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Beastmen

Created by the Syrne to be the wardens of their spheres, the Beastmen have been long divided over an ideological difference that erupted shortly after the Fall. Believing that their destiny lied in taking up the ruins of the fallen Syrne, one faction known as the Stewards, built a great empire and reached for the stars. Others known as the Outcaste, believing themselves finally free of their makers, shunned the relics and went to live among the wilds of their home planets. This difference has broken apart their clans and even started wars. Even now, as they venture into the Great Wheel, they still cannot reconcile their differences.

Beastmen are humanoids of medium height, marked by their natural athleticism and their keen senses. Though it is not clear which specific animal the Beastmen were patterned after, they all share common features with mammalian predators: Slitted eyes, elongated and furred ears, and long tails are all universal features of Beastmen. Particularly feral specimens have even been known to sport sharpened tooth and claws in addition to their other features.

Physical Characteristics

Average Height: 1.5 to 1.9m

Average Weight: 60 to 90kg

Languages: Trade, Beastkin

Common Personality Traits: Blunt, domineering, gluttonous, energetic, insightful.

Common Physical Traits: Golden eyes, sharp teeth, fluffy ears, restless tails.

Example Names: Wahn, Niyan, T'amah or T'aroh, Rowva, Mettinz

Racial Statistics

Characteristic Bonus: +1 to Strength or Wisdom

Skill Bonus: +1 to Perception and Athletics

Power: Wild Stalker. Beastmen begin play with the feats Heightened Senses (Smell) and (Sound).

Size: 4

Racial Feats

Touch Fluffy Tail: The supremely soft tails of Beastmen have tempted the rest of the Great Wheel since they first ventured into the Astral Sea. Just a touch is said to be more addictive than high quality narcotics. Once per Encounter, you cast Charm Person using Level + Fellowship as your Focus Power Test.

Razor Claws: You count yourself among the more wild specimens of your race, sporting sharp claws on your hands and feet. You have a natural weapon with the following profile ( 1k2 R, Pen 1, Melee, Brawling )

Best Friend: The friendship of a Beastman is not given frivolously, but even rarer still is one called a true comrade. Beastmen treat these boon companions as if they were their own flesh and blood, lending them their strength without a second thought. Choose another PC. While you are within 5m of that PC, you can take a Healing Surge Action on their behalf, granting them the bonus to Static Defense and any benefit of spent Resource Points

Culture and History Blurb (rename)

To be a Beastman is to first be a member of your Tribe, then kin to your Clan, then servant to your Chief, and finally a subject of the Lord Steward. This natural order pervades every aspect of their life, and colors their interactions on a primal level. Younger brothers must obey their older brothers, Clansmen must be offered a drink, never look your Chief in the eye. There are hierarchies upon hierarchies, with their interplay and social expectations being confusing to even Eldarin courtiers. The end result of this system is a culture built upon unequal relationships. There is always one greater and one lesser in a Beastman interaction, and they intend to let you know which is which.

The sole exception to this idea is a Beastman's True Companion, a genuine peer. It is commonly believed that any given Beastman will only ever have one of these relationships, and they are treasured beyond anything else the Beastman can claim to own. Traditionally, these True Companions were rivals or lovers in Beastman society. With the entry of the Beastmen into the Great Wheel, True Companions are often found outside Clan or Tribe, and sometimes even Race.

This is all true for those Beastmen who still live within the Beastman Stewardship, but for the Outcaste things have become quite different. When the Stewardship was still struggling to sail among the stars, they encountered the rapidly expanding Imperium. Filled with gusto from their recent victory over the Eldarin, the Imperium demanded that the Stewardship submit to them. Though the Beastmen had the legacy of the Syrne, their ships were made for exploration and colonization; they were no match for the engines of war the Imperium had brought to bear. After days of politicking and sly negotiation, a deal was struck with the Imperium. The Imperium would recognize the Stewardship as a partner in the Great Wheel, and would not attack them without just cause. In exchange, the Stewardship would surrender those "underdeveloped" spheres to the Imperium. Those underdeveloped spheres happened to be the homeworld of the Outcaste.

Their simple pastoral lives did not prepare the Outcaste for the arrival of the Imperium. Most were placed under the supervision of a human overseer, who turned their spheres into agri- or forgeworlds, churning out the necessary equipment and goods needed for the Imperium's continual expansion. Many were given as tithes to the Imperium's great armies, inserted as auxiliaries into normal Imperial Guard Regiments. The remaining portions typically found work as domestic and personal servants, doing thankless jobs for their employers (human or otherwise). Over time, these positions became hereditary, as generation upon generation of Beastmen grew into their new roles, and with each generation, their resentment of humanity and of their Steward brethren grew stronger.