



Seynorian Human

The name Seynorian means "fearless" in the ancient tongue of Estron and are hybrids of the human race designed to be punishing infantrymen with exceptional stamina and lack of fear. Developed over decades during the dawn of the Age of Humanity by military innovators, the Seynorians and the other genetically perfected warriors became the might of Hernan's great army. During the Age of Magic and the massive human expansion that followed the Age of Humanity, they proliferated to the corners of the known world among various armies and mercenary companies. For the most part Seynorians are indiscernible from normal humans. They genetically have a lower content of body fat and are often more naturally muscular. Their hair, skin and eye color range in the normal spectrum for humans.

Average Height	5' 11" Male	5' 7" Female
Average Weight	180 lbs Male	145 lbs Female
Average Physical Maturity	13 years Male	11 years Female
Average Life Expectancy	78 years Male	82 years Female

Racial Modifiers – none

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

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

Racial Abilities/Skills

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

*8cp	+1 Stamina sub-ability	*5cp	Immunity to Fear
8cp	+1 Muscle sub-ability	5cp	+1 Initiative bonus
8cp	+1 Health sub-ability	10cp	Hit Point Bonus (+1 hp/level)
8cp	+1 Fitness sub-ability	5cp	Minor Resist (30% Immune to Mind Affecting)
8cp	+1 Willpower sub-ability	10cp	Fast Healer (+1 hp per healing interval)
5cp	Spear Bonus (+1 to hit with spears/javelins)	5cp	Poison Resistance (+2 sv vs toxins)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Disease Resistance (+2 sv vs disease)
*5cp	Polearm Bonus (+1 to hit with polearms)	*2cp	Resist Pain Proficiency
*2cp	Modern Language: Common	2cp	Display Weapon Prowess Proficiency
*2cp	Literacy: Common	*2cp	Climbing Proficiency
*2cp	Alertness Proficiency	2cp	Close Quarters Fighting Proficiency
2cp	Light Sleeping Proficiency	*4cp	Endurance Proficiency
2cp	Leadership Proficiency	2cp	Intimidation Proficiency
2cp	Set/Find/Remove Traps Proficiency	*2cp	Running Proficiency
4cp	Move Silently Proficiency	*2cp	Jumping Proficiency
2cp	Riding: Land Based: Horse	2cp	Direction Sense Proficiency
2cp	Rope Use/Nets Proficiency	2cp	Detect Noise Proficiency
2cp	Survival: Battlefield	2cp	Weaponsmith: Crude
4cp	Fast Draw Proficiency (pick one)	2cp	Charioteer/Wagoneer Proficiency
2cp	Tactics: Infantry	2cp	Artillery/War Machines Proficiency
2cp	Navigation Proficiency	2cp	Armoring: Crude

**Seynorians faced with "fight or flight" situations fall back on their genetic instincts and never surrender (sv vs Will DC 20)