



HOPLINGS

by @joefulgham | joefulgham.com

It doesn't matter if you're a terrified arachnophobe or see them only as adorable harmless fuzzballs - either way you're probably wrong about Hoplings. While they're probably more afraid of you than you are of them, that fear will turn to a focused (and often savage) hunt the instant it's necessary. And of course there are the brutal exceptions responsible for many of The Realm's arachnophobes, the Duskhunters...

Hoplings are a species of semi-humanoid jumping spiders that dwell primarily in forests but can be found in any non-frigid biome. They have the lower body of a jumping spider with an extended torso, and range from 2' to 4' in height. Their pedipalps are strong arms, with finger-like manipulation of the bristles at the ends. They have two large eyes in the middle of their head and three more pairs around the sides giving them fully 360 degree vision. Yes, Hopling headware is equipped with lateral and anterior eye-holes.

Hopling societies vary, but tend to be small isolated villages of hunters, gatherers, and farmers. They will often trade silk with other species they trust, especially for books. Hoplings highly value stories and knowledge, and more than a few have mastered wizardry through the study of traded tomes. Though usually shy, there are always bold young Hoplings willing to head out into the greater world to find their fortune. Many become adventurers, but a roaming Hopling can find their calling in many places. Despite this, their appearance in The Realm's settlements is fairly uncommon.

Hoplings hatch able to move, climb, and speak as well as a toddler, aging nearly twice as quickly as Humans. They reach maturity around ten years of age and live for around 60 years, though there are rare elders who have reached twice that age.

Forest Hoplings live in complex silk-tied treehouses among the branches of large trees or silk-roofed huts nestled in great roots, while Desert or Plains Hoplings often live in burrows hidden under woven silk camouflage.

Dungeons & Dragons 5E

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Size: You are Medium or Small, chosen when you select this species.

Speed: 30 ft.

Eyes for Days: You can see 360 degrees, negating many (but not all) surprises.

Eight Legs and Funky: You have proficiency in Athletics and Performance (Dancing), Climbing checks are hands-free, and for surfaces common in your home biome (choose one at character creation) are made with advantage.

Pounce: As a bonus action you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. If you have a place to attach a silk tether, treat any fall with this jump as (20 x your proficiency bonus) feet shorter. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Languages: You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

13th Age

+2 Dex or Wis

Pounce (Kin Power)

Once per battle as a move action you may leap to any nearby place you can see

Champion Feat: You are immune to fall damage and can climb hands-free.

Advice: A Hopling Background easily covers appropriate skills/surprise check bonuses above, plus more!