

Sotek

+2 Dex OR +2 Int

Sabotage (Racial Power)

When you miss with a melee attack, you may choose to sabotage either your target's weapon or armor. If you sabotage the weapon, the weapon breaks and the damage dice used are reduced to d4s. If you sabotage the armor, the target's AC is reduced by an amount equal to your Intelligence modifier. You may use this ability a number of times each day equal to your Dexterity modifier, but no more than once per battle.

Champion Feat: You may use this ability on a hit or miss up to twice per battle.



By and large, Sotek are insubstantial and invisible creatures that, while capable of observing the world around them, barely ever interact with it. In ages past, almost no one even knew of their existence. When a sotek does choose to interact physically it's almost invariably to cause one type of mischief or another; tripping people on flat roads, knocking things off shelves in uninhabited rooms, that sort of thing. A lot of their activity is wrongly attributed to ghosts.

There is a growing number of young sotek in this Age of Steam however that are drawn by the gadgets and contraptions of civilization (or more accurately, the potential for disrupting the workings of those gadgets and contraptions) to interact more and more with the corporeal world. In doing so, they become more substantial themselves until they lose the ability to fade into the background altogether. This burgeoning population has become the root of sotek society.

By nature, sotek are very carefree about concepts like clothes and physical contact. Most refuse to wear any covering at all, and those that do wear little. The exception to this are the ones that manage to enter normal society enough to become adventurers; they'll wear armor out of necessity, but their discomfort with the restrictive garments is normally pretty clear. They're affectionate to the extreme, especially with each other, but only after they've become comfortable enough with someone to outweigh their timid nature. Their tails in particular tend to wander, and one who isn't used to them may find it unnerving at first.

Having spent so long unobserved by the rest of the world, they remain constantly wary of things like sudden movements and loud noises. This wariness is also the reason sotek almost never speak, preferring instead to communicate with gestures and hand signs. Apparently when your main hobby is running around breaking others' stuff, it pays to be quiet about it.

Due to their agility and speed, sotek make effective rangers and rogues. Their innate intelligence also makes them suitable wizards and skin scribes. A fair case could even be made for one of them being the occultist. You'd almost never find one filling the role of bard or harlequin though due to the fact that those jobs put one in the spotlight often.

Buttons, levers, things with moving parts: Ever known one of those people that just *have* to fiddle with things? Well, with the sotek, that drive is a genetic imperative. If you're not vigilant, they will monkey with anything that looks interesting, typically breaking it in the process. Their penchant for destruction is in no way malicious though; it's merely the way they are.