remembering them. Kites are small creatures that essentially resemble mixing between human and spider, rather like ettercaps or anaxes in their hybrid form, although the exact details have become an edition of the edition, mostly in terms of how hairy they are, the basics always the same, presenting the chitins as looking like humanoids with an extra pair of weapons, extra length kamps, joint with each hand, eyes and horizontal mandibles grow out of your mouth. In dark places, such as underdark or really creepy and overgrown forests, Chitines live easy lives hunting and praying; they are dedicated worshippers of Lolth, which is dedicated to earning their favor, and needless to say that it does not make them good company. About the nicest thing you can say about chitines is that they absolutely loathe Drow, and constantly try to hunt and kill them in hopes of usurping their place as Lolth favored children. Of course, drowning doesn't approve of it. The irony is that the chitiums are generally depicted as drowning creations; experiments resulted in mixing humanoid (or elf, 5e) slaves with spiders to create a good labor, which of course went up for them. Exactly why this is so left undiscussed until the 5th edition, when it was said that despite relying on Lolth's divine power to keep the original creatures alive instead of collapsing into a puddle of goo, drowning, never ceremoniously devoted to the resulting creatures of him. The moody and crazy goddess doesn't appreciate the use of just a power source (though to be fair, no god D&Amp;D-verse would be), so he punished Drow for this outrage by subtly arranging the Chitines rebels. This rebellion was fostered by the Choldriths, a completely separate species of mutant female kit. With an instinctive connection to Lolth's power, giving them the spell abilities of a 4th-level cleric/gan, these are the holy leaders of the Chitine tribes, inspiring them to sermons about how they are Lolth chosen by the people and driving them to honor the Spider-Queen name. Choldriths have become much more than publications; when they first appeared in ecology Chitine (Dragon Magazine #223), they were described as resembling unusually large female chitines with completely hairless bodies, dark gray skin, not polished eyes and elf-like ears for so long that they resemble horns. When they appeared in the 3rd edition (Monsters of Faerun), they were depicted as giant albino spiders with the head of mandibles, polished-eyed female elf and in front of two limbs mutated into humanoid hands, although it retained oversized/horn-like ears in the previous edition. The 4th edition described them as resembling pale skinned driders monster handbook 3. 5th edition back 3e appearance, only a buttery spider-like face, and now painted gray instead of white. Choldriths' status has also changed between publications. Sterile mutant priestess 2, regular Chitines are worker and warrior drones, genderless and incapable of breeding, while female Choldriths produce all the eggs that support the tribal colony, rather like stant-queens. In previous editions, the chitiums were quite normal in tribal culture - albeit really harsh come the age of the ceremony, despite bowing to Lolth and thus having an overwhelming alignment with Chaotic Evil, the chitines actually have a fairly pronounced number of outliers and have fully valid PC writeups, at least advanced dungeons & dragons 2nd edition and Dungeons & Dragons 3rd Edition. Why (apart from the fact that the 3rd edition made the devil all playable)? This is partly because the heap hates Chitins and tends to destroy them, leading to the merger of loneliness survivors with vengevessive parties in Underddar for survival and/or revenge. The second reason, at least 2. Others are just eager to tag with powerful adventurers who have carried crack some sinking skulls because it's a goal they can eagerly collaborate with. And many are just heretics who have realized that Lolth is a slut who doesn't deserve a worship that she gets, then expelled as heretics and so find themselves in desperate need of new people to belong. AD&Amp;D (2e) Stats[edit] Chitine's obscurity has cemented that despite being humanoids, they are not actually getting an official writeup in the full book of humanoids, despite the abundance of other races who did so, saaracoca, alagh, beastmen, bugbears, bullywugs, kentaurs, fireminds, firebolts, gnolls, goblins, dogpobins, kobolds, lizard, minotaur, mongrelmen, ogres (pureblood, half-ogre and ogre mage), orcs (pure and half-orcs), pixies, satyrs, saurians, swans and wemics. No, chitines appeared in Dragon Magazine #262, where they were following the writeup: Ability to Score Adjustment: +1 Skill, +1 Constitution, +2 Charisma Ability Score Range: Strength 6-6-18, Prowess 8-19, Constitution 7-19, Intelligence 8-18, Wisdom 6-18, Charisma 3-18 Class Restrictions: Level 12, Fighter with Tribal Defender, Mine Rowdy, Pit Fighter and Sell Sword Kite, Level 15 Thief with Scavenger, Tunnel Rat and Shadow Kite, Multiclassed Fighter/Thief Natural Armor Class: 9 Base Movement Rate: 9, Web, 12 Other Finings: You can move walls and ceilings to climb through. Base Climb Option: 120% before adjustments are implemented. Zering ole means that chitine can not get stuck in its sibi. When you make a save to avoid entanglement in webbing from other sources, it automatically passes through the store. If wearing usually does not allow the save, chitine can still avoid entanglement passes save vs paralysis with +4 bonus. Kites can spin 1 foot webbing round on. Chitine-trabimist can be solidified by allowing it to be used as a raw material \* . It also means that they can avoid the damage from heavy falls. Kites can use weapons in all four hands. They can use up to three weapons simultaneously without punishment, and can wear a shield with their fourth hand without penalty. If they have weapons with all four hands, they will suffer punishment for all attack rolls. Special drawbacks: Chitines suffer a -1 penalty in attack and injury rolls when in bright light. Weapon Proficiencies: Javelin, Shortsword, Dagger, Knife Non-Weapon Proficiencies: Alertness, Praising, Armorer, Artistic Ability, Blacksmithing, Carpentry, Close-Quarter Fighting, Danger Sense, Direction Sense, Fast-Talking, Fishing, Fortune, Scaffolding, Gaming, Hiding, Hunting, Juggling, Jumping, Local History, Looting, Mining, Observation, Rope Usage, Seamstress/ Tailor, Taker/ Set Traps, Stonemasonry, Tightrope Walking, Falling, Weaponsmithing \* , Weaving \* Thieving Skill Adjustment: Pick Pockets -5%, Open Locks -5%, Find/Remove Traps +10%, Detect Noise -5%, Climb Walls -80% 3e Stats[edit] The third edition was a little better to show Chitines because they were able to do it not one, but two official sourcebooks instead of Dragon Magazine. First appearing in Monsters of Faerun splat, where they had the same play monster rules as almost any monstrous critter, they got the right PC to write down the Underdark sourcebook, which made them look like such a 3.5. Ability to Score Modifier: +2 Dexterity, +2 Constitution, +2 Intelligence, -4 Charisma. Size: Small Base ground speed: 30 feet Spidery Climber. Chitines have a climb speed of 20 feet, +8 racial bonus climbing controls, can always take 10 climb controls, and can clamber up the walls and over ceilings as if under a permanent non-magical Spider Climb spell. Wrestling Bonus (Ex): +4 bonus wrestling control. Hard to disarm (Ex): +4 bonus against control resistance is disarming. Sunlight Sensitivity (Ex): Chitines are blinded by sunlight or an equivalent level of bright magical light. Racial result dice: chitine starts with two levels of monstrous humanoid, which gives him 2d8 Hit Dice, BAB +2, Fort +0, Ref +3, Will +3. Racial skills: Chitine starts with 5 X (2 + Int modifier) skill points and treats Balance, Climb, Craft (Trapsmaking), Hide, Jump and Move Quietly with class skills. Racial Feats: Multiveapon Fighting and One Bonus Feat. Weapon familiar: Chitines treat Shortweapons as simple weapons rather than Martial Weapons. Chitine Web Implements: Chitines use their webbing as building material for homes, traps and armor. They can harden their webbing to create spikes and edges in their traps, and each such sharp feature usually deals with 1d6 points damage. Weapons, armor and other items made of hardened webbing deteriorate after several months, when there is no regularly treated of secreted from chitines skin. Products made of chitine webbing are also susceptible to fire - 2 rounds of contact with the flame ignites such an object, burning it away with 2d4 rounds. Favored class: Rogue Level Adjustment: +2 See also[edit] Dungeons & dragons 3rd Edition races gallery[edit] original chitine art. Monstrous Compendium annual Volume 1 cover. Chitine as presented in the Hall-Print Heroes article dragon #262. The first chitohy art, 3e's Monstrous of Faerun. What Chitine's home probably looks like. AS.

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