



# SSTOI'ISSLYTHI RACIAL SUMMARY

Sstoi'isslythi, or reptilians, are humanoids with many of the features of snakes. They live in elegant, open cities in and near the deserts, distinctive for their wide sunning terraces.

## PHYSICAL CHARACTER

**Build:** Sstoi'isslythi are slender and graceful, small by human standards. They average 115 lbs.

**Coloring:** Their soft skin is comprised of fine golden scales. Many have colored markings or stripes on their faces and shoulders. They are completely without hair.

**Height:** 5'2" to 6'.

**Endurance:** Their need for sleep is slightly greater than that of the mannish races (8 full hours per night). They frequently nap in the sun, much as they snakes they resemble.

**Lifespan:** Average 105 years.

**Resistance:** Sstoi'isslythi are much more resistant to poison than other races, no doubt a defense against their own venoms. They are completely immune to their own poison or that of immediate family members.

**Special Abilities:** Their fine scales provide some natural protection (AT 3). Their fangs are effective weapons (attacking as a Medium Stinger) and carry a Muscle venom. The severity of the poison depends on the deepness of the strike; an A critical will deliver a level 2 poison, and the level is increased by 4 levels for each additional critical level (up to level 18 for an E critical).

## CULTURE

**Clothing & Decoration:** Sstoi'isslythi typically wear clothes only for formal occasions or to signify status. Loose robes or shorter tunics are common for such purposes. Colors are bright.

**Fears & Inabilities:** Sstoi'isslythi are sensitive to the cold, operating at -1 for each degree temperatures are below 40°.

**Lifestyle:** Sstoi'isslythi cities are expansive in design but not large. They primarily tend herds of livestock, with farming primarily to support their animals. Scholars and artists are not unusual.

**Marriage Pattern:** Sstoi'isslythi are monogamous, tracing the line through the female. They live in small family groups.

**Religion:** Many follow gods of the sun or the arts.

## OTHER FACTORS

**Demeanor:** Sstoi'isslythi are compulsively polite, and their interactions between family groups are conducted with elaborate ritual. When ritual fails and they become angry, the strike reflex is almost impossible to quell, so arguments often end in death of at least one party.

**Language:** *Starting Languages:* Sstoi'isslythi speak their own language (S8/W4) as well as Common-Speech (S5/W3) and Plains-Speech (S5/W3). *Allowed Adolescent Development:* Sstoi'isslythi (S10/W10), Common (S8/W8), Plains-Speech (S8/W8), South-Speech (S8/W8).

**Prejudices:** They trade with other races, especially for livestock, but find most to be poorly behaved. Traders who learn proper manners and conduct themselves carefully are welcomed.

**Professions:** Sstoi'isslythi may learn any profession.

**Training Packages:** Sstoi'isslythi may choose any Training Package.

**Special Skills:** *Everyman:* Survival (Desert), Racial Attack (Bite).

**Standard Hobby Skills:** Acrobatics, Acting, Ambush, Animal Handling, Body Development, Climbing, Contortions, any Crafts, Diplomacy, First Aid, Fpraging, Hiding, History, Observation, Reading Tracks, Stalking, Star-Gazing, Survival, Tracking, Trading, any Weapon Skills.

## OUTFITTING OPTIONS

**Weapons:** Bola, dagger, javelin, scimitar, short bow, short sword, sling, long sword, spear.

**Armor:** Sstoi'isslythi rarely wear armor over their scales.

**Money:** Coins, art, or livestock worth 2 gp.

## BACKGROUND OPTIONS

Sstoi'isslythi get four background options.

**Extra Languages:** In addition to the languages above, Hill-Speech (S6/W6) and Small-Speech (S6/W6).

**Extra Money:** Coins or artwork.

**Special Items:** All available. Sstoi'isslythi items are often of finely-worked precious metals.

**Talents:** All available.

## ADOLESCENT SKILL DEVELOPMENT

Sstoi'isslythi gain the following skills during their adolescent development:

Skill	Ranks
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language Skills	8
Lore • General skill category	3
“Own” Culture Lore	3
“Own” Region Lore	3
Outdoor • Animal skill category	2
Outdoor • Environmental skill category	2
Special Attacks skill category	n/a
Racial Attack (Bite)	1
Subterfuge • Stealth skill category	2
Hiding	2
Stalking	2
Technical/Trade • General skill category	1
Weapon • One-Handed Edged skill category	1
One weapon skill	1
Weapon • Missile skill category	1
One weapon skill	1
Weapon • Thrown skill category	1
One weapon skill	1
Hobby Ranks	10
Background Options	4
Talent Points (cost: 101)	45

## Stat Bonuses:

Ag: +3  
Co: +0  
Me: +0  
Re: +0  
SD: -2  
Em: +2  
In: +0  
Pr: +0  
Qu: +2  
St: +0

## RR Mod:

Ess: +0  
Chan.: +0  
Ment: +0  
Poison: +30  
Disease: +10  
Fear: +0

## Body Dev.

**Progression**  
0•6•4•2•1

## Channeling PP

**Dev. Progression**  
0•6•5•4•3

## Essence

**PP Dev.**  
**Progression**  
0•6•4•3•2

## Mentalism

**PP Dev.**  
**Progression**  
0•6•4•3•2

## Arcane

**PP Dev.**  
**Progression**  
0•6•4•3•2

## Soul Departure:

14 rounds

## Recovery

**Modifier:**  
1 times

## Race Type:

2