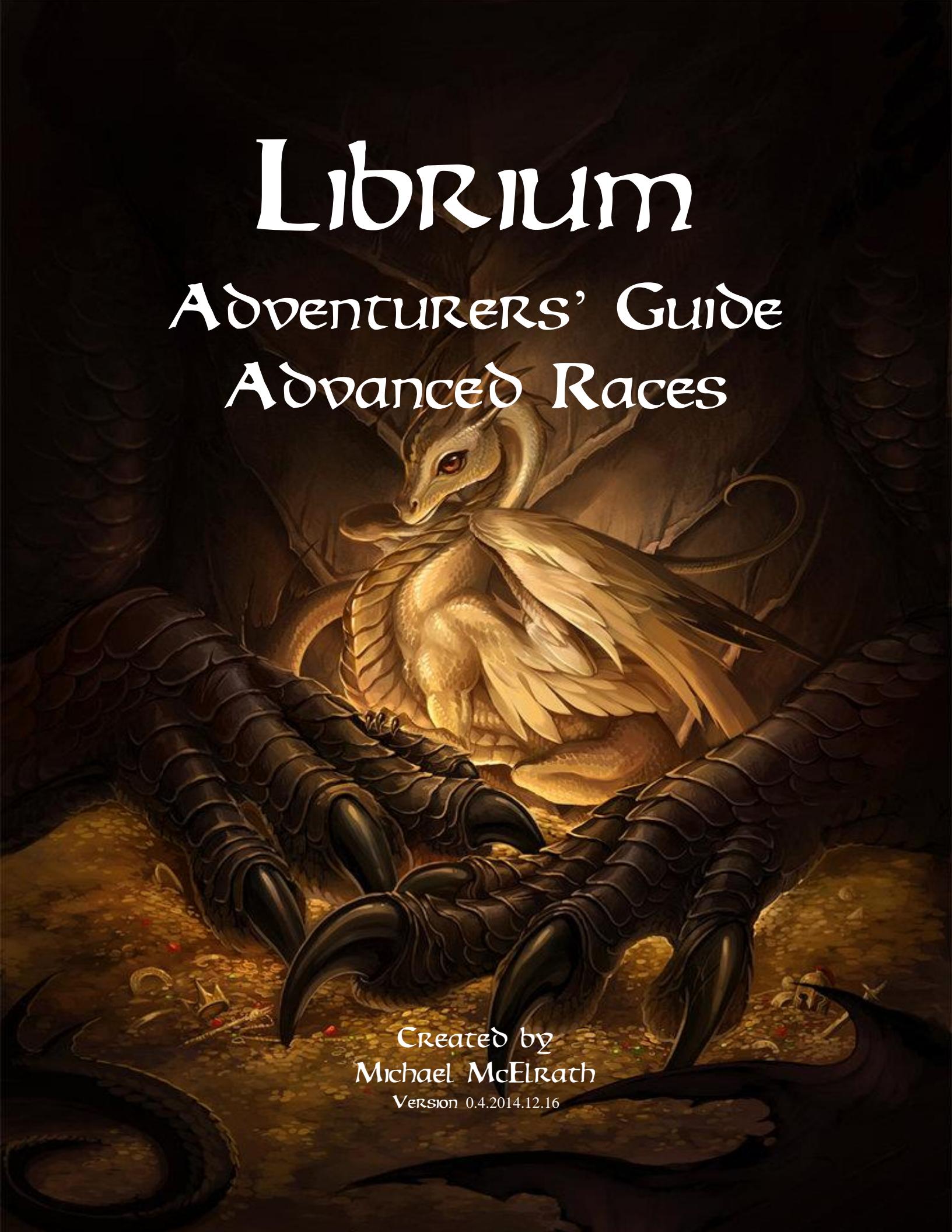


Librium

Adventurers' Guide

Advanced Races

A detailed illustration of a golden dragon resting on a pile of treasure. The dragon has a large, ornate crest and a long, flowing tail. It is surrounded by gold coins, gemstones, and small metallic objects. The background is dark and textured.

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The Common Races

A Wind Elf, a Krothgar, and a Dwarf are sitting in a bar, each with their favorite beer. Three flies buzzing around the bar choose to land in each pint of beer. The elf sees the fly in her beer and exclaims, "I cannot drink this filth! Bring me a fresh brew in a new glass!" The Krothgar shrugs, picks the fly out of his beer and starts drinking. The Dwarf picks out the fly and begins squeezing it, yelling "SPIT IT OUT YEH WEE BASTARD! SPIT IT OUT!"

Each race has their own personalities, behaviors, and appearances that shape their view of the world as well as the world's view of them. All races have strengths and weaknesses and as a list of special abilities that make them unique. When selecting the race of your character, try to pick one that complements your character concept. By taking a deeper look at the aspects of your race, you will have a better understanding of how the world interacts with you.

RACE CHARACTERISTICS

ATTRIBUTE ADJUSTMENT

Depending on your race, you may benefit from a bonus to certain attributes and a penalty to others. Dwarves, for example, are known for their constitution but not their charisma. Not all members of the race gain these benefits, however.

Your race offers a potential bonus to one attribute and a penalty to another. If you choose to apply the bonus, you must apply the penalty as well.

DEFENSE BONUS

Each race gets a +1 bonus to one of the three defenses: fortitude, reflex or resolve.

SKILL SPECIALTY

Each race has a special aptitude in certain situations. Skill checks related to this situation have their complexity is reduced by 1 making success easier. Chapter 4 outlines complexity and difficulty.

COMBAT PROFICIENCY

Each race has a different form of combat specialization that is taught as part of their heritage. Your race's natural aptitude with this form of combat gives your hero a slight advantage when using certain weapons or tactics.

VISION

Most races can see well in bright conditions but their vision worsens as light diminishes. This is not true for all races. Some races see well in the dark, but cannot see well in bright light. Each races' ability to see in different light conditions is listed in this section.

MAGICAL ATTUNEMENT

Most races are attuned to a specific element to which they find comes naturally to them. They gain a bonus to affinity with this element, which increases its effectiveness. See the chapter on magic for more information.

SIZE

While most races are medium size Gnomes, Kender, Lagamo, and Manakin are considered small: Carrying capacity reduced by one-third, -1 penalty to fitness checks, and must use small armor and weapons.

LANGUAGE

All races know their own racial language. Because of intermingling and combined communities, it is expected that everyone know at least one additional language. Languages are measured using the Interagency Language Roundtable (ILR) scale with a score of 0 representing "no proficiency" and a score of 5 representing full fluency. The difficulty of each language varies. See page Error! Bookmark not defined. for detailed information on languages.

SPECIAL PASSIVE ABILITY

All races have an additional passive special ability. This ability is always active and provides additional bonuses in certain situations.

SPECIAL ACTIVATED ABILITY

Each race gains a special tactical ability that they can activate by making use of their tactic points.

ERSATZ



© milan.deviantart.com

Forged in ages forgotten, the Ersatz are mechanical golems created as mindless servants for beings only known as the forerunners. Ersatz physically resemble Humanoids, but are constructed from several of metal alloys around a central crystal core. This ethercrite is the beating heart that provides them with power, will. Unlike other golems, however, Ersatz exhibit the free will, the ability to reason, and to even feel. Research shows that their creators felt the continued mental and emotional development would become a risk sought to destroy or permanently deactivate all of them. Some, however, survived.

PERSONALITY

Ersatz personality varies greatly between each model and individual. Some Ersatz are quiet and peacefully seek purpose in society and the organic lives around them. These Ersatz are usually friendly, conciliatory, and helpful. Others still believe that their place is war and make it their life's goal to seek out combat. These Ersatz are much more brutish and rude. However, even the militant Ersatz fall in place with a strong leader, as they are willing to follow the commands of a superior.

Even though Ersatz are genderless, they often take on a male or female persona. They sometimes going so far as to modify their external appearance to fit this persona by wearing different cloths, colors, or even physically modifying their exoskeleton.

RACIAL TRAITS

- **Iron Core:** +1 Constitution, -1 Insight.
- **Iron Constitution:** +1 racial bonus to Fortitude defense.
- **Mechanical Proficiency:** -1 complexity on checks that involve machinery or engineering.
- **Front Line Specialization:** Ersatz gain a +1 racial bonus to all combat skills while wielding a shield.
- **Lesser Ethereal Vision:** Ersatz can see well in bright and normal light conditions, but poorly in low light conditions and they cannot see in darkness.
- **Neutral Core:** Ersatz have neutral souls.
- **Size and Speed:** Medium, 5 spaces
- **Languages:** Common (5), Basic Elven (5), Davek (3), and Draconic (1)
- **Mechanical Body:** Ersatz are constructs and gain all the qualities of being a construct, except you do require fresh air to function normally. You gain a bonus to your Resilience equal to your constitution.
- **Amplify Vision:** Ersatz have the *Amplify Vision* tactical ability.

Amplify Vision	Racial Tactic
<i>Draining the power from your core you are able to see more clearly.</i>	
Personal	1 TP, 0 AP
Duration: 1 scene	
Effect: You gain darkvision, true seeing, and a +2 racial bonus to identifying elemental aspects. At the end of your turn, take 1 irreducible MP stress or end this effect.	

PHYSICAL DESCRIPTION

Ersatz are machines shaped like Humanoids and composed primarily out of various mysterious metal alloys. Close examination of their joins reveal muscle-like sinews composed from a flexible, durable fluid filled filaments. Models vary, but most Ersatz stand 180-200 cm (6 to 6.5 feet) tall. As they are composed primarily out of metal, they weigh around 130-160 kg (280 to 350 lbs.). An Ersatz has no hair and in place of eyes are smooth round gems dotted with a single glowing white light inside. These gems function much in the same way as eyes and are capable of showing focus and intensity, though their range of emotion is restricted.

Ersatz are genderless creations and appear masculine, however some attempt to appear feminine by wearing womanly clothing or even through physical external modifications.

The life span of an Ersatz is a matter of debate. Most of the Ersatz that are discovered are already destroyed or damaged beyond repair. Those found in reasonable conditions were awoken from a state of torpor with their memories fragmented or missing entirely. A well-maintained Ersatz could potentially live indefinitely and most count their age from the point of their oldest memory or their awakening from torpor.

RELATIONS

Ersatz function well in any society that accepts them for what they are. Dwarves, Humans, Krothgar, and wood elves find value in the sleepless labor and guards the Ersatz are willing to offer. Manakin are particularly fond of the Ersatz and see them as parental figures, deducing that their designs are similar and the Ersatz have existed much longer. Gnomes find the Ersatz particularly intriguing seeing them as a unique form of mechanical perfection, one that they have not been able to obtain. Sometimes their curiosity gets the better of them and they insist on dismantling an Ersatz to determine how they function.

Ersatz are not treated well in all societies, though. A single Ersatz can do the job of many Humans and they become the target of hatred and jealousy because of this. Some individuals believe that the Ersatz are more valuable in pieces. Ersatz are sometimes hunted for the materials from which they are crafted or in hopes that their ethercite core can be used as a power source. Lagamo and Volkmyr see Ersatz as unnatural and not part of life, treating them as the objects that they are.

SOCIETY

Because their numbers are so few and they rarely ever encounter each other, the Ersatz have no society of their own. Many Ersatz, however, do seek the company of their own kind and wish to share their experiences with others and learn piece together their history. These Ersatz believe that by learning about their past they will be ready to handle their future. Many have dedicated their lives to finding others of their race.

Ersatz mix themselves within the civilization of the organic races. They attempt to fit in and try to find a role in the world. Ersatz are usually willing to do jobs that are difficult and often dangerous to the organics and many places find Ersatz to be extremely valuable employees as they are capable of working much longer hours and willing to accept significantly lower pay. Not all Ersatz are satisfied with simple manual labor, however. Some seek a place where they can return to their roots of war in military roles, while others look to learn and become assistants in laboratories, libraries, and research facilities.

FAITH

Ersatz revere a god known only as "The Shah'ren", the creator. They believe The Shah'ren is responsible for their inception and the construction of their entire race long before elves and Humans walked the earth. However, after the Ersatz had served their purpose their god turned on them, obliterating any Ersatz that could be located. The Shah'ren is a god that controls its followers through fear and manipulation.

LANGUAGE

Ersatz generally take the time to learn the language of the people that surround them. Many can speak Common and Basic Elven fluently as well as a fair amount of Davek.

In addition, most Ersatz have a rudimentary understanding of the draconic language and use it to converse with each other. Manakin and Kender have knowledge of this language as well and they use it to communicate with each other. From where the Ersatz learned this language is a mystery.

ADVENTURES

Many Ersatz travel the world looking for their place. Some settle within welcoming societies and take on jobs that the organics cannot or are unwilling to do. Most Ersatz are peaceful and do not wish to stay in any location that is hostile towards them. In fact most stay moving most of the time and never settle down, attempting to experience as much of the world as possible. Some prefer to experience the world by absorbing knowledge through written literature in the different libraries across the world. Some try to gain firsthand experience with the organic races and exploring dangerous places. Some try to prove that they are alive by putting their lives in danger as escorts, adventurer seekers, or dungeon delvers.

Ersatz are often hunted for the rare materials from which they are comprised. Those that cannot find protection in a safe community may end up on the run, chased down by those who would use them for their parts. Such Ersatz must learn to fight and defend themselves or face final termination.

NAMES

Though Ersatz rarely have their own names, they are often give identification by others based on their profession. Since Ersatz do not have a gender most of their designations are gender neutral. Some, however, try to take on names that represent their gender identity.

Names: Key, Aegis, Titan, Watcher, Golem, Bender, Algorithm, Bridge, Shard, Pike

KROTHGAR



Source unknown

Though their ancestry is filled with war, the **Krothgar** have turned off away from the path of pointless battle and meaningless conflict. Descending from orcs, the **Krothgar** are no longer the mindless servants of Il'Grek, the goblin godking of war. Instead, they have turned to the pantheon of the **dwarves** and, over time, earned a place under the gods' banners. The **Krothgar** now lead peaceful lives among the elves and Humans, though the **dwarves** still bear animosity for the **Krothgar**'s heritage.

PERSONALITY

While orcs are brash and quick to anger, **Krothgar** are reserved and patient. When anticipating a physical altercation a **Krothgar** is much more likely to consider their options and choose a plan of that will ensure victory at the lowest cost rather than charging straight into battle. It is not unheard of **Krothgar** surrendering when they are clearly outmatched or when negotiations have fallen through. However, their pacifism cannot be taken lightly; **Krothgar** are masterful tacticians and brutal combatants. Their orcish heritage provides them with significant strength and endurance necessary to defeat their enemies.

Even though their temperance makes them slow to anger and difficult to provoke, they do not take some things lightly. Krothgar will not stand being referred to

as half-orcs and will correct those who would debase them by referring to them as such.

RACIAL TRAITS

- Bred in Battle:** +1 Strength, -1 Wits
- Resolute:** +1 racial bonus to Resolve defense.
- Menacing:** -1 complexity on checks that involve appearing threatening.
- Axe Proficiency:** **Krothgar** gain a +1 racial bonus to their Axe skill.
- Normal Vision:** **Krothgar** can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.
- Fire Attunement:** **Krothgar** have +1 affinity with fire-based magic.
- Size and Speed:** Medium, 5 spaces.
- Languages:** Basic elven (5), Volken (2), Goblin (5), and choice of Davek (4) or Wood Elven (4).
- Unburdened:** The weight penalty applied to a **Krothgar**'s movement actions is reduced by 1.
- Tactical Planning:** **Krothgar** have the *Tactical Planning* tactical ability.

Tactical Planning	Racial Tactic
<i>You study your foe waiting for them to show their weakness.</i>	
Personal	1 TP
Duration: 1 scene	
Effect: You gain 5 strategy points. As a reaction you may spend up to two strategy points to gain +1 success to any skill or defense for each point spent. This bonus lasts until the end of your next turn.	

PHYSICAL DESCRIPTION

Krothgar have large, brutish bodies and broad shoulders similar to that of an orc. They are a bit taller than Humans with men averaging 180-200 cm (6 to 6.5 feet) tall and weighing 120 to 150 kg (260 to 330 lbs.). The females are only slightly smaller averaging 165-190 cm (5'7" to 6'3") and weighing 105 to 135 kg (235 to 295 lbs.) Their skin is usually dark, ruddy shades of brown or green with their eyes varying within the same color range. Krothgar have coarse and bristly hair, often black or brown in color. Males sometimes grow beards that are wild and untamed, while others prefer them braided and tasseled.

A **Krothgar**'s face is usually described as monstrous with large heavy jaws from which protrude large sharp tusk-like teeth. They have heavy brows, broad flat noses and pointed goblin-like ears. Males possess

more extreme orcish physical characteristics, most noticeably broader shoulders and larger tusks.

Krothgar reach maturity at age 12 and can live upwards of 70 years.

RELATIONS

Distinguishing themselves from the savagery of the orcs has been a long process and taken hundreds of years. Over the course of this time, the Krothgar have become welcome members of many societies. They are always welcome with the tribal wood elves who taught them to revere nature, farming techniques, and certain battle tactics. Humans welcome the Krothgar as soldiers, workers, and trade partners.

High elves and shadow elves still see the brutish, warmongering heritage, but they tolerate them as long as keep control of their temper. Gnomes and Dwarves have a difficult time forgiving and forgetting what the orcs have done in the past and this resonates into their view of the Krothgar. The animosity shown by the Dwarves and Gnomes is usually met with patience from the Krothgar, but undoubtedly, they are pushed beyond their limits of tolerance.

SOCIETY

The Krothgar have a much more peaceful society than their orc ancestors do, though combat prowess is still highly rewarded. Rather than rating warriors on brute strength, ranks are assigned by the successful use of strategy and battle tactics. Skirmishing matches are often held in the wilds, as a method of testing warriors, but "weeding out" soldiers by killing the weaker ones is not a goal. Dying in battle, however, is considered an honorable death, especially if the goal of the battle was accomplished. Krothgar are encouraged to fight hard in battle so that those whom do not survive will not have died in vain.

Krothgar prize honor and valor very highly. Likewise, hospitality is considered one of the greatest honors that can be bestowed. The Krothgar and wood elves have become fast and unwavering allies because the wood elves gladly offered the Krothgar shelter in a strange new land as well as their assistance regardless of the cost to themselves. Krothgar share this sentiment and do their best to make outsiders feel safe and welcome in their communities.

There is no discrimination between genders in Krothgar society. Women are able to pursue the same career choices as men, rise to positions of power and are even expected to answer to the call for battle just as men are. Physical strength, mental fortitude, courage, initiative and independence are prized traits in all orcs and especially prized among the Krothgar.

Traditionally, children are seen as the offspring of the parents, but are raised as children of the clan.

Krothgar are known for their weapon-smithing, an ability that is considered to exceed the quality of the Dwarves.

FAITH

Krothgar religion takes the form of an animistic faith that parallels the practices of the Volkmyr and Finore'ren. Krothgar shamans draw their power from the Spirits of Nature, forming an intimate connection with the very world that surrounds them. This awareness has led to even more revelations of their race's true nature, as the Krothgar realize that they live more in harmony with the world than they did previously as orcs.

LANGUAGE

Krothgar's primarily languages is that of the goblins and orcs, which most simply refer to as Goblin. The goblin language is simplistic with sharp, abrupt noises and distinct sounds. Krothgar also teach their young the language of the elves so they are more capable of communicating with their most trusted allies. Many Krothgar learn Davek as well, as dealing with dwarves is often necessary. Volk is also a language they find useful as negotiations and trade with traveling Volkmyr occurs often.

ADVENTURES

Krothgar society is tribal and shamanistic. As such, it is tradition for young, strong soldiers to leave the clan in order to prove themselves worthy of their place as a Krothgar. In most cases, these trials involve leaving the clan alone to complete certain trials, usually vague in nature, which require the aid of other individuals. The Krothgar is expected to rally new allies from outside the clan in order to complete their goals.

On occasion, certain Krothgar may be banished from their clan for violation of clan traditions. These Krothgar tend to be more violent and show more of their orcish heritage, though some simply may a grievous mistake for which they must atone. They may be reaccepted into the clan if they undergo certain tasks to pay for their misdeeds.

NAMES

Krothgar are given personal names, but do not have family names. Instead, they are granted titles by clan, origin, parents or fame.

Male Names: Krunk, Thaco, Rethgar, Mugrel, Rexxar

Female names: Rinka, Seegi, Torva, Jinxie, Tonna, Talrend

Clan Names: jd ald alkj lkj la lkj lakj la lkja l lkjh alkj lkj

Titles: "of the Red Wing," "Blackslayer," "Son of Rethen"

LAGAMO



Source: <http://blog.wolfire.com>

The reclusive fey race of colloquially known as 'bunnifolk' are private, introverted, and withdrawn from most civilized society making their home deep within the secluded hills and forests of the world. Cultured and self-sufficient, Lagamo cultivate their own private farmlands and protect them from intruders. They are artistic and stylish in their work, taking pride in their jobs and the lands around them. Lagamo rarely seek confrontation, but are not to be underestimated; they have had centuries of practice defending themselves from larger predators.

PERSONALITY

Lagamo are introverted and withdrawn around strangers, but gregarious and social when they feel safe. Generally Lagamo try to keep to themselves, feeling social interactions are mentally draining. They are not antisocial, however, and just prefer to keep their interactions short and positive.

Lagamo are a calm people not exhibiting aggression and avoiding confrontation whenever possible. When angered or faced with hostility they will approach it with consideration, rarely raising their voice or becoming visibly annoyed. They are not foolish, however, and can tell when a situation cannot be handled with diplomacy and poses significant risk. While they prefer to allow these situations to defuse without their involvement, they will act concisely if they are not given any other options.

When faced with real danger, Lagamo have a very powerful fight-or-flight response. If evading the situation is an option then they will take that option preferring retreating over combat, but if forced to fight

they will do so with conviction and determination. Lagamo practice unique tactics in order to break past an opponent's defenses and disable them as quickly as possible in order to quell any threat to their kin.

RACIAL TRAITS

- Rabbit's Insight:** +1 Insight, -1 Constitution
- Nimble:** +1 racial bonus to Reflex defense.
- Athletic:** -1 complexity on checks that involve running or jumping.
- Polearm Proficiency:** Lagamo gain a +1 racial bonus to their Polearm skill.
- Penumbra Vision:** Lagamo can see well in bright light and low light conditions, but cannot see in darkness.
- Electrical Attunement:** Lagamo have +1 affinity with lightning-based magic.
- Size and Speed:** Small, 5 spaces.
- Languages:** Wood elven (5), Gnomish (3), Common (3), Basic elven (3).
- Rapid Retreat:** Lagamo gain +1 Speed when running or charging.
- Bunny Hop:** Lagamo have the *Bunny Hop* tactical ability.

Bunny Hop	Racial Tactic
Melee weapon	1 TP, [W] AP
Target: One enemy	
Weapon: [W] Damage Secondary + Athletics vs Reflex: The target is prone pinned. As long as the target is pinned, you may make a melee basic attack against them as a reaction whenever they attempt to break then pin.	

PHYSICAL DESCRIPTION

Lagamo resemble large Humanoid rabbits with large feet, long ears and wide eyes. Males stand 125 to 140 cm (4'0" to 4'7") tall at the top of their head and weight 22 to 37 kg (48-82 lbs.) while the females are 115 to 135 cm (3'10 to 4'5") and weigh 20 to 34 kg (44 to 75 lbs.). Lagamo have long slender ears, which stand upright, usually about 30 cm (1 foot) in length. They have fully expressive upright ears, however some Lagamo breeds have lop ears that hang down to the side of their heads. Those with lop ears commonly tie them back like a ponytail.

The body of a Lagamo is coated in a soft layer of brown, grey, black or gold fur with patches or patterns of a different color. Black and brown eyes dominate, though blue, grey, red, and pink eyes are known.

Lagamo have strong, powerful digitigrade legs and small, bobbed tails.

Lagamo mature quickly reaching adulthood in 8 years, old age at 20 years and living only 25 years.

RELATIONS

The Lagamo are reclusive and their territories are not easily found. Those that stumble on a Lagamo settlement are likely met with abandonment; the Lagamo prefer intruders to think that no one is home and go away. If that is not the case, they will approach cautiously. Once an intruder has proven not to be hostile the Lagamo are welcoming of many of the other civilized races.

The Lagamo are very close to the wood elves who generally know where their warrens are located. Their relationship is built on a history of trust and the wood elves never tread into the Lagamo territory without a proper announcement nor do they willingly give up the locations of the warrens to strangers. Lagamo are especially fond of Kender finding their childlike nature and nonthreatening demeanor refreshing in a harsh, hostile world. They sometimes work closely with Gnomes searching for ways to improve their crops and protect themselves from predators and other threats.

The Volkmyr have a history of predation on the Lagamo and not trusted or welcome in their society. Lagamo prefer to keep their distance from Volkmyr and their associates. This fear is extended to the Mau by associated characteristics and to the Krothgar as well. Humans and other races are treated with caution.

SOCIETY

Lagamo make their homes in warrens of fifty to two hundred individuals with about 25% being children. Their burrows are hidden underground with entrances that only small creatures can pass through. Surrounding their burrows are farmlands simple farmlands; the Lagamo do plant certain crops, but mostly they nurture the natural vegetation in the area. Within their burrows, they also grow roots, fungi, and other subterranean plants.

Lagamo practice many forms of arts such as painting, sculpture, music, and dance in which they take great pride. They are known for their unique dance maneuvers, musical composition, and some of the world's most famous artists have been Lagamo. They also practice martial arts and general battle practices mostly for physical and mental training, but this also allows them to maintain a reasonable army to defend their land against intruders.

Lagamo society divides the labor between the men and women evenly. Farming, arts, and crafts are

considered enjoyable by most and they are willing to do whatever work needs to be accomplished. Their military, while small, only allows male soldiers as women are expected to raise and care for the multitude of children.

FAITH

Lagamo do not revere any of the traditional gods instead giving thanks to the elements and the Spirits of Nature for the blessings they received. As such their religion is primarily shamanistic and shows reverence to the natural world and the balance within. Lagamo understand that their lives are fleeting and as such, the death of an individual is not as significant of an impact as with other races.

They believe the traditional gods are nothing but corrupt, selfish beings that care very little about the mortals that worship them. They see reverence in these gods as being a waste of time and energy as the Spirits of Nature clearly provide all the resources necessary for prosperity. These false gods seek only to gain power and bask in reverence and sacrifice of the mortals that worship them..

LANGUAGE

The Lagamo do not have their own formal language. Since they have many dealings with both the wood elves and the Gnomes they have taken the time to learn the language of their allies and now use wood elven as their primary language. They are reasonably versed in both basic elven and common, as well, finding elves and Humans are the most common folk to tread through their territory.

ADVENTURES

Lagamo are usually comfortable staying at home with their friends and family. Those with a bit more adventurous nature enlist into the defense of their local community where they are trained in general combat and taught how to use weapons and armor. This can act as a launch point for personal adventures.

Lagamo are known to serve as emissaries to other nations offering trade for resources and materials they cannot produce themselves. Some Lagamo enjoy traveling in order to spread the word of their arts and craft, or gain some insight on the world that they live.

NAMES

Lagamo typically only have a personal name. When travelling they will associate themselves with their warren. Some Lagamo have no warren of association and take the title "of the lost" symbolizing that they have no place they feel they can call home.

Male names: Alastair, Cannoli, Daniel, Erida, Elrin, Korin

Female names: Amera, Carly, Cera, Eve, Jessica, Viola

Warren names: "of the Leporid", "of the Terisha", "of the Lost"

MANAKIN



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The original Manakin were only 30 cm (1 foot) tall and created as a method of temporarily storing etheric energies, but as their design changed and the demand for the dolls increased they grew in size and complexity. Eventually a standardized method of animating these dolls was discovered using the fuel by the power they were created to store. With this they have been sold as simple assistants and companions capable of serving around labs, libraries, and studies. As more power was poured into the Manakin they began to learn and adapt, eventually questioning their own existence.

PERSONALITY

Manakins tend to be low-key, deliberate, and passive in social situations. They take pleasure in solitary activities without the interference of others and find the time they spend alone more rewarding than interactions with large groups, though they do enjoy the company of close friends. Manakins prefer to learn through observation before joining in any activity that they do not understand.

Since their power source is limited and their consciousness does not have much time to develop, Manakins think and act much like a child. They can be overly trusting and attach themselves to anyone who seems helpful. They are regularly inquisitive, but unlike Kender, they prefer to see how things play out rather than forcing the situation. Manakin seek to prove they

are independent of their creators and the larger races. Those that have left their homes fear the recourse of becoming personal servants and slaves to powerful wizards who would have them perform mindless chores, or destroy them to consume their energy.

RACIAL TRAITS

- Energized Form:** +1 Intelligence, -1 Strength
- Focused Mind:** +1 racial bonus to Resolve defense.
- Echoes of the Past:** -1 complexity when recalling history or knowledge of the past.
- Arcane Proficiency:** Manakin gain a +1 racial bonus to their magicka skill when casting spells of their attunement.
- Lesser Ethereal Vision:** Manakin can see well in bright and normal light conditions, but poorly in low light conditions and they cannot see in darkness.
- Manakin Attunement:** Choose an element: fire, air, cold, earth, lightning, water. You have +1 Affinity to the chosen element. This is your attunement.
- Size and Speed:** Small, 4 spaces.
- Languages:** Common (3), Draconic (1), and choice of one other: Gnomish (5), Dark Elven (5), or High Elven (5).
- Arcane Rejuvenation:** During a full rest, 50% of any MP you would recover above your maximum MP is converted into HP.
- Unify Mind and Body:** Manakin have the *Unify Mind and Body* tactical ability.

Unity Mind and Body	Racial Tactic
<i>You study your foe waiting for them to show their weakness.</i>	
Personal	1 TP
Duration: 1 scene	
Effect: When you would take any type of stress, you may choose to take a different type of stress instead.	

PHYSICAL DESCRIPTION

Manakins have small, childlike bodies carved from thick Tarocchi wood. They are around 1 meter in height (3'3") and weigh only 10 to 20 kg (22-45 lbs.). The color of their 'skin' can be tawny, chestnut, or anything in between. It sometimes has wooden patterns. Manakins do not naturally have hair but wear wigs or have hair sewn into their scalp to give them a more Humanoid appearance. Their arms and legs are stubby, and their faces lack the expression of a nose or mouth. Their glowing, solid-colored eyes, which can be any color in the spectrum, are capable of expressing many different emotions.

Manakin must be recharge with etheric energy on a regular basis based on their energy expenditure. Most Manakin can sustain themselves through regular rest, but even still few Manakin remain functional more than 20 years.

RELATIONS

In general, Manakins do not feel safe in the society of the larger races. They are constantly under foot fearing that someone may step on them, accidentally kick them, or abuse them in some way. When they are with Gnomes or Kender, they feel safer and much more at home. Manakin can become especially fond of Kender whom find them extremely interesting and usually draw them into interesting activities.

Even if they know their creator, Manakins often see Ersatz as being their parents. Having little real connections with the organics of the world, the experience and knowledge of Ersatz easily impresses the Manakin and they are prone to imitate Ersatz behavior and look to learn from their example.

Though they foster no animosity towards the Lagamo, the bunnifolk do not take kindly to the presence of Manakin. They see the creatures as being an abomination against nature and believe their creation was an atrocity.

SOCIETY

Manakin numbers are too low to maintain a society of their own. No more than one or two exist within any community unless multiple Manakin were brought together purposefully. When allowed to roam freely, Manakins try to stay out of the way of the larger preferring to observe from the sidelines. Occasionally a Manakin will form a bond with another creature, often an Ersatz, Kender, Gnome, or Human. As long as the relationship remains friendly, the Manakin will stay with their companion and willingly assist with any activity. The bond between a Manakin and their companion is one to be taken seriously; if broken or betrayed, the Manakin is likely to enter a state of extreme depression or aggression and its life expectancy drops dramatically.

A fascinating quality of Manakins is their ability to recall historic events as if they had experienced them first hand, even events that transpired centuries or millennia before their creation. The Manakin has no control over this power, however, with memories flooding and disappearing with random triggers. It is believed that the creation process or overabundance of ethereal energy may be the cause of these events but scholars still study the phenomenon.

Though they are genderless beings, many Manakin are shaped to resemble small boys or girls. This distinction is only skin-deep and the personality of the Manakin has a good chance of differing from its outward appearance. Manakin generally go through some lengths to modify their appearance to fit how they perceive themselves.

FAITH

Manakins have no formal faith and, while they acknowledge their existence, they do not believe in the power of the gods. Manakins believe that the gods are merely pulling the strings on a power that has existed since the beginning of time: the elemental forces of the world. They believe nothing is higher than the raw aspects of the elements.

Occasionally a Manakin is created with a divine purpose in mind. These are carved from a different type of tree, which must be blessed by the divine, and empowered with energy of the gods. These Manakin are extremely rare and under strict control, but they channel the power of the gods with great vim.

LANGUAGE

Though they have no mouths or vocal cords, Manakins are capable mimicking and understanding speech. They can "talk" by causing shaped vibrations in the air through ripples of magical energy. They are fluent in the language of their creators or previous masters and have knowledge of the common language. For reasons that are not fully understood the Manakin seem capable of simple communications with Ersatz and Kender through draconic. Manakin creature through divine means do not seem to share this trait.

ADVENTURES

Manakins often leave their old masters with fear of destructions. Some seek to explore the world before their time expires, while others just want to find a safe place they can call home and someone they can call a friend. Many Manakin have great disdain towards the idea of their extremely limited life cycle. These Manakin travel the world in an attempt to find any method of extending the duration of the magic their powers them and thus extending their time in the world.

NAMES

Manakins are given names by their masters though few keep it once freeing themselves. Their names are usually gender neutral.

Names: Jaiden, Rowan, Armani, Tatum, Reese, Marley, Harper, Kai

MAU

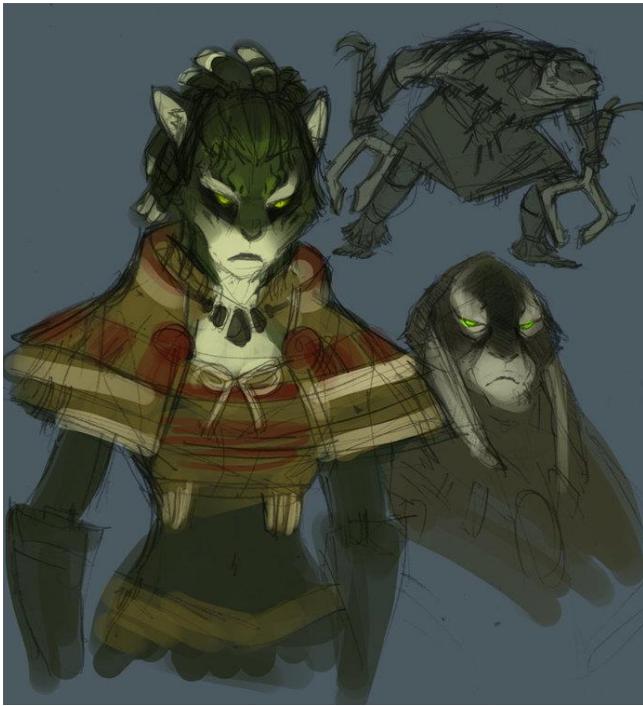


Image by makani.deviantart.com

The savage race of Humanoid beasts found scattered throughout the territories of the Southern Lands, the mau possess acute agility and a carnal instinct for battle providing a significant threat to any who stands in the way of their goals. Having abandoned their old deities, the Mau gain their strength and power from the blessing of a new god whom they call Kunaki.

PERSONALITY

The mau are determined, disciplined, and unyielding fighters that are unwilling to settle for less than perfection. They constantly push themselves beyond their physical and spiritual limit through training, exercise, and hard work. The mau believe anything worth having is worth fighting for and if you are unwilling to fight for something, you do not deserve to have it.

The mau's spiritualistic side teaches them to live their lives decisively and with no regret. Mau never make any plans or take a stance without the willingness to follow through, even if the situation turns against them. They never apologize for their actions believing it is a sign of weakness and remorse. Those that deserve apologies do not want them, and those that want them mean to take advantage of them.

RACIAL TRAITS

- **Cat's Grace:** choose from +1 Wits, -1 Charisma
- **Nimble:** +1 racial bonus to Reflex defense.
- **Feline Grace:** The complexity for checks involving balance or acrobatics is reduced by 1.
- **Close Quarters Combat:** Mau gain a +1 racial bonus to their hand-to-hand skill.
- **Reflective Vision:** Mau can see well in normal light and extremely well in low light conditions, but see poorly in darkness and cannot see well at a distance in bright light.
- **Null Attunement:** Humans have -1 affinity with elemental magic and gain a +1 bonus to resistance.
- **Size and Speed:** Medium, 5 spaces.
- **Languages:** Kotaba (5/5), Aqua Elven (2/5), Basic elven (1/5).
- **Righting Reflex:** Fall damage is reduced by 50 points.
- **Pounce:** Marked for review

PHYSICAL DESCRIPTION

The once-Human mau are now bestial creatures more closely resembling a feline than a man. They are slightly larger than most Humans with males standing 175 to 195 cm (5'10" to 6'4") tall and weigh 60 to 100 kg (130 to 220 lbs.). The females are much lither averaging 165 to 185 cm (5'6" to 6'0") and weighing 50-82 kg (110 to 180 lbs.).

A mau's entire body is covered in a layer of patterned fur which usually takes on dark browns, greys, blacks but is sometimes dark red and orange. Their fur almost always has white highlights, especially around mouths, narrow almond-shaped eyes, their palms and the pads of their feet, chest, and within their large ears. Their eyes vary from pale blue, sea green, olive, light brown and hazel and they have long tails averaging 1 meter (3'3") in length which assists with their balance.

Mau reach maturity around 13 years of age and are consider old when they reach 60, though they can expect to live approximately 70 years total.

RELATIONS

Mau tribes are scattered across Nanshima, the southern continent, and many of the isles surrounding it. Within these lands they have few allies and wage an almost constant war against the temple of The Leviathan and any that follow it which includes a vast majority of the people from the southern lands. Mau still have open trade with the aqua elves and often hire

them to disable ships that travel through their territory in hopes of raiding them for supplies.

When traveling the world, the mau look down upon most other races as undisciplined inferiors. They find the elves unpalatable, the Dwarves and Gnomes unorganized, Humans uneducated. One of the few races with which the mau feel at home is the volkmyr finding discipline and determination within their packs. They also find the Krothgar pleasing as their race has not only thrown away the shackles of an oppressive deity but also bettered themselves and turned inward spiritually.

Mau that have traveled away from Nanshima or the surrounding isles usually do so as a group. Their untrusting nature lends them to sticking with their own kind unless it is absolutely necessary to pair with outsiders.

SOCIETY

Mau society is tribal with many different clans separated and spread throughout Nanshima. Each tribe is ruled by a tribal council composed of the strongest and highest ranking members within the tribe. The individual tribes are at peace with each other but have different traditions and rules. Though they are separate the tribes are united in their common goal of fighting against the people of Nanshima. When territory is at stake or joint raids against the common enemies are planned a tribal assembly is formed with members from each tribal council meeting to negotiate.

Mau society plays no favor to gender, only strength and discipline. Women and men are both expected to fill whatever role is demanded of them. They do, however, recognize that each gender has physical advantages over the other: Males are generally stronger while the females are generally more agile.

FAITH

Though mau once revered The Leviathan, one of the primary deities of the southern lands, they now worship the animal god known as Kunaki. Their shamanistic society believes that they have been uplifted by this god and given the gift of and duty of undoing the teachings of their old deity. They still acknowledge and accept the teachings of the other southern gods but they do not follow the traditional paths of worship preferring to show their reverence in their own ways.

LANGUAGE

The mau speak Kotaba, the language traditionally spoken in the southern lands. Island dwelling and shore bound mau have learned a bit of aqua elven as

well. Since they are so far separated from the northern and western continents mau have not had any exposure to the other languages of the world, but their aqua elven knowledge provides them with the utter basics of elven.

ADVENTURES

Mau leave their home for many reasons, often for the good of their tribe and in order to aid their races goals towards the downfall of the southern people. Small clowders of mau often seek ancient relics or attempt to usurp pivotal territories from their enemies. Larger groups take ships and do attack raids against travelers and poorly secured harbors.

Mau that find themselves outside of the southern territories often have done so on accident. These felines often wish to return home to their tribes so they can continue the fight, or at least get away from the rabble of lesser beings in the northern lands.

NAMES

Mau have tribe names and personal names. When identifying themselves, they identify their tribe first feeling their individual identity is less important than who they represent. Mau personal names are traditional nanshiman names.

Tribes: Red Claw, Black Claw, Silver Mane, Red Mane

Male names: Hinjo, Kai Leng, Soon Kim, Daigo, Niu, Thanh

Female names: Miko, Lien, Kazumi, Sangwaan, Tsukiko