

Hume (lifespan: as Human)

Bangaa (lifespan ~1.5-2x human) 9RP

Humanoid (Reptilian)

medium

standard (+2 con, +2 wis, -2 cha)

30ft speed

standard (common, bangaa)

DEFENSIVE

natural armor (2rp)

stubborn (2rp)

OFFENSIVE

bite (1rp)

slapping tail (3rp)

SENSES

darkvision (2rp)

WEAKNESSES

light sensitivity (-1rp)

Viera (lifespan: as elf) 10RP

Humanoid (Viera)

medium

normal (+2 dex, +2 wis, -2 con)

30ft speed

xenophobic (viera)

FEAT/SKILL

skill bonus (survival) (2rp)

skill bonus (perception) (2rp)

sprinter (1rp)

OFFENSIVE

weapon familiarity (bows) (1rp)

SENSES

darkvision 60ft (2rp)

OTHER

treespeaker (2rp)

Nu Mou (lifespan: as dwarf) 10RP

Humanoid (Nu Mou)

small

specialized (+2 int, +2 wis, -2 con) (1rp)

20ft speed

linguist (1rp)

FEAT/SKILL

focused study (4rp)

skill training (knowledge (history) and knowledge (arcana)) (1rp)

MAGICAL

arcane focus (1rp)

magical linguist (2rp)

Moogles (lifespan: as half-orc) 10RP

Humanoid (Moogles)

small

normal (+2 dex, +2 int, -2 str)

20ft speed

standard (common, moogles)

FEAT/SKILL

master tinker (2rp)

sociable (1rp)

skill training (knowledge (engineering) and disable device) (1rp)

MOVEMENT

gliding wings (3rp)

OFFENSIVE

swarming (1rp)

SENSES

darkvision 60ft (2rp)

Seeq (lifespan: as human) 10RP

Humanoid (Seeq)

medium

specialized (+2 con, +2 wis, -2 int)

30ft speed

standard (common, seeq)

DEFENSIVE

hardy (3rp)

FEAT/SKILL

greed (1rp)

OFFENSIVE

Weapon familiarity (battleaxe, greataxe) (1rp)

SENSES

low-light vision (1rp)

scent (4rp)

Gria (lifespan ~2-3x human) 10RP

Humanoid (Gria)

medium

normal (+2 str, +2 cha, -2 wis)

30ft speed

standard (common, gria)

MOVEMENT

gliding wings (3rp)

OFFENSIVE

slapping tail (3rp)

sword-trained (4rp)

Aegyl (lifespan ~40yrs) 10RP

Humanoid (Aegyl), Humanoid (Human)

medium

human heritage (+2 to any)

30ft speed

xenophobic (aegyl)

SKILL/FEAT

skilled (4rp)

skill bonus (perception) (2rp)

MOVEMENT

flight (4rp)