

Laprin

TRAITS OF A LAPRIN

- ✱ **WELL-READ:** You gain a +2 on all science rolls.
- ✱ **SPEED:** You have an impressive (for your size) speed of 25 feet. You have a swim speed of 10 and a climb speed of 10.
- ✱ **BURROWER:** You have a digging speed of 10, allowing you to dig through sand and soft soil. Your claws can not break through hardened earth. You leave an open burrow in your wake.
- ✱ **CAMOUFLAGE:** Your fur color reflects your homeland. Tan fur thrives in deserts, white in tundras, grey in mountains, brown in forests, and so forth. You gain a +2 to evade while in the terrain that your fur color blends with.
- ✱ **FEEBLE:** You are too small to wield even reasonably-sized weapons easily. You must take up a footing stance for 1 AP in order to wield a heavy weapon, and must spend 2 AP to take a footing stance for a super-heavy weapon.

Random Racial Traits

- 1 **AUDITORY AFFINITY:** When rolling cunning to listen to something quiet, garbled, or distant, you automatically score one tier higher.
- 2 **EXTREMELY AGILE:** Maybe your homeland was full of predators. Or maybe you just like making people mad and getting away with it. Your movement speed across land is now 35.
- 3 **JUST SO CUTE:** Your big eyes, groomed fur, your floppy ears- its hard to say no to you. You gain a +2 to cunning when trying to pacify someone, or convince them to help you.
- 4 **LONGJUMP:** Your hind legs are capable of propelling you far and high. When you jump for height or distance, increase the tier of the jump by 1 tier.
- 5 **LOST IN THE CROWD:** You tend to vanish among your taller peers when pressed. When adjacent to two or more allies, you gain a +2 to evade against ranged attacks.
- 6 **RUNT:** You can successfully be concealed as though you were a medium weapon. You obviously cannot be shoved in sleeves or pockets (Unless your ally has the Deep Pockets trait), but you can be stuffed into backpacks, sacks, crates, chests, and similar storage spaces with relative comfort.
- 7 **SOFT FUR:** Your fur is soft and downy enough to keep your armor from grating. When you would be affected by a burn, lower the tier of the burn effect by 1 tier. (As such, you are immune to tier 1 burns.)
- 8 **STASHES:** Years of preparing for harsh seasons have taught you to stash your valuables where others can not find them. You can conceal items and weapons up to the size of "Super-Heavy" (This includes weapons, armor, and small containers, but no vehicles but the absolute smallest) in the earth. Those who do not know the stash's location must roll their cunning against your cunning plus 5.
- 9 **STRONG CLAWS:** While not in combat, you may dig through packed earth and clay at one-quarter your normal dig speed (about 2.5 feet per AP). The resulting tunnels are wide enough for most races to crawl through, and may be widened with additional effort.
- 10 **SURPRISING STRENGTH:** Under your fluffy fur, you are a ball of solid muscle. You negate your Feeble trait and gain a +2 to strike with heavy and super-heavy weapons.
- 11 **THICK COAT:** Your fur protects you from the elements. Your armor may soak up to 5 cold or heat (but not fire) damage per turn.
- 12 **UNDER THE RADAR:** Your small stature makes it difficult to block your blows, though you can't reach very high. You gain a +1 to accuracy for called shots against the legs and groin.