Seltrun Strike Force

**Races:**

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: Semi-passive – take on the form of any other race. Cost: Free, STR is decreased by 1D4
* Accelerated Healing: Reactive – Regain 1D4 HP. Cost: Free

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(Combat Only)
* 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

Shargaroth

Terran

Torlan'Dahk

Ygdrassilian