



SCALOID

Scaloids are a variety of the reptile family and it is unknown where the species originated. For their entire known existence on Al'Akwannon they have possessed no cultural homeland, nor any significant gathering of individuals as a tribe, township, etc. Rather they remain solitary creatures who roam mysteriously throughout different lands. Procreation among the species is based on an innate calling males and females both feel which draws them together purely for such a joining. It is rare among the Scaloids to mate more than once which is most certainly a key reason their overall numbers as a species are small. Since the Holocaust, a larger concentration of Scaloids has appeared in the jungles of the Central Southwest Peninsula though there are still no known settlements or communities. Scaloids are human sized with no hair and small to non-existent ear protrusions, they are covered with small scales. Their scale color varies from blue-green to brownish-black and their eyes are generally black or yellow

Average Height	6' 0" Male	5' 6" Female
Average Weight	175 lbs Male	135 lbs Female
Average Physical Maturity	18 years Male	16 years Female
Average Life Expectancy	80 years Male	85 years Female

Racial Modifiers – Strength +2, Constitution +2, Charisma -2

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

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

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Scaloid 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 Health subability	15cp Greater Nightvision (full vision range)
15cp +2 to Fitness subability	5cp Heat Sense: Minor (50 yards)
15cp +2 to Intuition subability	10cp Heat Sense: Major (100 yards)
*5cp Knife Bonus (+1 to hit with knives)	5cp Poison Resistance (+1 sv/4pts CON)
5cp Sword Bonus (+1 to hit with swords)	*10cp Immunity to Poison
5cp Crossbow Bonus (+1 to hit with xbows)	*5cp Internal Compass (always knows direction)
5 cp Axe Bonus (+1 to hit with axes)	5cp Chameleonic Scales (+50% Hide/Natural)
5cp Toughened Scales (+2 DEF)	5cp Keen Olfactory (+1/+5%; DM)
10cp Armored Scales (+4 DEF)	5cp Keen Hearing (+1/+5%; DM)
2cp Modern Language: Common: Trade	5cp Inherent Immunity: Heat
*2cp Modern Language: Region Appropriate	2cp Meditation Proficiency
*2cp Literacy: Region Appropriate	2cp Hypnosis Proficiency
4cp Linguistics: General Proficiency	2cp Camouflage Proficiency
2cp Move Silently Proficiency	2cp Intimidation Proficiency
*2cp Navigation Proficiency	2cp Hide in Shadows Proficiency
2cp Detect Noise Proficiency	2cp Trailing Proficiency
2cp Poisons: General Proficiency	*2cp Alertness Proficiency
*4cp Danger Sense Proficiency	2cp Resist Pain Proficiency
2cp Hiding Proficiency	2cp Light Sleeping Proficiency