

# GRATAR

## RACIAL SUMMARY

Gratar are frog-like humanoids. They keep to themselves and are poorly understood by the mannish races. Often they are mistaken for four separate races according to their colors.

### PHYSICAL CHARACTER

**Build:** Gratar are broad and stand somewhat hunched over. They average 150 lbs.

**Coloring:** Variable with age. The young are green and spend much time in water. With age they fade to pale yellow, then darken to black. Occasionally a powerful but old black Gratar turns red; these become leaders or are killed or driven out. Some other black Gratar, taken to living in dark places in even greater isolation, fade to grey.

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

**Endurance:** Normal.

**Lifespan:** Average 100 years. Red Gratar can reach 200 years.

**Resistance:** Gratar are somewhat more resistant to disease than the mannish races.

**Special Abilities:** Gratar are tremendous jumpers, able to leap 3 times as far horizontally or 5 times as far vertically as a human. Their bulbous, widely placed eyes give them superior peripheral vision (flank attacks receive only +5, rear attacks +15). Their wide mouths are lined with sharp teeth (Medium Bite attack).

### CULTURE

**Clothing & Decoration:** Young greens wear whatever rags they can scavenge or steal. Yellows and some black Gratar paint their bodies to make themselves look more fearsome. Greys and other black Gratar wear dark clothing in human styles, while red Gratar usually wear armor or sumptuous robes.

**Fears & Inabilities:** Gratar have no unusual fears.

**Lifestyle:** Gratar dwell in gatherings near water or swamps, sometimes underground. They are ruled by the strongest. Provisions and items of value are taken by the strong and treachery is not uncommon.

Grey Gratar gatherings are typically isolated from others even of their own race. They usually work alone as assassins and killers for Gratar or members of other races.

**Marriage Pattern:** Gratar do not marry, but breed in pools. The strongest have access to the eggs of females.

**Religion:** If they follow gods, they choose those which offer them power or whose followers terrorize them.

### OTHER FACTORS

**Demeanor:** Gratar are bullies by nature. The strong abuse the weak, the weak get out of the way until they can find someone weaker to pass the abuse on to.

**Language:** *Starting Languages:* Gratar speak their own language (S6/W3) as well as Common-Speech (S4/W2) and Black-Speech (S4/W2). *Allowed Adolescent Development:* Gratar (S8/W6), Common (S6/W6), and Black (S6/W6).

**Prejudices:** Gratar either fear or serve races that are stronger than themselves and prey on races which are weaker.

**Professions:** All are possible.

**Training Packages:** All are possible.

**Special Skills:** *Occupational:* Swimming. *Everyman:* Jumping, Racial Attack (Bite).

**Standard Hobby Skills:** Acrobatics, Acting, Ambush, Animal Handling, any Armor skill, Attunement, Body Development,

Climbing, Contortions, Directed Spells, Fpraging, Hiding, Jumping, Leather-Crafts, Observation, Reading Tracks, Stalking, Survival, Tracking, Trading, Trap Building, Trapping, Wood-Crafts, any Weapon Skills.

### OUTFITTING OPTIONS

**Weapons:** Battle-axe, club, dagger, falchion, handaxe, javelin, pole arms, scimitar, swords of all types, spear, harpoon, net.  
**Armor:** Gratar can use any armor they are strong enough to keep for themselves.  
**Money:** Coins worth 2 gp, usually of mannish mint.

#### Stat Bonuses:

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

### BACKGROUND OPTIONS

Gratar get four background options.

**Extra Languages:** In addition to the languages above, Goblin (S4/W4), Hobgoblin (S4/W4), and Wood-Speech (S6/W6).

**Extra Money:** Coins of mannish mint.

**Special Items:** All available.

**Talents:** All available.

#### RR Mod:

Ess: +0  
 Chan.: +0  
 Ment: +0  
 Poison: +5  
 Disease: +20  
 Fear: +0

### ADOLESCENT SKILL DEVELOPMENT

Gratar gain the following skills during their adolescent development:

Skill	Ranks
Armor • Light skill category	1
Athletic • Brawn skill category	1
Jumping	1
Athletic • Endurance skill category	1
Swimming	3
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	3
Communications skill category	2
Language Skills	8
Lore • General skill category	2
“Own” Culture Lore	3
“Own” Region Lore	3
Outdoor • Animal skill category	1
Outdoor • Environmental skill category	2
Special Attacks skill category	n/a
Racial Attack (Bite)	2
Subterfuge • Stealth skill category	1
Hiding	1
Stalking	1
Technical/Trade • General skill category	1
Weapon • One-Handed Edged skill category	2
One weapon skill	2
Weapon • Pole Arms skill category	1
One weapon skill	1
Weapon • Thrown skill category	1
One weapon skill	1
Hobby Ranks	12
Background Options	5
Talent Points (cost: 85)	50

#### 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:

10 rounds

#### Recovery

**Modifier:**  
 0.9 times

#### Race Type:

3