

Squirrel

Furry, resourceful woodland creatures, expert climbers, and protective collectors of nuts.

RACIAL TRAITS

Average Height/Length: 7" - 12" (including tail)

Average Weight: 1.5-3 pounds

Ability Scores: +2 Dexterity, +2 Charisma or +2 Wisdom

Size: Tiny

- Your reach is 0. Melee powers can only reach targets with whom you share a square.
- You can move through and end your turn in other creatures' spaces but you provoke opportunity attacks as normal
- -3 Fortitude, +3 Reflex
- Any forced movement you take from enemies is doubled.
- You cannot use any weapons except claws and teeth. See **Squirrel Fury** below.
- You can use squirrel-sized implements and armor both of which function normally.

Speed: 6 squares. **Climb Speed:** 6 Squares

Vision: Low-light

Languages: Animal, Common

Skill Bonuses: +2 Acrobatics, +2 Nature, +2 Stealth.

Scamper: You gain a +4 racial bonus to AC against opportunity attacks.

Squirrel Fury: The only weapon you can use is Squirrel Fury, which is a natural weapon, d4 light blade with +3 proficiency. Only squirrels can use Squirrel Fury.

Super Cute: You can use super cute as an encounter power.

Super Cute

Squirrel Racial Power

Your tiny frame and huge, shiny eyes tug at the heartstrings of even the most heartless villains.

Encounter

Immediate Interrupt **Close Burst 10**

Trigger: Target in the burst hits you with an attack.

Effect: Target attacker chooses to either deal minimum damage to you and any allies adjacent to you that are also targeted by the attack, or take psychic damage equal to half the damage you take from the triggering attack.

PHYSICAL QUALITIES

Small, furry, agile, and some may say cute, squirrels are pretty much what you expect from a woodland rodent. On the other hand, with acute vision and hearing, the ability to go nearly anywhere, and determination, diligence, and resourcefulness surpassing that of many humans, squirrel adventurers are capable of much more than many folks expect.

Squirrels' natural lifespans tend to be between 6 and 15 years. Many squirrel adventurers have acquired greater longevity, however, from arcane, alchemical, divine, primal, or psionic sources. One notable squirrel adventurer of legend purportedly received a number of tiny prototype transplants of mechanical organs designed with the same technology that created the warforged race. These claims remain unsubstantiated.

PLAYING A SQUIRREL

Squirrels are a protective, energetic, and diligent species. They survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. They appear harmless, and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife.

Squirrels are practical and down-to-earth. They concern themselves with basic needs and simple pleasures, harboring few dreams of gold or glory. Due to their size and limitations, adventurers are rare among squirrels, but those that pursue the adventurer's life, do so for reasons of determination, resourcefulness, wanderlust, or curiosity. Squirrel adventurers are exciting and handy companions, relying on stealth and trickery in battle rather than raw might or magic, and often sticking their paws into things they shouldn't.

Squirrels are extremely curious (especially where food is concerned). Most can't refrain from darting through a window or door to see what it conceals, or scale a wall or climb a tree just to find out what lies beyond. Along with this intense curiosity, many squirrels seem possessed of a kind of preternatural wariness or paranoia—their curiosity and need to experience new things tempered by the prescience to know when to stay low and head for cover.

Squirrel culture does not consist of sophisticated art or mythology, but of imperturbable values for hard work, acquisition, preparation, caution, curiosity, determination, and pulling one's own weight. Squirrels tend to closely adhere to these values in all that they do, while those that question these values face isolation from the community and are left to fend for themselves.

Squirrels make surprisingly good monks, sorcerers, rogues, psions, ardens, assassins, bards, druids, shamans, and clerics. Due to their limited reach, squirrels are generally not very effective as defenders (other than battleminds). Druid squirrels are interesting in that they can use Wildshape to take on larger beast forms (Medium sized), or even in some cases, a humanoid form since their natural shape is a beast.

Squirrel Characteristics: Twitchy, curious, distractible, determined, protective, acquisitive, wary, nimble, practical, resourceful, manipulative, diligent, loyal, soft

Squirrel Names: Beast, Beauregard, Blanche, Brook, Buddy, Charles, Cheeks, Chubs, Cracked, Fancy, Hoppy, Lil' B, Rampage, Roderick, Runt, Scamp, Scrappy, Skip, Sir Squeakers, Stash, Stick, Tub, Twiggy, Twirly, Xavier.

SQUIRREL RACIAL FEATS

Along for the Ride: You can make Grab attacks against targets that are Medium or larger if you share a square with them by making an Acrobatics check against the target's Reflex. Medium or Large targets of your Grab attacks are not immobilized, but as long as the Grab lasts, they grant Combat Advantage, and when they move, you move with them. You may make additional grab attacks against a creature you have grabbed to force movement (using Acrobatics vs Will instead of Strength vs Fortitude). When a Medium or larger target escapes your grab they can push you 2 squares in any direction which is doubled to 4 due to your tiny size).

At Home in Nature: When moving in natural environments (among plants, trees, natural rock), you may roll twice and keep either result on Stealth and Athletics checks.

Dodgy: You gain Combat Advantage until the beginning of your next turn against any creature that makes an Opportunity Attack against you and misses.

Excrutiatingly Cute: If the target of your Super Cute power chooses to take psychic damage, it takes an additional 5 psychic damage per tier. If it chooses to deal minimum damage, it deals 3 less damage per tier.

Just a Rodent: As long as you are not carrying any equipment, you gain a +5 bonus to Streetwise checks in urban environments. If you speak any more intelligently than natural squirrel noises, or wield any equipment, you lose this bonus against everybody who sees or hears you.

Protective Fury: Your Squirrel Fury gains Brutal 1 (or increases an existing Brutal rating by one) when your target is adjacent to one of your bloodied allies.

Squirrel Lancer: You gain proficiency in a Squirrel Spear (Polearm/Spear type) which is an exotic melee weapon with proficiency bonus of +2, d4 damage, and Reach (giving you a reach of 1 instead of 0). Only squirrels may use Squirrel Spears. While wielding your Squirrel Spear you lose your Climb Speed.

Underfoot: You may choose to gain Combat Advantage until the beginning of your next turn against a creature with whom you share a space, but if you do, that creature also gains Combat Advantage against you.

PARAGON FEATS

Ceiling Scamper: Gain Spider climb equal to your Climb Speed.

Contagious Cuteness: If the target of your Super Cute power chooses to deal minimum damage, this effect applies to all your allies targeted by the attack within 3 squares of you, rather than just allies adjacent to you.

Honed Fury: Gain a +1 racial bonus to attack rolls with your Squirrel Fury.

Paragon Lancer: *Prerequisite:* Squirrel Lancer. Your Squirrel Spear increases from a d4 to a d6.

Precise Lancer: *Prerequisite:* Squirrel Lancer. Your Melee Basic Attacks with your Squirrel Spear may target Reflex instead of AC.

Super Scamper: You may move half your speed as a Minor action, but if you do, you grant Combat Advantage until the start of your next turn.

EPIC FEATS

Epic Fury: Your Squirrel Fury gains the Brutal 1 property and increases from a d4 to a d6 damage die.

Epic Lancer: *Prerequisite:* Squirrel Lancer and Paragon Lancer. You no longer lose your Climb Speed while wielding your Squirrel Spear and it gains the Brutal 1 property.