



# S HUMAN, KADARIN

Kadarin, meaning “balanced” in the ancient tongue of Estron, are hybrids of the human race designed to be elite calvary with exceptional balance and coordination. During the Age of Civilization and the massive human expansion, they proliferated to the corners of the known world among various armies and mercenary companies. In the modern world, genetic experiments are no longer in practice, in fact they’ve been gone for over a thousand years interbreeding with common humans. However, the powerful genetic code some times takes hold manifesting in a human in near perfect replication of their original breeding. For the most part, Kadarin are indiscernible from normal humans. They are genetically somewhat shorter and lighter weight than average humans, designed to minimize impact on mounts, especially light and medium calvary. Their hair, skin and eye color range in the normal spectrum for humans

<b>Average Height</b>	5' 6" Male	5' 4" Female
<b>Average Weight</b>	140 lbs Male	110lbs Female
<b>Average Physical Maturity</b>	15 years Male	13 years Female
<b>Average Life Expectancy</b>	70 years Male	80 years Female

**Racial Modifiers** – None

**Natural Stat Maximums** – includes +/- 2 for sub-ability adjustment

<b>Strength</b>	(Stamina 20, Muscle 19)	<b>Intelligence</b>	(Reason 20, Knowledge 20)
<b>Dexterity</b>	(Balance 22, Aim 20)	<b>Wisdom</b>	(Intuition 21, Willpower 20)
<b>Constitution</b>	(Health 20, Fitness 21)	<b>Charisma</b>	(Leadership 20, Appearance 20)
<b>Perception</b>	(18)	<b>Luck</b>	(18)

## RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Human will have the \* abilities at 33cp with 37cp free)

5cp	Spear Bonus (+1 to hit with spears/javelins)	5cp	Inherent Immunity: Heat
5cp	Knife Bonus (+1 to hit with knives/daggers)	5cp	Inherent Immunity: Cold
5cp	Flail Bonus (+1 to hit with flails)	5cp	Inherent Immunity: Disease
5cp	Mace Bonus (+1 to hit w/maces/hammers)	5cp	Keen Vision (+1/+5%, DM)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Keen Hearing (+1/+5%, DM)
5cp	Bow Bonus (+1 to hit with bows)	5cp	Keen Olfactory (+1/+5%, DM)
*5cp	+1 to Balance sub-ability (can take 2x)	5cp	Keen Tactile Sense (+1/+5%, DM)
*5cp	+1 to Fitness sub-ability	5cp	Ambidexterity
5cp	+1 to Intuition sub-ability	5cp	Animal Empathy: Mount Type (DM)
*5cp	Mounted Bonus: Minor +1 to hit mounted	*5cp	Animal Reaction Bonus +3 vs all types
10cp	Mounted Bonus: Major +3 to hit mounted	2cp	Survival: Wilderness
2cp	Modern Language: Common	4cp	Veterinary Healing Proficiency
*2cp	Modern Language: Local Dialect	2cp	Ancient History: Human Strains
*2cp	Literacy: Common	2cp	Navigation Proficiency
*2cp	Riding: Land Based: Mount Type	2cp	Climbing Proficiency
2cp	Hunting Proficiency	2cp	Jumping Proficiency
4cp	Detect Magic Proficiency	2cp	Religion: Pick One
2cp	Lore: Animal/Insect: Mount Type	2cp	Diplomacy Proficiency
4cp	Endurance Proficiency	2cp	Light Sleeping Proficiency
2cp	Animal Training: Mount Type	2cp	Anatomy: Mount Type
*2cp	Animal Handling: Mount Type	4cp	Fine Balance Proficiency

\*\*Kadarin have natural affinity toward domesticated animals, especially horses