



## **HUMAN, N'LANTIAN**

N'Lantian, meaning "far spear" in the ancient tongue of Estron, are hybrids of the human race designed to be exceptional bowmen with unrivaled range, power and accuracy. 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. For the most part, N'Lantian are indiscernable from normal humans. They genetically have longer arms and are often slightly taller on average than normal humans. Their hair, skin and eye color range in the normal spectrum for humans

**Average Height** 6' 2"  
**Average Weight** 190 lbs

<b>Strength</b>	4d6	(Stamina maximum 20, Muscle maximum 20)
<b>Dexterity</b>	5d6	(Balance maximum 20, Aim maximum 22)
<b>Constitution</b>	3d6	(Health maximum 20, Fitness maximum 20)
<b>Intelligence</b>	3d6	(Reason maximum 19, Knowledge maximum 20)
<b>Wisdom</b>	3d6	(Intuition maximum 20, Willpower maximum 19)
<b>Charisma</b>	3d6	(Leadership maximum 20, Appearance maximum 19)
<b>Perception</b>	3d6	(18 maximum)
<b>Luck</b>	3d6	(18 maximum)

### RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock N'Lantian will have the \* abilities at 36cp with 34cp free)

*10cp	+1 to Aim subability	10cp	+1 to Muscle subability
20cp	+2 to Aim subability (cannot combine)	10cp	+1 to Balance subability
5cp	Sword Bonus (+1 to hit with swords)	*5cp	Minor Bow Range (+10% on all ranges)
*5cp	Bow Bonus (+1 to hit with bows)	10cp	Median Bow Range (+20% on all ranges)
5cp	Axe Bonus (+1 to hit with axes)	15cp	Major Bow Range (+30% on all ranges)
*5cp	High Impact Arrow: Lesser (+1 damage)	2cp	Bowing/Fletching Proficiency
10cp	High Impact Arrow: Greater (+2 damage)	4cp	Identify Weakness Proficiency
5cp	Keen Eyesight (+1/+5%, DM)	*2cp	Speak Common
5cp	Ambidexterity	*2cp	Literacy Common
*5cp	Lesser Marksman (+1 to hit with BOC)	2cp	AK: Central Al'Akwannon
10cp	Median Marksman (+2 to hit with BOC)	2cp	Ancient History: Human Strains
15cp	Greater Marksman (+3 to hit with BOC)	2cp	Fast Draw: Arrows
2cp	Ambush Proficiency	2cp	Hunting Proficiency
2cp	Gesture/Sign Language Proficiency	*2cp	Distance Determination Proficiency
2cp	Light Sleeping	2cp	Tactics: Ranged
4cp	Anatomy: Humanoid	4cp	Quickness Proficiency