



LIONMAN

Lionmen are remotely distant cousins of the felidae panthera, or the big cat family and are a relatively new race, having only been known to exist in any established form for the past 5,000 years. Lionmen are far more developed mentally than their cousins, but retain many of the physiological advantages reminiscent of their relatives. The Lionman homeland is relatively small, located in the Veldt of South Central Al'Akwannon and, as such, they are relatively rare beings. Their society behaves much like the plains Indians of North America in the early 1700s, especially their views about the land and the elements. Lionmen are generally tall, well muscled and amazingly resistant to the appearances of aging. Their skin, though rarely seen, ranges from a light grayish to a light pinkish color, while the fur which covers most of their body ranges from white to tan, brown and black. Lionmen have eyes that range in the normal human spectrum as well as the cat spectrum, though they have more cat like pupils

Average Height	6' 2" Male	5' 10" Female
Average Weight	200 lbs Male	140lbs Female
Average Physical Maturity	15 years Male	13 years Female
Average Life Expectancy	80 years Male	82 years Female

Racial Modifiers – Dexterity +2, Charisma +2, Intelligence -2

Natural Stat Maximums – includes +/- 2 for sub-ability adjustment and racial purchase options

Strength	(Stamina 22, Muscle 22)	Intelligence	(Reason 18, Knowledge 18)
Dexterity	(Balance 24, Aim 24)	Wisdom	(Intuition 20, Willpower 20)
Constitution	(Health 20, Fitness 20)	Charisma	(Leadership 22, Appearance 22)
Perception	(18)	Luck	(18)

RACIAL ABILITIES/SKILLS

*(70cp to spend on the below abilities, the stock Lionman will have the * abilities at 57cp with 13cp free)*

15cp	+2 to Stamina subability	5cp	Lesser Nightvision (60 feet)
15cp	+2 to Muscle subability	*10cp	Nightvision (100 yards)
*15cp	+2 to Balance subability	15cp	Greater Nightvision (full vision range)
15cp	+2 to Aim subability	10cp	Hit Point Bonus (+1hp/level)
5cp	Axe Bonus (+1 to hit with axes)	5cp	Intimidating Roar (sv or -2 to actions)
5cp	Spear Bonus (+1 to hit with spears)	*5cp	Awareness (Surprised only 1 in 8)
*5cp	Mace Bonus (+1 to hit with maces/clubs)	5cp	Keen Hearing (+1/+5%, DM)
5cp	Bow Bonus (+1 to hit with bows)	*5cp	Keen Olfactory (+1/+5%, DM)
*5 cp	Tribal Weapon Bonus (+1 w/Lionman WPs)	10cp	Retractable Claws (1d6 Weapons)
5cp	Lesser Leap: 6/12 Up - 12/24 Across	5cp	Enhanced Combat Move (+2 hexes/melee)
10cp	Greater Leap: 12/24 Up - 24/48 Across	5cp	Ambidexterity
5cp	Inherent Immunity: Cold	5cp	Inherent Immunity: Heat
*2cp	Ancient Language: La'ko Ska	2cp	Wild/Natural Fighting Proficiency
2cp	Intimidation Proficiency	2cp	Alertness Proficiency
2cp	Climbing Proficiency	*2cp	Survival: Plains/Steppe
2cp	Move Silently Proficiency	2cp	Ambush Proficiency
*2cp	Direction Sense Proficiency	2cp	Hide in Shadows Proficiency
2cp	Animal Noise: [select creature]	2cp	Lore: Animal/Insect: Veldt
2cp	Weather Sense Proficiency	*2cp	Astrology: Tribal
*2cp	Ecology/Eco Systems: General	4cp	Herbalist: Tribal
2cp	Camouflage Proficiency	*2cp	Hunting Proficiency