Seltrun Strike Force

**Races:**

Choose One Race from the list below:

Aelvorian:

Homeworld: Aelvorius

Background:

Akufairan

Drakanae:

Homeworld: Skarrapraesh

Background: The Drakanae are one of the three founding races of The Triad and are masters of magic. As polymorphs, Drakanae can easily blend in, but do have a ‘tell’, some part of them shows their true nature. Drakanae tend to specialise in Magic and Ranged Combat and are poor close combat fighters, as the strength from their true form only partly transfers to any form taken.

Racial Abilities:

* Polymorph: Sustained Active – take on the form of any other race.
* Accelerated Healing: Reactive – Regain 1D4 HP.

Skill Bonuses:

* +1D3 POW
* +1D3 CON
* -1D3 DEX
* -1D4 STR (From Polymorph)

Enly

Fairan

Genlor

Iehashtovorkian:

Background: The Iehashtovorkians are the creators of levitation technology and are also very politically active within The Triad. Iehashtovorkians are fairly charismatic and are good at controlling the situation. They are considered as a ‘Jack-of-all-trades’ when it comes to combat, being neither proficient nor poor in any combat area.

Racial Abilities:

* Calm: Active – Charisma Roll. Target will not attack the party for 1D4 turns
* Pilot: Passive – Gain an extra 25 points in the Pilot skill

Skill Bonuses:

* +1D3 to any two Characteristics
* -1D3 to any two Characteristics

Leichofehake-n

Pluthinian

Rheikel:

Background: The Rheikel, or Spirits, are the residents of the Rheikellan astral plane and are all mages, due to the method of their creation. Rheikel have an aura of inspiration, which boosts the confidence and drive of anyone in their presence

Racial Abilities:

* Aura of Inspiration: Passive – All party members with the Rheikel can re-roll failed rolls (Not Crit Fails)
* Plane Shift: Reactive – Can neither harm or be harmed until your next turn

Skill Bonuses:

* +1D4 DEX
* +1D4 POW
* -1D4 STR
* -1D4 CON

Shargaroth

Terran

Torlan'Dahk

Ygdrassilian

On the subject of Racials:

**With the exception of Actives, Racials cannot be increased via conventional means**

Active: Acts like a normal power, but with reduced or no cost. These skills can only be increased on a crit

Passive: No casting necessary.

Reactive: Activates in response to an action.

Sustained Active: Once cast, the skill is active until deactivated.

Skill Sets

Choose three skill sets from the Skill Set Groups below:

Magic Tree

Physical Tree

Ranged Tree