

RISI



Proud humanoids born of the blood of ancient primordial giants to lead the smaller races.

RACIAL TRAITS

Average Height: 8' 6" - 9' 0"

Average Weight: 525 - 575 lb.

Ability Scores: +2 Strength, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Giant, By Background

Skill Bonuses: +2 Endurance, +2 Insight

Elemental Resistance: At character creation, choose Cold, Fire, Lightning, Necrotic, or Thunder. This represents your primal heritage and you gain resist 5 + one-half your level to that type of energy. This choice remains throughout your character's life.

Giant's Brawn: Your multipliers for Carrying, Lifting and Dragging are 1.25 the normal amount (page 222), thus x12.5, x25, and x62.5 respectively.

Mighty Build: You can wield weapons one size category larger than you.

Unmovable Mass: When an effect forces you to move — through a pull, a push, or a slide — you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

Risar, also commonly referred to as half-giants, are descended distantly from true giants and heirs of that primordial giant-kin bloodline. Risar were originally a magically created hybrid race, bred by the giants as a servitor race meant to steward and lead the smaller races for their giant masters. After millennium in service to the giants, many risar joined forces with the dwarves to win their freedom. Risar now wander the world as mercenaries, soldiers and adventurers, seeking to fight with the other races to stave off the darkness.

Play a risi if you want...

- ◆ To be a large, strong and tough.
- ◆ To lead others to the fight.
- ◆ To be a member of a race that favors the paladin, ranger, and warlord classes.

PHYSICAL QUALITIES

There are several obvious physical characteristics that set risar apart from other humanoids, the first and most obvious being their size. Risar average roughly nine feet in height and are strongly and stocky built, weighing in at almost 600 pounds. The next most obvious features that set them apart from other humanoids are their eyes, which appear as softly glowing pools of primordial energy tied to their primordial heritage, often shades of blue, green and red. They have no iris or pupil, simply a solid glowing sclera. They also tend to have pointed ears, ranging from slight to almost as extreme as an elf's.

Risar are also born with what they refer to as byrdkunst or birth art. Many take these for tattoos, but in fact they are symbols that begin as simple birthmarks that evolve and change as the riser ages, reaching an identifiable pattern or even picture by the time they reach adulthood. These byrdkunst can be as simple as barbaric-appearing striping to complex knotwork or stylized depictions of beasts. Byrdkunst are assumed to be magical in origin, another aspect of the risar's primordial past.

Risar have skin tones that range from earthy grays, browns and sandstone red to charcoal gray, deep maroon or even light shades of blue and green. Their hair colors range from human shades of blondes, browns, black and auburn, to bright flame red, silver-white, and deep greens and blues. Male risar are capable of growing facial hair. Risar range in their styles of hair and facial hair as much as humans do.

Although they reach physical maturity at roughly the same age as humans, a risi ages more slowly and remains vigorous to an average age of 100 years, often living to see 150.

PLAYING A RISI

Free risar have no true lands of their own living in scattered semi-nomadic groups they call clans, which give them a sense of identity and shared descent. Each clan identifies with a geographic region controlled by that clan, and each risar is deathly loyal to their clan. However, clan gatherings form a regular part of the risar social scene. The risar believe in the importance of clan and family and are highly structured in their society, respecting their elders and honoring their long-dead clansmen and ancestral heroes.

They thrive on ceremony and courtesy, often being warm hearted and genuinely friendly unless give a reason not to be. This need for ceremony and courtesy extends into the rest of the risi's life. Even when facing an enemy, a risi will be courteous. There is never a reason for a risi to be non-courteous. For millennium they were caretakers, stewards and guardians and this still shows. They want to see the land and its people survive, and only want what is best for everyone. This combined with the fact that a risi will do whatever is necessary for the group and is often more willing to help

someone by placing themselves in danger, makes them ideal leaders.

Risar also thrive for personal excellence and often push themselves to extremes before giving up on something. They dislike failure and are wise enough to know that time and practice bring perfection and many dedicate their lives to mastering some skill. Many risar seek adventure for the chance to prove their worth both to themselves and to their clan. Each risi also strives for a place in the clan's great registry of heroes, for their name to live on in stories and song that will be told in their clan for centuries to come.

Risi Characteristics: Ambitious, brave, confident, courteous, loyal, proud, reliable, strong, territorial, tough, wise.

Male Names: Askel, Bjorg, Canute, Delling, Esbern, Geir, Halvard, Kerr, Lunt, Oddvar, Ranulf, Somerled, Tarn, Yngvar

Female Names: Astrid, Bodil, Cenda, Dagna, Eir, Gudrun, Haldana, Kelda, Linnea, Osella, Runa, Sigrun, Thora, Valda

RISI ADVENTURERS

Three sample risi adventurers are described below.

Kerr is a risi warlord, the son of clan chieftain, destined to someday rule his clan. In the meantime he seeks a name for himself since being the chieftain's son alone is not enough to lead his clan of risar, as they admire only strength and accomplishment. He must make a name for himself and so he leads a band of adventurers in the search of fame, glory and riches.

Thora is a risi paladin committed to the ideals of freedom, kindness, strength and protection against the darkness, and especially the oppression of the giants over the smaller races. She revels in battle, testing her strength and resolve at every opportunity to strike down a foe to the light. She is fiercely loyal to her clan and friends, and would gladly lay her life down for both.

Ranulf is a risi ranger from a long line of ranges devoted to defending the clan's territory from incursion by other clans, giants, and the wild beasts that roam the land. To better protect his people, he must go out into the world and learn its dangers, improve his skills and once he has perfected these skills, he can return home a living legend and protect his clan from any threat.

RISI FEATS

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Improved Giant's Brawn	Str 19, Con 15, Risi	Carrying, Lifting and Dragging modifiers become x1.5
Lesser Byrdkunst	Risi	Your byrdkunst grants you some magical benefits
Low Center of Gravity	Dex 13, Risi	+5 bonus to saves to resist being knocked prone
Mighty Charge	Str 15, Risi	+3 damage, +3 to bull rush on a charge
Powerful Slam	Str 15, Risi, Proficient with two-handed weapon	On a critical with 2H weapon, push target 1 square
Risi Toughness	Con 15, Risi	Gain 5 additional hit points per tier
Risi Weapon Proficiency	Str 15, Risi	Proficiency with Greataxe and Maul

PARAGON TIER FEATS

Name	Prerequisites	Benefit
Giant's Throw	Str 21, Dex 15, Risi	Hurl boulders like a giant
Greater Byrdkunst	Risi, Lesser Byrdkunst, 16 th level	Your byrdkunst grants you further magical benefits
Improved Resistance	Con 17, Risi	Racial energy resistance increases by +3
Improved Unmovable Mass	Str 19, Dex 15, Risi	Resist up to 2 squares of forced movement
Mountain Among Men	Con 15, Dex 15, Risi, Large	+1 to AC when adjacent to at least two smaller enemies
Risi Perfectionist	Risi, Skill Training in chosen skill, skill focus in chosen skill	+2 to checks with chosen skill

HEROIC TIER FEATS

These feats are available to any risi character who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

IMPROVED GIANT'S BRAWN [RISI]

Prerequisites: Str 19, Con 15, Risi

BENEFIT: YOUR MULTIPLIERS FOR CARRYING, LIFTING AND DRAGGING BECOME 1.5 THE NORMAL AMOUNT (PAGE 222), THUS X1.5, X3.0, AND X7.5 RESPECTIVELY.

LESSER BYRDKUNST [RISI]

Prerequisites: Risi

Benefit: You gain a byrdkunst manifestation that relates directly to your chosen primal heritage. That manifestation is part of your nature. Each manifestation offers a particular bonus to defense and the *Primordial Backlash* encounter power. Your byrdkunst reflects your primal heritage in some manner.

Firekunst (fire): You gain a +1 bonus to your Reflex defense and the *Primordial Backlash* power deals fire damage.

Frostkunst (cold): You gain a +1 bonus to your Fortitude defense and the *Primordial Backlash* power deals cold damage.

Shadowkunst (necrotic): You gain a +1 bonus to your Will defense and the *Primordial Backlash* power deals necrotic damage.

Shockkunst (lightning): You gain a +1 bonus to your Reflex defense and the *Primordial Backlash* power deals lightning damage.

Thunderkunst (thunder): You gain a +1 bonus to your Fortitude defense and the *Primordial Backlash* power deals thunder damage.

Primordial Backlash

Risi Racial Feat Power

Your byrdkunst grants you a primordial retributive defense.

Encounter ♦ Fire, Cold, Lightning, Necrotic or Thunder

Immediate Reaction Melee 1

Trigger: An enemy hits you with a melee attack

Target: The triggering enemy

Attack: Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude
Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: 1d6+ Strength, Constitution or Dexterity modifier damage of a type determined by your heredity.
Increase to 2d6 + Strength, Constitution, or Dexterity at 11th level, and to 3d6 + Strength, Constitution, or Dexterity at 21st level.

Special: When you choose this feat, choose Strength, Constitution or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This

choice remains throughout your character's life and does not change the power's other effects.

LOW CENTER OF GRAVITY [Risi]

Prerequisites: Dex 13, Risi

Benefit: You gain a +5 bonus saving throws made to resist being knocked prone.

MIGHTY CHARGE [Risi]

Prerequisites: Str 15, Risi

Benefit: When you charge, you gain a +1 bonus to charge attacks and an additional +1 bonus to bull rush attempts.

POWERFUL SLAM [Risi]

Prerequisites: Str 15, Risi, Proficient with a two-handed weapon

Benefit: If you hit a foe with a critical hit while wielding a two-handed weapon, you push the target 1 square after dealing damage.

RISI TOUGHNESS [Risi]

Prerequisites: Con 15, Risi

Benefit: When you take this feat, you gain additional hit points. You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st level).

Special: This feat stacks with the Toughness feat.

RISI WEAPON PROFICIENCY [Risi]

Prerequisites: Str 15, Risi

Benefit: You gain proficiency with the Greataxe and Maul.

PARAGON TIER FEATS

These feats are available to any risi character of 11th level or higher who meets the prerequisites.

GIANT'S THROW [Risi]

Prerequisites: Str 21, Dex 15, Risi

Benefit: You gain weapon proficiency with hurled boulders. Thrown boulders are a two-handed ranged weapon with range 10/20, deal 2d8 + strength modifier damage, and grant a proficiency bonus of +2 and count as a heavy thrown weapon.

Special: If you grab an opponent of medium size or smaller, you can hurl them as an improvised missile (ranges 10 Small and 5 Large, respectively). Hurled creatures damage those they strike: Medium 1d8 + your Strength bonus, Small 1d6 + your Strength bonus.

GREATER BYRDKUNST [Risi]

Prerequisites: Risi, Lesser Byrdkunst, 16th level

Benefit: You gain a greater byrdkunst racial utility power dependent upon your heritage that replaces one of your utility powers. The power it replaces must be of 16th level or higher.

In addition, when you use your second wind, you can choose to gain a +1 bonus to attack rolls until the end of your next turn or gain a +2 bonus to all saving throws until the end of your current turn, in addition to the defense bonus typically granted for a second wind.

Firekunst (fire): You gain the *Flame of Purification* racial utility power.

Flame of Purification

Risi Racial Feat Power

You can focus your inner flame to purify and heal yourself.

Daily ♦ Fire, Healing

Minor Action

Personal

Effect: You spend a healing surge, regain additional hit points equal to 2d6 + your Constitution modifier, and make a saving throw against one effect that a save can end.

Frostkunst (cold): You gain the *Icy Shield* racial utility power.

Icy Shield

Risi Racial Feat Power

You form a thin but slick defensive shell of ice that makes it harder for enemies to hit you.

Daily ♦ Cold

Immediate Interrupt

Personal

Trigger: A ranged or melee attack hits you

Effect: The attacker must reroll the attack roll.

Shadowkunst (necrotic): You gain the *Regenerative Flesh* racial utility power.

Regenerative Flesh

Risi Racial Feat Power

You regenerate from minor wounds so quickly they are not noticed.

Daily ♦ Necrotic

Standard Action

Personal

Effect: You gain resist 10 to all damage until the end of the encounter or for 5 minutes.

Shockkunst (lightning): You gain the *Lightning Intercession* racial utility power.

Lightning Intercession

Risi Racial Feat Power

You teleport in a flash of lightning to the side of an ally.

Daily ♦ Lightning, Teleportation

Immediate Interrupt

Personal

Trigger: An ally within 5 squares of you is hit by an attack

Effect: You teleport adjacent to the ally and are hit by the attack instead.

Thunderkunst (thunder): You gain the *Thunderous Interception* racial utility power.

Thunderous Interception

Risi Racial Feat Power

With the thunderous power in your blood, you can block an attack and use its force to move out of its way.

Daily ♦ Thunder

Immediate Interrupt

Personal

Trigger: An enemy hits you with a melee attack

Effect: Shift 1 square away from the enemy.

IMPROVED RESISTANCE [Risi]

Prerequisites: Con 17, Risi

Benefit: Your racial elemental resistance increases by +3 (to 8 + one-half your level).

IMPROVED UNMOVABLE MASS [Risi]

Prerequisites: Str 19, Dex 15, Risi

Benefit: Your unmovable mass racial trait improves to prevent up to 2 squares of forced movement.

MOUNTAIN AMONG MEN [Risi]

Prerequisites: Con 15, Dex 15, Risi, Large size

Benefit: You gain a +1 bonus to AC when you are adjacent to at least two enemies smaller than you.

RISI PERFECTIONIST [Risi]

Prerequisites: Risi, Training in chosen skill, Skill Focus in chosen skill

Benefit: Choose a skill in which you have skill focus. You have a +2 feat bonus to checks with that skill.

PARAGON PATHS

Although not restricted from other paragon paths, risi can choose paths unique to their kind.

PRIMAL CHAMPION

"Life is defined by simply accepting our heredity and embracing it."



Prerequisites: Risi, at least two Risi feats, Performed the Ritual of Awakening

You have tapped into your primal heredity and undertaken the *ritual of awakening*, transforming yourself by attuning yourself to the primal force of your giantish heritage. Not only do you transform physically, but you also tap into the primal energies inherent in your lineage, tapping into the greatness of the titans and allowing you to empower your actions and tap into primal natural forces.

PRIMAL CHAMPION PATH FEATURES

True Giant (11th level): You are now considered a large creature. You also gain the following:

- You now take up a space 2 squares by 2 squares.
- You gain a reach of 2.
- You gain +1 speed.

Primal Action (11th level): When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn. Any such attack is considered to have the energy type of your heritage as a keyword (Cold, Fire, Lightning, Necrotic, or Thunder), making all damage from that attack of that energy type.

Champion's Strike (16th level): As long as you are armed with a melee weapon and are capable of making an opportunity attack, two adjacent enemies (your choice) take energy damage equal to your Dexterity modifier at the end of your turn. The energy type is the energy of your heritage (cold, fire or lightning).

PRIMAL CHAMPION POWERS

Titanic Retort

Primal Champion Attack 11

You summon forth a bursting shockwave of primal energy that knocks nearby enemies off their feet.

Encounter ♦ Cold, Fire, Lightning, Necrotic or Thunder

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. Fortitude

Hit: 3d8+ Strength modifier damage of your chosen hereditary energy, and the target is pushed 3 squares.

Titanic Presence

Primal Champion Utility 12

Your features blur and take on a more primal, almost titanic cast.

Daily ♦ Fear

Minor Action Personal

Trigger: You become immobilized, restrained, or slowed

Effect: Enemies gain a -2 penalty to attack rolls against you until the end of the encounter or until you are bloodied.

Titanic Blasting Strike

Primal Champion Attack 20

You smash a foe, releasing your primal energy into the attack, laying waste to those enemies around you as well.

Daily ♦ Weapon and Cold, Fire, Lightning, Necrotic or Thunder

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage plus 2[W] damage of your chosen hereditary energy, and ongoing 10 damage of your chosen hereditary energy type (save ends).

Miss: 2[W] damage of your chosen hereditary energy, and no ongoing damage.

Effect: All enemies within 2 squares of the target take ongoing 5 damage of your chosen hereditary energy type (save ends).

PRIMAL HERITOR

"We are giant-kin, why should we not embrace that gift?"



Prerequisites: Risi, Skill Focus, at least one Risi feat, Performed the Ritual of Awakening

You have tapped into your primal heredity and undertaken the *ritual of awakening*, transforming yourself by attuning yourself to the primal force of your giantish heritage. Not only do you transform physically, but you learn to take the greatest advantage of your new physical form and the inherent primal energy of your ancestry.

PRIMAL HERITOR PATH FEATURES

True Giant (11th level): You are now considered a large creature. You also gain the following:

- You now take up a space 2 squares by 2 squares.
- You gain a reach of 2.
- You gain +1 speed.

Practice Makes Perfect (11th level): You can spend an action point to reroll one attack roll, damage roll, skill check, or ability check, instead of taking an extra action.

Primal Recharge (16th level): Once per encounter, when you score a critical hit with a two-handed weapon, you regain the use of an encounter power you've already used in the encounter.

PRIMAL HERITOR PATH FEATURES

Sweeping Strike

Primal Heritor Attack 11

Your great reach and strength allow you to making arching sweeps in your melee attacks.

Encounter ♦ Weapon

Standard Action Close burst 2

Requirement: You must be wielding a melee weapon.

Target: Each enemy in burst you can see

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage, and the target is pushed 3 square.

Giant's Dash

Primal Heritor Utility 12

You charge with all your giant strength to cover distance across the battlefield.

Encounter

Minor Action

Personal

Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemy spaces of any creature of your size or smaller, and you gain a +2 power bonus to AC against opportunity attacks. You must end your move in an unoccupied space. You gain these benefits when you charge.

Fearsome Onslaught

Primal Heritor Attack 20

The sheer strength and viciousness of your presence on the field of battle can demoralize the foe.

Daily ♦ Fear, Weapon

Standard Action

Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. If the target was bloodied before the attack it takes +2[W] damage.

Miss: Half damage.

Effect: If you reduce the target to 0 hit points or fewer, you can make a secondary attack.

Secondary Target: Each enemy within 5 squares of you

Secondary Attack: Strength vs. Will

Hit: The target moves its speed away from you.

Miss: The target takes a -2 penalty to attack rolls until the end of your next turn.

RITUALS

RITUAL OF AWAKENING

You cleanse yourself in earth, fire, water and air then enter a meditative trance to commune with the primal energies, tapping into your inner self and freeing the primal energy therein.

Level: 10

Category: Creation

Time: 24 hours

Duration: Permanent

Component Cost: 400gp

Market Price: 1,000gp

Key Skill: Nature or Religion (no check)

By communing with your inner self as well as the primal powers of the world around you as well as those within you, you learn the true nature of your giantish heritage. This ritual grants you the power to evolve into either a Primal Champion or Primal Heritor, a decision you make during the duration of this ritual.



ECOLOGY

Free risar have no true lands of their own living in scattered semi-nomadic groups they call clans, which give them a sense of identity and shared descent. Each clan identifies with a geographic region controlled by that clan, and each risar is deathly loyal to their clan. However, clan gatherings form a regular part of the risar social scene. The risar believe in the importance of clan and family and are highly structured in their society, respecting their elders and honoring their long-dead clansmen and ancestral heroes.

They thrive on ceremony and courtesy, often being warm hearted and genuinely friendly unless give a reason not to be. This need for ceremony and courtesy extends into the rest of the risi's life. Even when facing an enemy, a risi will be courteous. There is never a reason for a risi to be non-courteous. For millennium they were caretakers, stewards and guardians and this still shows. They want to see the land and its people survive, and only want what is best for everyone. This combined with the fact that a risi will do whatever is necessary for the group and is often more willing to help someone by placing themselves in danger, makes them ideal leaders.

Risar also thrive for personal excellence and often push themselves to extremes before giving up on something. They dislike failure and are wise enough to know that time and practice bring perfection and many dedicate their lives to mastering some skill. Many risar seek adventure for the chance to prove their worth both to themselves and to their clan. Each risi also strives for a place in the clan's great registry of heroes, for their name to live on in stories and song that will be told in their clan for centuries to come.

HISTORY

Risar are native to the lands of Milvaska. Risar myths look upon the creation of their race as an act of both hubris and afflatus. These legends tell a tale of the rise of the giant empire and of the trials, tribulations and horrors of the first dominations of the lesser races under giant rule. With divine inspiration by their deities, the greatest of the giant practitioners of the art were drawn together to solve the issue of how to best control the lesser races. In an act of hubris, they decided that a new race, created of both giant blood and of smaller stature would ensure a race loyal to the giants and more able to interact with the lesser races. With the aid of divine and arcane powers, these giants performed a ritual of creation, mixing the blood of various giants and various smaller humanoids to create the risar.

The new race seemed a blessing. They were much more adept at dealing with the smaller humanoids than the giants and were bound by heredity and status to the giant kingdom. For centuries the risar acted as the direct agents of the giant kingdom when dealing with the

lesser races, practically being installed as the leaders and enforcers over these races. However, after a millennium in service to the giants, many risar began to see the world from the view of the lesser races. They saw that they themselves were not equals to their giant masters and that they never would be. It became obvious that they too were no more than tools of the giant kingdom. The predominant influence on the risar were the dwarves whom they felt a close kinship with. When the dwarves began their revolt against the giants, many risar joined forces with them, seeking to win their own freedom as well.

Since that time, risar have split into two groups, one loyal to the giants and one of free risar. Free risar, as they refer to themselves, refer to giant loyal risar as "The Blind", while giant loyal risar refer to free risar as "The Lost". Free risar now wander the world as mercenaries, soldiers and adventurers, seeking to fight with the other races to stave off the darkness, while loyalist risar remain as direct servants to their giant masters in the remnants of the giant kingdom of Milvaska.

PHYSIOLOGY

There are several obvious physical characteristics that set risar apart from other humanoids, the first and most obvious being their size. Risar are imposingly large with strong and stocky builds. In most respects, risar are similar in physiology to most humanoids, with the same basic features and bodily structure.

Despite a passing resemblance to most humanoids, they do have a few characteristics unique to their race including their eyes, which appear as softly glowing pools of primordial energy tied to their primordial heritage which have no iris or pupil, simply a solid glowing sclera. They also tend to have pointed ears, ranging from slight to almost as extreme as an elf's.

One of the most unique characteristics of the risar are also born with what they refer to as byrdkunst or birth art. Many take these for tattoos, but in fact they are symbols that begin as simple birthmarks that evolve and change as the risar ages, reaching an identifiable pattern or even picture by the time they reach adulthood. These byrdkunst can be as simple as barbaric-appearing striping to complex knotwork or stylized depictions of beasts. Byrdkunst are directly related to the magical origin of the risi race.

Although they reach physical maturity at roughly the same age as humans, a risi ages more slowly and remains vigorous to an average age of 100 years, often living to see 150.

Their imposing size and primordial connection gives them physical might and a supernatural potential to tap into and develop. Many risar do just that, following the path of the risi champion or risi heritor and some even develop even more primordial traits than others, developing more advanced byrdkunst than other risar.

PSYCHOLOGY

Those encountering a risi for the first time might think them arrogant, prideful and contemptuous. Many gain the impression that risar have a superiority complex when dealing with other humanoid. However, this impression can be deceiving. In many ways, risar have much in common with dwarves.

Risar come from a unique social environment, having served as liaisons between various humanoids and the giants, having been specifically bred to be an intermediary race. They were bred to lead and even rule over other races as direct agents of the giants. Even though the free risar have left this behind, they are still left with the inherent memories of centuries in their place in the social order.

As such, by nature, many risar hold themselves to a higher standard and honor, duty, bravery, loyalty and dedication are considered the highest virtues. Along with this mentality of responsible rule, many risar, but not all, feel it inappropriate to share personal emotional with others outside of family or clan. Risar prefer to keep interactions with others more businesslike and emotionally detached. If a risi confides a feeling of joy, sorrow, weakness, achievement, concern or any other state of emotion, it is an indication of how respected the listener is.

When it comes to the other races, risar are surprisingly tolerant, despite their firm belief in the rightness of their own ways. However, these traits of innate leadership which are seen as proper and necessary among risar can be seen as superiority and egotism to others.

Those risar who choose to live less responsible lives are a mystery to the average risar mind. There are those risar who truly take their freedom to a new level, walking away from all their cultural upbringing, choosing instead to live more rowdy and boisterous lives – reveling in adventure, carousing, companionship and all of the other associated frills that go along with the life of a mercenary.

CULTURE

Risar trace their identity and modern cultural teachings to the days of their position as servants of the giants and their position as leaders and shepherds of the smaller races. In these days, clans of risar emerged with strong ties to a giant ruler and the lands under their control.

CLAN

Clans were once cornerstone of risar heredity and history. Each giant ruler maintained dozens of risi clans, each often with a responsibility for looking over a certain region under the giant's control. A clan was a grouping of families, unified by purpose and location.

In the modern world with free risar, the clan is the most important aspect of their society, providing a future existence for their race. These clans are often nomadic in nature moving from location to location as needed, often driven by resource availability. Other times, risar form clanholds in shared cities among other races, adapting their clan structures to meet the needs and requirements of the settlement they share. Many risar clans in fact share clanholds with other exiled Milvaskan dwarf clans, taking on an equal share of responsibility to the joint clan's alliance.

FAMILY

The risar family units that make up a clan are large extended affairs. The risar family model is an acquired trait learned from the dwarves. Each family unit begins with a married couple, centered in their home and extending out to include their children, grandparents, aunts, uncles, cousins, siblings and grandchildren. These family members are considered a part of the household for life. Any may remain even after marriage if they so choose. If the household becomes too large, a couple may strike off to form a new household.

ADULTHOOD

Risar reach maturity around the age of 15 and go through a rite of passage to adulthood. The youth is taken to a remote location with minimal supplies and tested in a ritual of survival as well as on their learning. A well trained risi has learned duty, responsibility, and loyalty. Regardless of what path they choose in life, they are acutely aware of how their actions carry consequences and that they are responsible for whatever they do. Risar, like minotaurs, never look for scapegoats.

GIANTS

Many risar still serve the giants, but many are also independent and seek a life elsewhere in the world. Some clans remember their days in servitude to the giants, while others did not mind their role. Some risar despise any giant and seek to do all they can to bring an end to their reign. Others still hold the giants in great esteem and are willing to serve them still. These risar, however, tend to be more primal and brutal than those who live among the other races.

MAGIC

When compared to other races, risar may not seem to be masters of magic, though they have their share of magical practitioners. Risar practitioners tend toward practices of the art that tap into their primordial heritage, such as elemental and primal magic. Magic is not as important in risar life as in many other cultures, but those who wield it are well respected.

RELIGION

Risar worship is a personal choice made by each individual though families and clans often have similar religious choices. Many worship giant deities, while others choose to follow the paths of religions in the new regions of their relocation.

ART

Risar consider art and craft a pastime best left to others. Having been bred to lead other races, crafting was most often left to races more adept to the task, such as dwarves and minotaur. Few risar are craftsman or artists. In fact, most risar goods are actually produced by other races, with risar having a preference for dwarven craftsmanship and design.

LEISURE

While risar do not see art and craft as important to their life, they do see leisure activities as the greatest pastime, especially organized sports and games that rely on physical competition. Unlike their goliath cousins, risar prefer more challenging and ordered games of sport such as high and low stick-ball (lacrosse and hockey), handball, tug of hoop, and cuju.

ENEMIES AND ALLIES

Risar have both racial allies and enemies. Their history is rife with wars fought as the enforcers of giant rule. Many races have not forgotten the centuries under risi and giant control. However, there are also those that saw the risar join the rebellion and choose to judge individuals based on actions rather than the acts of their forbearers. Those races and individuals considered to be allies of a risi clan are trusted friends and are often treated more like family than outsiders.

Like minotaurs, despite centuries of wars between risar and various other races, few modern risar hate any particular race, with the exception of many free risar's dislike and hatred of their old masters. However, some risar clans who still serve giants, bear many old grudges, especially against "the Lost", traitors and pariahs all.