

Ala

Cloud Tender x Goblin

Ala are a race of goblins capable of surviving in the most extreme environments. This allows them to live in relative peace compared to other goblinoids. Hostile tribes do exist and they must be protective of the small amount of food available in these regions. Ala look like goblins with the wings of cloud tenders.

Race traits

Attribute modifiers:

+1 Dexterity

Ala closely resemble goblins in appearance, and share this similarity when it comes to weight and height. They are slim and usually short.

Height range: 3'6" - 5'0"

Weight: 80 - 150 lbs

Race size: Medium

Movement speed: 25 feet

Newborn: 0 years - 2 years

Adolescent: 3 years - 4 years

Juvenile: 5 years - 8 years

Adult: 9 years - 30 years

Mature: 31 years - 49 years

Venerated: 50+ years

Age range: The age range for being able to adventure alone and survive well is 6 to 50 years.

Like cloud tenders the children need large amounts of care at young ages.

Average age: 20

Wings:

You have wings, choose a [wing type](#).

Hybrid:

You are required to take the *Hybrid* trait as one of your starting traits.

Sub races

Sepi

Sepi ala are known for their snow white skin and unique weather abilities.

+1 Cognition

+1 Fortune

Lightning Call:

As a full action, you call down a number of lightning bolts equal to your level at as many targets as desired. Multiple bolts can hit the same target. Each bolt deals 1D12 electric damage.

At level 25, you can use this as a swift action, but can only call down half as many bolts of lightning if you do.

This has +5 to hit and is treated as a CL 1 Evocation spell.

High Pressure:

As a full action, you make an area of high pressure. Everyone within 5 ft() of the target space is moved 5 feet away from the target space. This has no effect on anyone in the target space.

Low Pressure:

As a full action, you make an area of low pressure. Everyone within 10 ft() of the target space is moved 5 feet towards the target space. This has no effect on anyone in the target space.

Gust:

As a swift action, you summon a gust of wind that moves a target 5 feet in any direction.

At level 15, this can affect 2 targets or move one target 10 feet.

At level 25, this can affect 3 targets or move one target 15 feet.

Amet

Amet have skin that changes color based on their current environment. This allows them to blend in and takes about a day for the change to occur.

+2 Fortitude

Natural Camouflage:

Your skin changes color and texture to match your current environment. Each day you are in the same environment (Ocean, forest, desert, city, etc.) you gain +1 to Sneak rolls, up to +5.

Improved Adaptation:

If you spend at least 5 consecutive days in the same environment you gain the associated Adapted effect below. You lose the adapted effect if you leave that environment for more than 5 consecutive days.

If you remain in an environment for 15 consecutive days you can no longer lose the associated effect.

If you remain in an environment for 60 consecutive days you gain the benefits of the associated effect at all times regardless of your current environment.

Name	Effects	Appearance
Coast Adapted	+10 feet to movement speed while swimming	N/A
Desert Adapted	You are immune to daze while in desert	N/A
Forest Adapted	+1 to Sneak, Cognition, and Awareness rolls while in a forest.	N/A
Glacier Adapted	You are immune to frozen ground terrain	N/A
Gorge Adapted	You have +2 to rolls when rolling vs being tripped or climbing	N/A
Lake Adapted	You have +5 to survival rolls when near a lake and +2 to swimming rolls while in a lake.	N/A
Mountain Adapted	Immune to the effects of high winds	N/A
Plain Adapted	+1 Cognition while in a plains	N/A
Subsurface Adapted	You have +1 dodge and +1 to sneak while in the subsurface.	N/A
Swamp Adapted	You have +1 to sneak and +15 DR vs poison and disease while in a swamp.	N/A
Underwater Adapted	+2 to suffocation rolls related to drowning. You wait 1 rotation longer before having to roll for suffocation.	N/A

Belaeum

Belaeum are common on high mountains, blistering deserts, and freezing tundra. Not only are they immune to weather, but they seem to thrive in areas the more intense the weather is.

+2 Fortitude

Terrain Adaptation:

You are immune to terrain effects, other than weak or other impassable terrain.

At level 20, you are healed for any damage that terrain effects would deal to you.

Weather Adaptation:

You are immune to all weather effects.

At level 25, all negative weather effects become benefits instead.

Climate Adaptation:

You are immune to all temperature effects.

At level 30, any time you would take damage from temperature effects you are healed instead.