

SOHLEUGIR

RACIAL SUMMARY

Sohleugir, or lizardmen, are a hardy amphibious people living on the rocky shores of the sea. They cultivate the waves like a farmer tills the soil, spending long days in the water gathering seaweed and other ocean resources.

PHYSICAL CHARACTER

Build: Sohleugir are large and of sturdy build, though their shoulders are narrower than humans of similar size. Some of their weight is carried in their tails. Both males and females average 225 lbs.

Coloring: Their textured scales are jade in color, while the fin-like ridges rising along their spine from the tip of their three-foot tail to the crown of their draconic, snouted head is more variable in color, ranging from white to yellow, green, or red.

Height: 5'8" to 6'6".

Endurance: Their need for sleep is similar to the mannish races, but they tire more slowly (+10 exhaustion points).

Lifespan: Average 95 years.

Resistance: Sohleugir are rarely troubled by disease, especially those which concern the mannish races.

Special Abilities: The scaly hides of Sohleugir serve as effective natural armor (AT 11). Likewise, they are equipped with natural weapons in the form of translucent claw-like nails (medium claw attack). A transparent extra lid protects their eyes underwater or from dust in the air.

CULTURE

Clothing & Decoration: Sohleugir wear no clothes, though they sometimes use belts and harnesses of leather or woven sea plants for carrying equipment. When adornment is worn, it is of bronze, brass, coral, or pearl.

Fears & Inabilities: There is little of the natural world that Sohleugir fear, though they dislike to travel far from the sea.

Lifestyle: Sohleugir are farmers, hunters, and gatherers who work the coastal waters. A few learn metalsmithing, using brass and bronze—iron or steel are too quick to rust in the ocean waters. They live in relatively open houses near the shore, with immense briny submersion pools within or nearby.

Marriage Pattern: Sohleugir form small, close-knit groups of up to a half-dozen adults which cooperate in the maintaining of their homes and pools. They do not marry in pairs.

Religion: Those who are religious follow gods of the sea, the tides and moon, or war.

OTHER FACTORS

Demeanor: Sohleugir are practical and confident. They enjoy the challenge of war and will not back down from threats, but they are not cruel.

Language: *Starting Languages:* Sohleugir speak their own language (S8/W4) as well as Common-Speech (S5/W2) and Sea-Speech (S5/W2). *Allowed Adolescent Development:* Sohleugir (S8/W8), Common (S6/W6), Sea-Speech (S6/W6), Grey-Elvish (S6/W6).

Prejudices: They respect the war-like races they fight, including the Shuikmar, and trade with the Mariners and Grey Elves, but have little interest in other races.

Professions: Sohleugir rarely, if ever, learn the magical arts of Essence or Mentalism.

Training Packages: The following Training Packages are most

appropriate for Sohleugir: Adventurer, Berserker, Crafter, Doctor, Explorer, Guardian, Herbalist, Loremaster, Merchant, Philosopher, Sailor, Shaman Priest, Weapon Master, and Zealot.

Special Skills: *Occupational:* Swimming. *Everyman:* Survival (Ocean), Racial Attack (Claw).

Standard Hobby Skills: Skills for combat, ocean survival or hunting and gathering, lore, crafts, and trade are appropriate.

OUTFITTING OPTIONS

Weapons: Tridents (typically of bronze) and nets are common, as are knives.

Armor: Sohleugir wear no armor over their scales.

Money: Coral and pearl pieces or jewelry worth 2 gp.

BACKGROUND OPTIONS

Sohleugir get four background options.

Extra Languages: In addition to the languages above, South-Speech (S6/W6) and Shuikmar (S5/W3).

Extra Money: Pearls or coral jewelry.

Special Items: Elaborate items are likely to be of Grey Elven construction and obtained by trade.

Talents: All available.

ADOLESCENT SKILL DEVELOPMENT

Sohleugir gain the following skills during their adolescent development:

Skill	Ranks
Athletic • Brawn skill category	1
Athletic • Endurance skill category	2
Swimming	2
Athletic • Gymnastic skill category	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	1
Language Skills	8
Lore • General skill category	2
“Own” Culture Lore	3
“Own” Region Lore	3
Outdoor • Animal skill category	1
Outdoor • Environmental skill category	3
Subterfuge • Stealth skill category	1
Hiding	1
Stalking	1
Technical/Trade • General skill category	1
Weapon • Pole-Arm skill category	2
One weapon skill	2
Weapon • Thrown skill category	2
One weapon skill	2
Hobby Ranks	10
Background Options	4
Talent Points (cost: 105)	45

Stat Bonuses:

Ag: +0

Co: +4

Me: +0

Re: +0

SD: +0

Em: -2

In: +0

Pr: +0

Qu: -2

St: +4

RR Mod:

Ess: +0

Chan.: +0

Ment: +0

Poison: +10

Disease: +30

Fear: +0

Body Dev.

Progression

0•7•4•2•1

Channeling PP

Dev. Progression

0•6•5•4•3

Essence

PP Dev.

Progression

0•4•3•2•1

Mentalism

PP Dev.

Progression

0•4•3•2•1

Arcane

PP Dev.

Progression

0•4•3•2•1

Soul Departure:

12 rounds

Recovery

Modifier:

0.9 times

Race Type:

2



SSTOI'ISSLYTHI RACIAL SUMMARY

Sstoi'isslythi, or reptilians, are humanoids with many of the features of snakes. They live in elegant, open cities in and near the deserts, distinctive for their wide sunning terraces.

PHYSICAL CHARACTER

Build: Sstoi'isslythi are slender and graceful, small by human standards. They average 115 lbs.

Coloring: Their soft skin is comprised of fine golden scales. Many have colored markings or stripes on their faces and shoulders. They are completely without hair.

Height: 5'2" to 6'.

Endurance: Their need for sleep is slightly greater than that of the mannish races (8 full hours per night). They frequently nap in the sun, much as they snakes they resemble.

Lifespan: Average 105 years.

Resistance: Sstoi'isslythi are much more resistant to poison than other races, no doubt a defense against their own venoms. They are completely immune to their own poison or that of immediate family members.

Special Abilities: Their fine scales provide some natural protection (AT 3). Their fangs are effective weapons (attacking as a Medium Stinger) and carry a Muscle venom. The severity of the poison depends on the deepness of the strike; an A critical will deliver a level 2 poison, and the level is increased by 4 levels for each additional critical level (up to level 18 for an E critical).

CULTURE

Clothing & Decoration: Sstoi'isslythi typically wear clothes only for formal occasions or to signify status. Loose robes or shorter tunics are common for such purposes. Colors are bright.

Fears & Inabilities: Sstoi'isslythi are sensitive to the cold, operating at -1 for each degree temperatures are below 40°.

Lifestyle: Sstoi'isslythi cities are expansive in design but not large. They primarily tend herds of livestock, with farming primarily to support their animals. Scholars and artists are not unusual.

Marriage Pattern: Sstoi'isslythi are monogamous, tracing the line through the female. They live in small family groups.

Religion: Many follow gods of the sun or the arts.

OTHER FACTORS

Demeanor: Sstoi'isslythi are compulsively polite, and their interactions between family groups are conducted with elaborate ritual. When ritual fails and they become angry, the strike reflex is almost impossible to quell, so arguments often end in death of at least one party.

Language: *Starting Languages:* Sstoi'isslythi speak their own language (S8/W4) as well as Common-Speech (S5/W3) and Plains-Speech (S5/W3). *Allowed Adolescent Development:* Sstoi'isslythi (S10/W10), Common (S8/W8), Plains-Speech (S8/W8), South-Speech (S8/W8).

Prejudices: They trade with other races, especially for livestock, but find most to be poorly behaved. Traders who learn proper manners and conduct themselves carefully are welcomed.

Professions: Sstoi'isslythi may learn any profession.

Training Packages: Sstoi'isslythi may choose any Training Package.

Special Skills: *Everyman:* Survival (Desert), Racial Attack (Bite).

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, Body Development, Climbing, Contortions, any Crafts, Diplomacy, First Aid, Fpraging, Hiding, History, Observation, Reading Tracks, Stalking, Star-Gazing, Survival, Tracking, Trading, any Weapon Skills.

OUTFITTING OPTIONS

Weapons: Bola, dagger, javelin, scimitar, short bow, short sword, sling, long sword, spear.

Armor: Sstoi'isslythi rarely wear armor over their scales.

Money: Coins, art, or livestock worth 2 gp.

BACKGROUND OPTIONS

Sstoi'isslythi get four background options.

Extra Languages: In addition to the languages above, Hill-Speech (S6/W6) and Small-Speech (S6/W6).

Extra Money: Coins or artwork.

Special Items: All available. Sstoi'isslythi items are often of finely-worked precious metals.

Talents: All available.

ADOLESCENT SKILL DEVELOPMENT

Sstoi'isslythi gain the following skills during their adolescent development:

Skill	Ranks
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language Skills	8
Lore • General skill category	3
“Own” Culture Lore	3
“Own” Region Lore	3
Outdoor • Animal skill category	2
Outdoor • Environmental skill category	2
Special Attacks skill category	n/a
Racial Attack (Bite)	1
Subterfuge • Stealth skill category	2
Hiding	2
Stalking	2
Technical/Trade • General skill category	1
Weapon • One-Handed Edged skill category	1
One weapon skill	1
Weapon • Missile skill category	1
One weapon skill	1
Weapon • Thrown skill category	1
One weapon skill	1
Hobby Ranks	10
Background Options	4
Talent Points (cost: 101)	45

Stat Bonuses:

Ag: +3
Co: +0
Me: +0
Re: +0
SD: -2
Em: +2
In: +0
Pr: +0
Qu: +2
St: +0

RR Mod:

Ess: +0
Chan.: +0
Ment: +0
Poison: +30
Disease: +10
Fear: +0

Body Dev.

Progression
0•6•4•2•1

Channeling PP

Dev. Progression
0•6•5•4•3

Essence

PP Dev.
Progression
0•6•4•3•2

Mentalism

PP Dev.
Progression
0•6•4•3•2

Arcane

PP Dev.
Progression
0•6•4•3•2

Soul Departure:

14 rounds

Recovery

Modifier:
1 times

Race Type:

2

GRATAR

RACIAL SUMMARY

Gratar are frog-like humanoids. They keep to themselves and are poorly understood by the mannish races. Often they are mistaken for four separate races according to their colors.

PHYSICAL CHARACTER

Build: Gratar are broad and stand somewhat hunched over. They average 150 lbs.

Coloring: Variable with age. The young are green and spend much time in water. With age they fade to pale yellow, then darken to black. Occasionally a powerful but old black Gratar turns red; these become leaders or are killed or driven out. Some other black Gratar, taken to living in dark places in even greater isolation, fade to grey.

Height: 5' to 5'6".

Endurance: Normal.

Lifespan: Average 100 years. Red Gratar can reach 200 years.

Resistance: Gratar are somewhat more resistant to disease than the mannish races.

Special Abilities: Gratar are tremendous jumpers, able to leap 3 times as far horizontally or 5 times as far vertically as a human. Their bulbous, widely placed eyes give them superior peripheral vision (flank attacks receive only +5, rear attacks +15). Their wide mouths are lined with sharp teeth (Medium Bite attack).

CULTURE

Clothing & Decoration: Young greens wear whatever rags they can scavenge or steal. Yellows and some black Gratar paint their bodies to make themselves look more fearsome. Greys and other black Gratar wear dark clothing in human styles, while red Gratar usually wear armor or sumptuous robes.

Fears & Inabilities: Gratar have no unusual fears.

Lifestyle: Gratar dwell in gatherings near water or swamps, sometimes underground. They are ruled by the strongest. Provisions and items of value are taken by the strong and treachery is not uncommon.

Grey Gratar gatherings are typically isolated from others even of their own race. They usually work alone as assassins and killers for Gratar or members of other races.

Marriage Pattern: Gratar do not marry, but breed in pools. The strongest have access to the eggs of females.

Religion: If they follow gods, they choose those which offer them power or whose followers terrorize them.

OTHER FACTORS

Demeanor: Gratar are bullies by nature. The strong abuse the weak, the weak get out of the way until they can find someone weaker to pass the abuse on to.

Language: *Starting Languages:* Gratar speak their own language (S6/W3) as well as Common-Speech (S4/W2) and Black-Speech (S4/W2). *Allowed Adolescent Development:* Gratar (S8/W6), Common (S6/W6), and Black (S6/W6).

Prejudices: Gratar either fear or serve races that are stronger than themselves and prey on races which are weaker.

Professions: All are possible.

Training Packages: All are possible.

Special Skills: *Occupational:* Swimming. *Everyman:* Jumping, Racial Attack (Bite).

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, any Armor skill, Attunement, Body Development,

Climbing, Contortions, Directed Spells, Fpraging, Hiding, Jumping, Leather-Crafts, Observation, Reading Tracks, Stalking, Survival, Tracking, Trading, Trap Building, Trapping, Wood-Crafts, any Weapon Skills.

OUTFITTING OPTIONS

Weapons: Battle-axe, club, dagger, falchion, handaxe, javelin, pole arms, scimitar, swords of all types, spear, harpoon, net.
Armor: Gratar can use any armor they are strong enough to keep for themselves.
Money: Coins worth 2 gp, usually of mannish mint.

Stat Bonuses:

Ag: +2
 Co: +2
 Me: +0
 Re: +0
 SD: -2
 Em: -2
 In: +0
 Pr: -2
 Qu: +0
 St: +2

BACKGROUND OPTIONS

Gratar get four background options.

Extra Languages: In addition to the languages above, Goblin (S4/W4), Hobgoblin (S4/W4), and Wood-Speech (S6/W6).

Extra Money: Coins of mannish mint.

Special Items: All available.

Talents: All available.

RR Mod:

Ess: +0
 Chan.: +0
 Ment: +0
 Poison: +5
 Disease: +20
 Fear: +0

ADOLESCENT SKILL DEVELOPMENT

Gratar gain the following skills during their adolescent development:

Skill	Ranks
Armor • Light skill category	1
Athletic • Brawn skill category	1
Jumping	1
Athletic • Endurance skill category	1
Swimming	3
Athletic • Gymnastic skill category	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	2
Language Skills	8
Lore • General skill category	2
"Own" Culture Lore	3
"Own" Region Lore	3
Outdoor • Animal skill category	1
Outdoor • Environmental skill category	2
Special Attacks skill category	n/a
Racial Attack (Bite)	2
Subterfuge • Stealth skill category	1
Hiding	1
Stalking	1
Technical/Trade • General skill category	1
Weapon • One-Handed Edged skill category	2
One weapon skill	2
Weapon • Pole Arms skill category	1
One weapon skill	1
Weapon • Thrown skill category	1
One weapon skill	1
Hobby Ranks	12
Background Options	5
Talent Points (cost: 85)	50

Body Dev.

Progression
 0•6•4•2•1

Channeling PP

Dev. Progression
 0•6•5•4•3

Essence

PP Dev.
Progression
 0•6•4•3•2

Mentalism

PP Dev.
Progression
 0•6•4•3•2

Arcane

PP Dev.
Progression
 0•6•4•3•2

Soul Departure:

10 rounds

Recovery

Modifier:
 0.9 times

Race Type:

3

SHUIKMAR

RACIAL SUMMARY

Shuikmar, or sharkmen, are an ancient and learned race of predators. They have little mercy for the other races, which they consider their prey.

⚔ PHYSICAL CHARACTER ⚔

Build: Shuikmar have a streamlined but powerful build. Their average weight is 200 lbs.

Coloring: Thick grey skin, with fine, rough scales. Their hands and feet are webbed, and their head is topped with a dorsal fin like that of a shark. Likewise they have a shark's tail in addition to legs ridged in the style of fins.

Height: 5'7" to 6'8".

Endurance: Normal.

Lifespan: Average 90 years.

Resistance: Shuikmar are slightly more resistant to disease than the mannish races.

Special Abilities: Shuikmar are at home in the water, and do not suffer maneuver penalties for being in water (armor MMP penalties are still tripled in water for them, though). They can breathe water or air equally well. Their thick, scaly skin is as hard as leather (AT 4).

⚔ CULTURE ⚔

Clothing & Decoration: Hunters and warriors wear little besides their equipment, but within their own cities they wear elaborate jewelry and ornamentation as a sign of status.

Fears & Inabilities: Shuikmar must fully immerse themselves in saltwater at least once per day (-10 to activity for each day missed; after 8 days they will fall into a coma and die after 10 days)

Lifestyle: Shuikmar built fortress-cities deep below the sea, built for war but incorporating their fantastic universities and libraries. Many are spell-casters and priests. They raid mannish settlements near the coast, ship traffic, and Mermen cities for booty, food, and in the case of Mermen, slaves. They are cruel and merciless to the other races, with the hunting instincts of the shark. They often use sharks as pets or mounts.

Marriage Pattern: Shuikmar do not marry, but mate according to current preference, status, and political advantage.

Religion: Shuikmar follow their own shark-gods, of which the mannish races know little.

⚔ OTHER FACTORS ⚔

Demeanor: Shuikmar are cruel, but amongst themselves they are also cultured. They maneuver for advantageous position through strength, learning, magical power, and politics. These machinations come before all else, including family.

Language: *Starting Languages:* Shuikmar speak their own language (S8/W5), and have also learned Common-Speech (S5/W3) and Sea-Speech (S5/W3) in their raiding and from their slaves. *Allowed Adolescent Development:* Shuikmar (S10/W10), Common (S8/W8), Sea-Speech (S8/W8), Grey Elvish (S6/W6), Merman (S8/W8).

Prejudices: Shuikmar consider all other races to be their prey.

Professions: All are possible.

Training Packages: All are possible.

Special Skills: *Occupational:* Swimming.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling, Attunement, Body Development, Contortions, Diplomacy, Directed Spells, Diving, Duping, Fpraging, Hiding, History, Hunting, Net Making, Observation, Stalking, Survival, Tactics, any Weapon Skills.

⚔ OUTFITTING OPTIONS ⚔

Weapons: Dagger, pole arm, spear, trident, harpoon, net.

Armor: Shuikmar do not wear armor, as it interferes with their movement in water.

Money: Coins worth 2 gp, usually of mannish mint.

⚔ BACKGROUND OPTIONS ⚔

Shuikmar get four background options.

Extra Languages: Any of the languages above.

Extra Money: Coins of mannish mint.

Special Items: All available, either of Shuikmar construction or captured from the surface-dwelling races.

Talents: All available.

⚔ ADOLESCENT SKILL DEVELOPMENT ⚔

Shuikmar gain the following skills during their adolescent development:

Skill	Ranks
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Swimming	3
Athletic • Gymnastic skill category	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	1
Language Skills	8
Lore • General skill category	3
“Own” Culture Lore	3
“Own” Region Lore	3
Outdoor • Animal skill category	1
Outdoor • Environmental skill category	2
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	1
Hiding	1
Stalking	1
Technical/Trade • General skill category	1
Weapon • One-Handed Edged skill category	1
One weapon skill	1
Weapon • Pole Arms skill category	2
One weapon skill	2
Hobby Ranks	10
Background Options	4
Talent Points (cost: 117)	45

Stat Bonuses:

Ag: +2

Co: +4

Me: +0

Re: +0

SD: +0

Em: +0

In: +0

Pr: +0

Qu: +2

St: +2

RR Mod:

Ess: +0

Chan.: +0

Ment: +0

Poison: +0

Disease: +10

Fear: +0

Body Dev.

Progression

0•6•5•2•1

Channeling PP

Dev. Progression

0•6•5•4•3

Essence

PP Dev.

Progression

0•6•5•4•3

Mentalism

PP Dev.

Progression

0•6•5•4•3

Arcane

PP Dev.

Progression

0•6•5•4•3

Soul Departure:

9 rounds

Recovery

Modifier:

0.9 times

Race Type:

2