



The picis are remotely distant cousins of sea mammals such as dolphins and whales and closely related to merfolk, their less surface world adapted cousins. Early encounters with the elder races were primarily confined to humans as the Picis have had a long history of xenophobic culture. Over the past thousand years or so, however, there has grown a caste system which defines those who remain in contact with outside races, those who do not and various in-between stances. The Picis homeland is actually far more massive than one might imagine, most of it is contained far beneath the depths of the Rune Sea and 95% of the population never sees the light of the sun. A floating island is home to many and provides a base of operations for the shipping cartels. Picis generally appear as lanky and lithe humanoids with skin

that ranges in tint from dark to light blues and greens. Their hair comes in a variety of sea colors, blues, greens, black, brown and white as do their eyes which have no lids but rather a retractable membrane. Picis were not participants on any side during the Age of Wars, yet as strange looking beings, they have their fair share of racism to deal with

**Average Height** 5' 8"  
**Average Weight** 145 lbs

<b>Strength</b>	3d6	(Stamina maximum 20, Muscle maximum 20)
<b>Dexterity</b>	3d6	(Balance maximum 21, Aim maximum 20)
<b>Constitution</b>	4d6	(Health maximum 20, Fitness maximum 20)
<b>Intelligence</b>	4d6	(Reason maximum 21, Knowledge maximum 20)
<b>Wisdom</b>	3d6	(Intuition maximum 20, Willpower maximum 19)
<b>Charisma</b>	3d6	(Leadership maximum 18, Appearance maximum 18)

<b>Perception</b>	4d6	(18 maximum)
<b>Luck</b>	3d6	(18 maximum)

## RACIAL ABILITIES/SKILLS

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

10cp	+1 to Reason subability	5cp	Lesser Nightvision (50 yards)
*10cp	+1 to Balance subability	*10cp	Nightvision (100 yards)
10cp	+1 to Fitness subability	15cp	Greater Nightvision (full vision range)
10cp	+1 to Intuition subability	5cp	Bioluminescent Vision (50 yards)
5cp	Minor Amphibian (1hr/CON)	10cp	Aquatic Creature Empathic Communication
10cp	Major Amphibian (may breathe air or water)	5cp	Cold Resistance (+1 vs cold/natural resist)
10cp	Defensive Bonus (gains +2 AC w/waterborne)	5cp	Lesser Regeneration (+1hp/day submerged)
5cp	Keen Eyesight (+1/+5%, DM)	15cp	Greater Regeneration (+1hp/2 hours)
*5cp	Lesser Adaptive Swimming (full move)	5cp	Awareness (surprised only 1 in 8)
10cp	Greater Adaptive Swimming (x2 move)	*2cp	Modern Lang: Picis Mind Speak
*2cp	Alertness	2cp	Modern Lang: Medius Common
*2cp	Direction Sense: Undersea	2cp	Literacy: Medius Common
2cp	Deep Diving: Lower Depths	2cp	Breath Control
2cp	Lore: Animal/Insect: Aquatic Creatures	2cp	Animal Handling: Aquatic Creatures
2cp	Ancient History: Picis	4cp	Endurance
2cp	AK: Tuulmayne	*2cp	Swimming Proficiency

**note** -- in general, Picis are extremely xenophobic and have little interaction with other races, however there are large enclaves of "second class" Picis that have developed within all major cities of the Golden Triangle