

Pez “Pezza-Paz” Thurrofoot

Kender Mariner (Fighter 4/thief 8)

Secondary Skills (Sailing, Acrobat, The Power of “Recknin” *limited herb and alchemy skills due to being around Astrid*) Pez can ride, fly, or climb just about Anything. The Kender base jumps off canyons with a parachute...

Age:54 (80?) By his recknin he was born 50 summers ago round bout the uttermost inlet of Taladas Spine bout two league south of Mithas Quay on a jigger hop; that's what Me granpappa told me cause me parents was on skiff run through an atoll & me Ma birthed me during a thunderstorm and they's a rainbow appeared right after; and then they boat got sunk and we washed up on a beach and I lived in Balifor Bay and bounced round Flotsam til I was old nuff to skiff it out on me own an trail the waters. But I've spent more time on land than any of me bah. (Pez often punctuates his speech with the phrase Me Bah! Which is actually spelled and pronounced 'Mebaah' it means kin, family, or friend, Seafaring Kender in both Balifor and Ergoth speak a pidgin speak of common, ergothian, and elvish along with some dwarvish phrases that can only be described in real world terms akin to 'cockney rhyming slang'...)

Current Residence; Balifor Common but always travels with Astrid Damaris as her defacto Bodyguard and Kender man at arms; in the employ of Empress of the North; Lady Damaris Trapspringer her mother appointed Pez as Astrid's bodyguard.

Hair: None; usually as he likes to shorn his head cept on top; but tis dark curly as a fine wool. Each journey he takes he grows a ruff or lock of hair into a braid; each trip as he stops he braids it and gives it to one of his wives or scagglins (kids) to hold. (They also mark the braids with beads and color to denote a birth, a death; or even a life event. Over a lifetime of trips his family collects these 'locks' or 'braids' on his rounds among the Islands as these tell a story of his travels. Multi generations of Island Kender make these fetishes and talismans to carry with them and they hold important meaning for most.

Skin: light coffee; Pez is in exceptional shape for an older aged Kender his 'work wrinkles' and calluses of years workin the ships masts have hardened his hands and feet to the consistency of leather. His complexion is sun hardened; but despite this 'the top of his head often shines like a moonbeam on a moonlit night atop the mast'- Maquesta Kar-Thon once remarked 'We can tell all weather is good when you peer out portside and hear whistling from high above in the crows nest; the sounds of O'l Pezza keeping watch...'

STR:17* note due to racial limit being 16 for kender normally; the exception being Pez is literally the strongest Kender in all of Ansalon! His height and size of his arms often have him mistaken for a Dwarf.

DEX:15 'I'm as quick as Tas; but mah fat arse needs a few feet to compensate cause I weigh more than Astrid or Me Bah Tas; you sets em both on a scale weigh and sees if I don't win cause I can carry em both on me shoulders and not tire a bit..

INT:8 but Pez don't read no maps or charts when you gots the wind and stars and sun Me Bah! I uses the Power of Recknin*-(DM's % chance to be correct on any given path provided special conditions are met regardless of prior mishaps)

CHA:13 "I finds meself in the employ of Lady Damaris so I sleep out on the front patio roof of the mansion with all me comforts, including me Stargazer.. (a massive 50 foot Telescope). I goes down to the tavern now and then when steel is good; (Pez is known in a wide array of bars and squats in Flotsam, Balifor, and Sancrist Isle as an expert Kender "arm wrassler". Pez is good natured and jovial but his weakness lies in betting and trying to beat every single challenge hes offered

Pez had the honor of being passed out drunk in the street in Flotsam when Caramon and Tanis had their mock fight; (back then he'd been persuaded by unknown to him The Blue Lady in disguise to 'follow' Tanis on suspicion he was a spy. Pez did indeed lead Kitiara to Tanis; albeit being passed out and missed all of the commotion and woke up tied to the back of a red dragon as a Prisoner being taken to Neraka!

“That fartgobble Dragonrider thought he had Pezza tied down to his Dragon's smelly hide; I gots loose and I goes WHOP! Upside that human's head! Down he goes screamin and peein his pants; and his Dragon literally EAT HIM trying to get at ME on the back a' stabbin at it hind quarter with me dag. I says “Ohhh, Pezza me bah! It's a ride to the ground all the way down son!” So I's grab holds of a haunch and ties myself to his tail and that big red stinky bastard he goes spinning in a dive to get me loose and he can't and he flipped and flung me this way and that way; and then I says nuff of this silly ruckit! I goes WHOMP right when he flip me toward his maw to catch me; I smack him right on his head with the Dragonrider's mace! I forgot I was tied to the Dragon... (Pez grins sheepishly and rolls his eyes while absently chewing his 'Gold Bit” After Pez lost his teeth the Gnomes made him some carved wooden ones and later Astrid Damaris made a 'partial' of his teeth out of Gold coated with a special heavy Beeswax and laquer effectively becoming a Kender pioneer in dentistry throughout Ansalon! Phineas Curick* -the Kendermore physican aka 'Doctor Ears & Teeth' would be proud!) “Pezza needs me tooth to chew innit? Astrid hands me this big o'l gummy piece of Beeswax and says 'Pez, bite down on this but don't eat it!” I says, “Why; and sure enough they poured some gold into a mold; and then they took a string and they measured my mouth a this way and that; and then Astrid seasons it with some beeswax and it works alright; see eh?' Pez holds up his gold bit. “Them Gnomes at mount Nevermind made me tooth shine like the scales of Pyrite herself..”

(Dm note: He's also banned from Lord Gunthar's Yuletide tournaments because he broke the thumbs of an overconfidant Knight in a drunken wager about size and the knight laughably insisted they 'thumb wrestle' not knowing the articulation of a Kender's thumbs, forefingers, and hands in general are somewhat NOT in proportion to a humans; and HE lost when Pez broke one of his thumbs 'accidentally')

CON:18 Pez can eat and drink his weight in KenderPak and Balifor Ale! He's mighty partial to boiled shark or crab meat steamed in beer. When he's inland he likes a duck or waterfowl. “Hylo Kenderpak is great but gimme a duck fer me stews and some ramps and Pezza got a meal!”

WIS:8 “Tas always gots his head stuck in them maps n things; Pezza got no time for dat, me Bah! I use me power of recknin and anything else I cant get out of you see me lil arse just a wigglin away; I gots brains to stay alive.

ISLAND KENDER

Pez Thurrofoot is known as an Island Kender; one of the many tribes of Kender that roam the coastal byways of the spine of Taladas; make port around the coasts of Northern Ergoth; and the eastern coasts of Ansalon in Flotsam and Balifor; and as far south as Icewall. These Kender have lived among the atolls and the Sea for most of their lives; rarely settling on land let alone having time to build a structure; they live on skiffs and canoes and barges. The Taladan & some North Ergothian Kender are of darker skin than Ansalonian Kender; they are stockier; a little taller; and they often get mistaken for dwarves due to their increased size. Island Kender are master mariners enabling a +3 bonus to any check involving sailing. Pez can climb a crows nest in a typhoon and climb back down intact.

Pez culture functions a little differently than Ansalonian Kender; as they are nomadic but they aren't solitary. Families travel often together multi generational living in one space or vessel; Family plays a HUGE role in their lives. Pez has Three Wives; 2 scagglins (kids) apiece. The wives in turn each own a piece of the overall property or Nest; to do as they wish as they in turn may have wives or husbands attached to another community. This “Nest” is where most Island Kender go to bury their Treasure, stash their loot; or hole up until better weather prevails. The atolls range from massive port town communities to small caveside inlets where Pirates and smugglers dwell. All Island Kender are master swimmers; and can receive a +1 dex bonus when fighting in or around water.

Pez culture is a superstitious lot; even more so than their Ansalonian cousins or even the Slightly Religious Highborn (Hylo) Kender. Their Religion often comes at odds with the mainland dictums issued by Emperor Mercator (Northern Ergoth's 'proxy ruler' as most deities outside the pantheon alignment of Paladine or Reorx are not acknowledged by the Solamnic

proxy much less the Native Darker skinned Ergothians whose ancient Religions were forgotten after centuries under Ergothian rule. Island Kender hold the same view as the native Northern Ergothians or Hylo Kender about outside human influence; they care very little, but tolerate it.

Ergothian Kender are an almost peculiar phenomenon unto themselves as opposed to nomadic Goodlund Kender; their accents as well as general outlook are different & it shows in diverse contrast especially between Astrid & Pez. Astrid was raised primarily in the protected confines of The University established by the Sancrist Embassy shortly after the War of The Lance; the Hylo Kender had barely seen or heard of a Dragonarmies except rumors and The Cataclysm had isolated their ancestors from the main continent; when Pez arrived in Northern Ergoth to help settle Balifor Common, Astrid was a baby and even HE felt out of place among Kender who practiced a religion so very different from his own. While The Hylo Kender had been altered irrevocably by the Cataclysm; many of them becoming Religious in the aftermath; The War of The Lance or The Dragonarmies had barely touched Northern Ergoth and with the exception of Sancrist avoided much of post war Ansalon's woes entirely.

The North Ergothian Kender still speak in an accent & dialect of the old Solamnic tongue. The Chantries founded pre Cataclysm and then endorsed by Emperor Mercator were responsible for teaching much what were assumed by the Emperor illiterate 'barbarians' (To remind you the Hylo Kender ancestors came from a flying citadel that eventually crashed in the mountains of Northern Ergoth; the settlement of Hylo was established; however when the cataclysm hit it separated Ergoth into Three separate land masses Northern, Southern, & Sancrist) Pez and Astrid both punctuate their speech with phrases that are uncommon simply to the fact Common itself is not THEIR first language. "In this, I tell you Ting's." Much like a non English speaker trying the nuances of the language for the first time these Kender say things that will either confuse, infuriate, or amuse one simply because of their way with language in front of common speaking humans. Pez will often punctuate a sentence with 'Me Bah', or 'Me Mae' colloquially meaning, brother, sister, or friend.

The indigenous peoples of the Ergothian Isles are relatively dark or olive skinned; brown or almond shaped brown eyes- in contrast to the Sandy Blonde or Fair Hair and Blue or Green eyes that Hylo Kender typically exhibit whereas Goodlund Kender are often identified by the Topknot and slightly Darker hues to their hair; attributed possibly to a genetic diversification element not seen in Ergothian Kender; over the centuries Ergothian and Goodlund Kenders have extremely intricate familial structures often set up so inbreeding doesn't occur. A child from one community will often be set in an arranged marriage sometimes before the Kender are even born; despite this; Most Kender seem to have little bother with the custom as they will congress with the opposite sex if they feel like it; but to them its not the be all end all as they have children and sometimes move on; Kender are somewhat lax on child rearing; they don't make poor parents but more often than not it's always a person besides the biological parents the Kender gravitates toward; the nomadic nature of most Kender endears them as a stranger to nobody; they make friends where they are. Kenders barely spend any time inside the home past 5; at age 6 Kender law says you can legally carry a hoopak as soon as you're taller than the Hoopak!

Kender; unlike humans don't seem to be particular to the concept of sex other than their attitude towards it often like their wanderlust 'know their time' with another Kender and so they settle down to 'Root' and concieve children and so forth. Kender are somewhat Asexual in their views; especially around non Kender. Sexual Promiscuity just isn't in a Kender's makeup as one would falsely assume with humans; they have no concept of carnal lust and the mere act of sexual intercourse is the same as if they saw two dogs in the street- interesting but certainly not as interesting as the human who tried to throw water on them and slipped and fell because it was snowing; 'its just rude to interrupt someone what if a dog came in a took a deuce on your bed and then walked off? Kenders think the same thing; leave things alone, I mean you can look maybe but it's probably not all that interesting; maybe it is, maybe it isnt, go ahead and look but I warn you, it might be gross..."

Kenders have no concept of sexual activity as would be attributed to humans. A human attempting any sort of inappropriate behavior around Kender would most likely get their throat cut; Kender are NOT stupid and are aware of

human behaviors as such it's not unheard of a human with less than honorable intentions toward a Kendermaid be tied up and left for the Owlbears or Goatsucker (Bird) by that same group of Kender they tried to lure* away for such a purpose. There are nasty vicious people who prey on Kender as they assume their 'size' makes them children and easy to mess with; however the predators often are unaware sometimes Kender are the best type of people to handle a 'problem' when one of these monsters appear. Tales of a child killing cannibal Human in Flotsam being apprehended by a brave Kender who tricked them into their own demise circulate to this day. Kender do not tolerate the sexual exploitation of anyone if the Kender is aware a person is in distress; they will feasibly try to help that person. Making someone do anything against their will goes against a Kender's very nature, unless of course they're hurting someone then its ok to Make Them stop and hope you can before they do something really bad or the other person gets mad and does something back to them! Sex and Violence for a Kender is viewed in the same light. Most Kenders are well mannered and extremely conservative and chaste given the setting and any indication of sex or violence usually means someone getting hurt and they don't like that. Kenders are emotional enough to see even a single person in distress will make them weep and adverse behavior would tend to alarm them to the point they would be uncomfortable around anyone you wouldn't want a child around; and if they make a Kender uncomfortable you know that person is trouble.

While it's not unheard of for Kender to be amorous around each other in the privacy of their own abodes if there really is such a thing; it's NOT something a human would witness or even be allowed to partake in! Any Kender of conceivable breeding age in relative to ANY Human adult; the adult would be considered a mere 'child' to them. The 20 year old Kendermaid is actually closer to 40 in human years; and she thinks your big ugly arse stinks and has buck teeth and a little knob... “A Human man has not known the insulting sting until any Kender catches him naked and makes a remark about his manhood being 'small'. Actually its the first thing Kenders WILL say to an enemy! Count on it.

Kenders, especially Tasslehoff would NEVER discuss anything of themselves in that context; it should be attributed that more than once Tas has

been run out of the tents of numerous male and female companions during moments of 'privacy' simply because he himself does not understand or have any concept past of what he's seeing other than it looks weird. Tasslehoff understands the concept of sex most likely; but his outlook is most certainly asexual. Tas has the particular of being a Kender raised primarily around Humans all his life; very little interaction per se females outside the Kender communities. Kender on Wanderlust are often too distracted to even stop for a second and procreate like a human would do; 'you couldn't get a Kender to sit still and shut up long enough to root with one' laughs a Balifor Harlot. 'He's too busy counting the coins of mah lady's purse to notice...'

Kenders understand what sex is; but for most Kender it's not the absolute most important thing on their agenda; it's like blowing your nose; farting; and taking a squat- all necessary functions of an organic being but not that important unless 'something neat happens along with it.'

Two Kenders might have a contest to see who could pee farther; fart louder or as many times in succession; they might hop on the back of an owlbear naked as a dare; but none of this is remotely sexual in the Kender's mind past the libertine of the act itself.

All races on Krynn are known to make references or connotations towards their genitals (cept maybe Elves) to challenge an opponent say on the field of battle. Many a Kender & Dwarven legion in ages past have bared their buttocks and genitals to the enemies to mock the enemy as well as each other. Kenders, Humans, & Dwarves on Krynn of this time period however; are somewhat chaste in their regards to sex; sex as a carnal activity outside of marriage is considered to be a temptation on which Takhisis and the forces of evil corrupt Men & Women alike.

The Channies and Religious sects of the DragonLance 'medieval fantasy' world would actively discourage sexual promiscuity among the races and see it as an ultimate corruption; it exists; but like any world it should not be the dominant force in mandating PC behavior beyond the simple courtesy of other people at the gaming table not needing to know it -"We know its implied we just won't talk about it as a courtesy to others." DragonLance has

and will always be to some extent a PG-13 setting; we know the sex exists!; but its what we don't see and what is implied that we hold so dear to our sentiments; and we are allowed to interpret that as individuals how far that goes but we keep it to our minds eye as a courtesy to those who don't want to read about graphic depictions of sexual activity. Fair enough, right?
DragonLance has never been; Game Of Thrones.

The KENDERS TOPKNOT.

As stated before a person can sometimes identify a Goodlund or Hylo Kender primarily by their HAIR if not their dress. Hylo Kender often (not all) have fair skin and light eyes; their ancestors got to Ergoth on a flying citadel that crashed in the mountains. Hylo Kender would often short crop or cut the child's hair mostly due to the dictums of the chantry; and also to stop siblings from getting it caught or setting it on fire as Kender hair grows extremely fast. Young Tas growing up in Northern Ergoth was recognized for his long hair and Topknot while on his Dad's shoulders at a fair; a drunken barbarian and his wench bellowed at them "Tasslehoff!" loosely translated in Ergothian means; Fringe hair; Horses Ass etc. The name stuck. 'Kalin was the first name of the Human who raised Tasslehoff Burrfoot.' The Burrfoot came from when his Dad stepped on a Burr barefoot in the dark; while on a training mission; giving the whole platoon away. He became friends with an older Kendermaid scout who would later be Tasslehoff's mother. Kalin later found baby Tas at the orphanage and looked after him while his mother was off searching for Tasslehoff's 'Kender' father. Tasslehoff popularized the Kender hairstyle by growing a topknot; he wasn't compelled by the church to cut his hair because he was raised by a human. (The topknot DID become a fashionable hairstyle for ALL Kenders after the War of the Lance but was more attributable to Goodlund Kender as they tended to have the right color and texture for it; 'Gingers', Albinos, & Platinum haired Kender exist all with the skin and complexions and complexities that go with it. A popular well known Kender known as Frizzhair Bedaire exists who sports a gargantuan 'what can be described as a GINGER AFRO with several topknots'. Kender hair is ONLY attributed to the top of their heads; most Kender's have no hair anywhere else on their bodies as most are very fond of pointing out to humans who have hair on their butts which is a common Kender insult

toward a human “Humans grow hair on their butts! Oh is that your face?!”

It is claimed that certain breeds or families of Kender can be identified by certain genetic peculiarities; just like humans in certain concentrated areas you can see evidence of a 'breed' with certain facial characteristics being recognizable among generations of Kender lucky enough to have contained families. This once again is more attributable to Island & Hylo Kender being more centralized in family yet more isolated than their mainland Ansalonian cousins.

Among Kender (anthropologists would attribute this to being indeed the same thing that happens among humans or breeds of any race; less outside contact means less diversity. It's one of the reasons Hylo Kender find arranged marriages to be essential so you don't accidentally marry your cousin! Astrid's mother Damaris was once betrothed to Tasslehoff out of a 'political alliance' arranged by ruling councils of Kenderhome and Kendermore under the auspices to populate Ergoth with a 'new colony'. The crashing of the Spelljamming ship on the plains outside Gwynned became the site of Balifor Common and -“Trapspringer Manor, Mansion, Keep... well we haven't decided yet but the family agrees we wanna give it a Pirate theme; with all the ship stuff still laying around for 20 miles...” Uncle Trapspringer insists. “Yeah, I know Balifor is nowhere near us... But Balifor Common just has a ring to it..”