



HUMAN, LOTHARAN

In ancient Estron, the word 'lothar' means 'to endure' and during the end of the Age of Wars as humans were preparing their massive armies, the Lotharan hybrid human was bred. Designed to be durable scouts, able to survive and even thrive deployed in difficult situations alone. During the Age of Humanity and the massive human expansion, they proliferated to the corners of the known world among various armies and mercenary companies. Though this genetic engineering ended well over a thousand years in the past, there are still humans who harken back to this original genetic programming. While generally indiscernable from a common human, the Lotharan genetic code lends itself to slightly shorter, lean and wiry build. At the same time they are usually heavier, packing more muscle onto the lean frame with higher than normal cellular density aiding them in retaining nutrients and liquids longer. They are otherwise no different in appearance than a common human

Average Height	5' 9" Male	5' 6" Female
Average Weight	175 lbs Male	142lbs Female
Average Physical Maturity	15 years Male	13 years Female
Average Life Expectancy	70 years Male	80 years Female

Racial Modifiers – +2 Con; -1 Int

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

Strength	(Stamina 21, Muscle 20)	Intelligence	(Reason 19, Knowledge 19)
Dexterity	(Balance 20, Aim 20)	Wisdom	(Intuition 20, Willpower 20)
Constitution	(Health 23, Fitness 24)	Charisma	(Leadership 20, Appearance 20)
Perception	(18)	Luck	(18)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Lotharan will have the * abilities at 40cp with 30cp free)

10cp	+1 Stamina subability	5cp	Inherent Immunity: Heat
10cp	+1 Health subability	5cp	Inherent Immunity: Cold
*10cp	+1 Fitness subability (may buy twice)	5cp	Inherent Immunity: Disease
*5cp	Axe Bonus (+1 to hit w/axes)	*5cp	Keen Vision (+1/+5%, DM)
*5cp	Bow Bonus (+1 to hit with bows)	5cp	Keen Hearing (+1/+5%, DM)
5cp	Spear Bonus (+1 to hit with spears)	5cp	Keen Olfactory (+1/+5%, DM)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Keen Taste (+1/+5%, DM)
5cp	Knife Bonus (+1 to hit with knives/daggers)	5cp	Keen Tactile Sense (+1/+5%, DM)
*5 cp	Low Consumption (live on ½ food/water)	5cp	Ambidexterity
10cp	Negligible Consumption (live on ¼ food/w)	5cp	Tracking Bonus (+50%/+25% tracking; DM)
*5cp	Survivalist (pick 5 survival skills/specialties)	2cp	Tracking Proficiency
2cp	Modern Language: Common	2cp	Set/Find/Remove Traps Proficiency
*2cp	Modern Language: Local Dialect	2cp	Running Proficiency
*2cp	Literacy: Common	2cp	Mountaineering Proficiency
2cp	Bowling/Fletching Proficiency	4cp	Move Silently Proficiency
2cp	Hunting Proficiency	2cp	Ambush Proficiency
2cp	Ecology/Eco Systems Proficiency	2cp	Camouflage Proficiency
2cp	Animal Handling: Pick Type	2cp	Animal Training: Pick Type
*4cp	Endurance Proficiency	*2cp	Light Sleeping Proficiency
2cp	Climbing Proficiency	4cp	Danger Sense Proficiency
4cp	Harness Subconscious Proficiency	2cp	Unique Physical Ability Proficiency