

ANCESTRIES AND SPECIES

Humans are no longer the dominant species on the planet. Human DNA has mixed with the DNA of several other species on the planet, resulting in several hybrid species that now dominate the world.

You take on the characteristics of your ancestry in obvious as well as subtle ways. Some individuals look human but for certain alterations, such as longer ears or fur. Others are barely recognizable as having a human ancestry.

Your character starts out as an inexperienced adventurer from a certain ancestry, as described on the following pages. You select a Species within that ancestry. As you gain in experience and power, you will evolve into a different Species of your choice. Sometimes evolving into a higher level grants you additional abilities. Many see the process of evolving as intensely private and will retire to a secluded area to undergo the transformation, which involves an intense burst of energy and a significant amount of pain as the body alters itself.

While the world has moved on from outdated notions of racism, certain ancestries do tend to be more suspicious of others because of their history, for example as predator and prey. For the most part, hybrids are willing to give each other a chance, but you may decide that your character harbors feelings toward certain ancestries. This concept is presented in Personality Ideas for each option.

Finally, you can speak with animals that share your ancestry. In addition, all hybrids learn Hybrid language at an early age and can speak or sign fluently to one another.

ARANEA

Aranea are perhaps the most diverse of all hybrids. All derive from the spider family, but they are not easily categorized. Their skin is often intertwined with small webs. They are sensitive to their environment and are fierce fighters. They have a natural aversion to Avis. Lifespan: 60 years.

Characteristics

Can jump 30' in any direction.

Gain the ability to cast *Web* for zero MP 2x/day.

Can climb walls and hang from the ceiling.

Advantage on *Stealth*.

-1 to *Charisma*.

Species Evolution

Level 1: Daddy Long Legs or Jumping (+1 Agility, +1 Strength)

Level 3: Tarantula or Brown Recluse (+1 Agility, +1 Composure)

Gain *Bite*: d6 attack as free action

Level 7: Black Widow or Wolf (+1 Agility, +1 Composure)

Personality Ideas

You see yourself as misunderstood; quiet but not always deadly.

Many fear you and your abilities, assuming you are a predator.

Because of your relatively short lifespan, you want to experience everything.





ARBOREAN

Arboreal are among the most rare individuals on the planet, being a combination of human and tree. Arboreal have naturally rigid skin and are known for being composure unless challenged. They have long lives and are prized as companions for their wisdom. Lifespan: 500 years.

Characteristics

+1 to Damage Reduction.

Can Petrify a creature once per day.

Can communicate with any tree.



Advantage on *Bash*.

-1 to *Dexterity*.

Evolution

Level 1: Aspen or Birch (+1 Composure, +1 Stamina)

Level 3: Maple or Pine (+1 Strength, +1 Composure)

Gain *Bark*: add +2 to damage reduction

Level 7: Redwood or Sequoia (+1 Strength, +1 Stamina)

Personality Ideas

You take your time speaking, which some find frustrating.

Many assume your heart matches your hard exterior, which is untrue.

You see most other hybrids as rash and impulsive.



AVIS

Avis are proud individuals, living a legacy as the only whose ancestors soared in the sky. Younger Avis are very charismatic, preferring to be with others, while older Avis often prefer their own company. Adults grow wings out of their back. Lifespan: 80 years.



Characteristics

Advantage on *Find Hidden*.

-2 to *Strength*.

Can see twice the normal distance.

Can jump and fly 30' in any direction.

Very light—advantage on avoiding floor traps.

Can fall up to 50' and not take damage.

Evolution

Level 1: Dove or Mallard (+1 Perception, +1 Intelligence)

Level 3: Owl or Toucan (+1 Perception, +1 Agility)

Gain *Flying Leap*: add 20' to movement

Level 7: Eagle or Falcon (+1 Perception, +1 Strength)

Personality Ideas

You are happiest in the air; underground places are stifling.

You are constantly scanning the environment, looking for opportunities.

You pity those who haven't seen from the sky.



BOVA

Once, the Bovan ancestors were kept as cattle and forced to work for humans. Bova keep this memory inside them, and are known for being solemn but prone to bursts of anger. Their skins are tough and they have horns on each side of their head. Lifespan: 100 years. Many follow Apis.

Characteristics

+1 to Damage Reduction.
Advantage on *Pry Open*.



-1 to *Dexterity*.
Can eat grass and weeds.

Evolution

Level 1: Sheep or Cow (+1 Stamina, +1 Strength)
Level 3: Gazelle or Antelope (+1 Agility, +1 Perception)
Gain *Mail*: d6 attack with horns as free action
Level 7: Bison or Ram (+1 Strength, +1 Stamina)

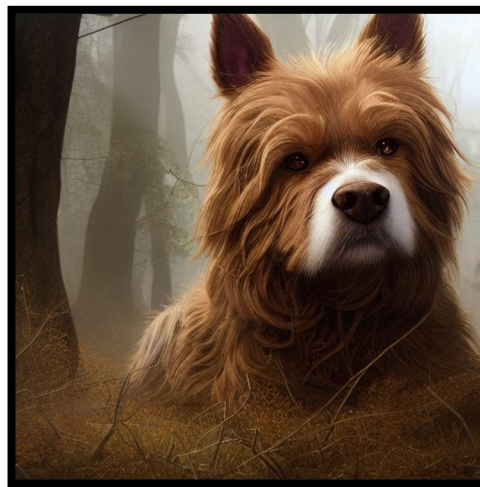
Personality Ideas

You have a deep distrust of primates, and tolerate them at best.
You take glee in proving you aren't a dumb hybrid.
Your horns are a source of pride and you insist on keeping them clean.



CANID

Individuals with the Canid ancestry are known for their outgoing, friendly nature, observation skills, loyalty to their friends, and tracking ability. They are often found in leadership or scout roles. Their bodies are covered with thick fur. They can be overly trusting. Lifespan: 90 years.



Characteristics

Advantage on *Track*.

-1 to *Composure*

Can howl as an action, giving +2 damage to all allies for their next turn.

Evolution

Level 1: Retriever or Beagle (+1 Charisma, +1 Perception)

Level 3: Coyote or Fox (+1 Agility, +1 Perception)

Gain *Hunt*: roll three times for Track checks

Level 7: Great Dane or Wolf (+1 Strength, +1 Stamina)

Personality Ideas

You get anxious if you don't know where your friends are.

You like to be the leader, or second in command if necessary.

You can get distracted by particularly strong scents.



CETACEA

Cetacea live most of their lives in or near water. Cetacea prefer being alone but can enjoy the company of others if they are respectful. Their skin is tough when on dry land to preserve moisture. When in water, their legs turn into fins. Lifespan: 120 years.



Characteristics

Can hold breath for 30 minutes.

Can swim at double the normal speed.

Knows history of local area by touching water.

-1 to *Charisma*.

Advantage on *Stamina* checks.

Evolution

Level 1: Dolphin or Porpoise (+1 Intelligence, +1 Charisma)

Level 3: Humpback or Blue whale (+1 Strength, +1 Agility)

Gain *Echolocate*: can see in pitch black

Level 7: Killer whale or Sperm whale (+1 Strength, +1 Agility)

Personality Ideas

You become uneasy if separated from water for long periods of time.

Others may see you as a loner, but you're simply discerning of your friends.

You are willing to teach others to love the water as you do.



ELEPHANTI

The trunk is the first thing you notice about an Elephanti. Every Elephanti has one, and they are extremely proud of them—for good reason! It has nearly unlimited flexibility and acts exactly like a hand. Elephanti are extremely intelligent, social, and friendly. Lifespan: 160 years.

Characteristics

Advantage to *Track* and *Pry Open*.

+1 to Intelligence.

-5 to Move.

Trunk acts as a third arm in all ways.



Evolution

Level 1: Asian or African elephant (+1 Perception, +1 Charisma)

Level 3: Mammoth (+1 Strength, +1 Intelligence)

Gain *Stomp*: kick for d6 damage as free action

Level 7: Loxodon (+1 Strength, +1 Stamina)

Personality Ideas

You dislike acting quickly; you prefer to take your time.

When you first meet someone, you like to size them up before interacting.

You have a strong desire for everyone to get along.

EQUIS

Widely considered the strongest and courageous of hybrid ancestries, the large leg muscles of Equis make them powerful runners. Their hands are extremely strong and have a hard exterior. Female Equis are more dominant. Their history of being used by humans make them suspicious of Primates. Lifespan: 100 years.



Characteristics

+10 to Move.

-1 to *Charisma*.

Unarmed strike: 1d6 + Strength bonus

Cannot be shoved, pushed, or poisoned.

Evolution

Level 1: Donkey or Pony (+1 Perception, +1 Charisma)

Level 3: Shire Horse or Zebra (+1 Strength, +1 Intelligence)

Gain *Haul*: can carry twice as much weight without being encumbered

Level 7: Clydesdale (+1 Strength, +1 Stamina)

Personality Ideas

You dislike moving slowly; you long to run like the wind.

You do not approve of hybrids riding other creatures.

You must know someone well before you will allow them to touch you.



FELIS

Felis are generally solitary individuals. They can be fiercely aggressive in the face of danger or threats to their home. Their bodies are often covered or largely covered by hair. They have a natural aversion to Canid.

Lifespan: 100 years. Many follow Bastet.



Characteristics

Advantage on *Stealth*.

-1 to *Composure*.

Can *roar*: once per encounter, as an action, you cause each hostile creature within 30' to make a 15 *Composure* roll or be frightened of you for one turn.

Evolution

Level 1: Cat or Lynx (+1 Agility, +1 Perception)

Level 3: Cheetah or Jaguar (+1 Strength, +1 Stamina)

Gain *Run like the wind*: add 20' to movement speed

Level 7: Lion or Tiger (+1 Agility, +1 Composure)

Personality Ideas

You are naturally curious, which makes you courageous but sometimes reckless.

You have a tendency to shift moods quickly.

Your feeling about personal intimacy are...complicated.

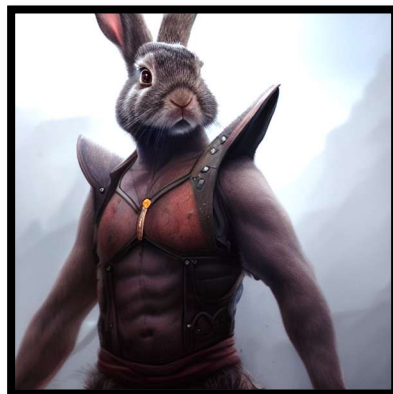




GLIRA

Glira are known for being generally charismatic individuals as well as being very attentive to their surroundings. They can be jittery and suspicious. Their bodies are covered with fine, smooth hair and they have tails.

Lifespan: 75 years.



Characteristics

Advantage on *Find Hidden*.

+1 to Initiative.

-1 to *Composure*.

Can use tail to reduce damage to friend within 5' by 1.

Evolution

Level 1: Mouse or Hamster (+1 Agility, +1 Perception)

Level 3: Squirrel or Rabbit (+1 Charisma, +1 Agility)

Gain *Tail slap*: d6 attack as free action

Level 7: Rat or Beaver (+1 Strength, +1 Intelligence)

Personality Ideas

You are constantly alert, aware of any danger.

You are very sensitive to the scent of others.

You do not like having your tail touched.





PRIMATE

Primates are among the most skilled of all creatures, and the most closely related to humans. They make excellent diplomats, leaders, and vendors. They find Undead to be deeply disturbing.

Lifespan: 80 years.



Characteristics

Advantage on *Reason*.

Can repair broken weapons.

Can automatically *Hide* in forests.

+3 Magic Points.

-1 to *Perception*.

Evolution

Level 1: Lemur or Monkey (+1 Intelligence, +1 Agility)

Level 3: Gorilla or Chimpanzee (+1 Intelligence, +1 Charisma)

Gain *Climb*: can climb any tree and move between them

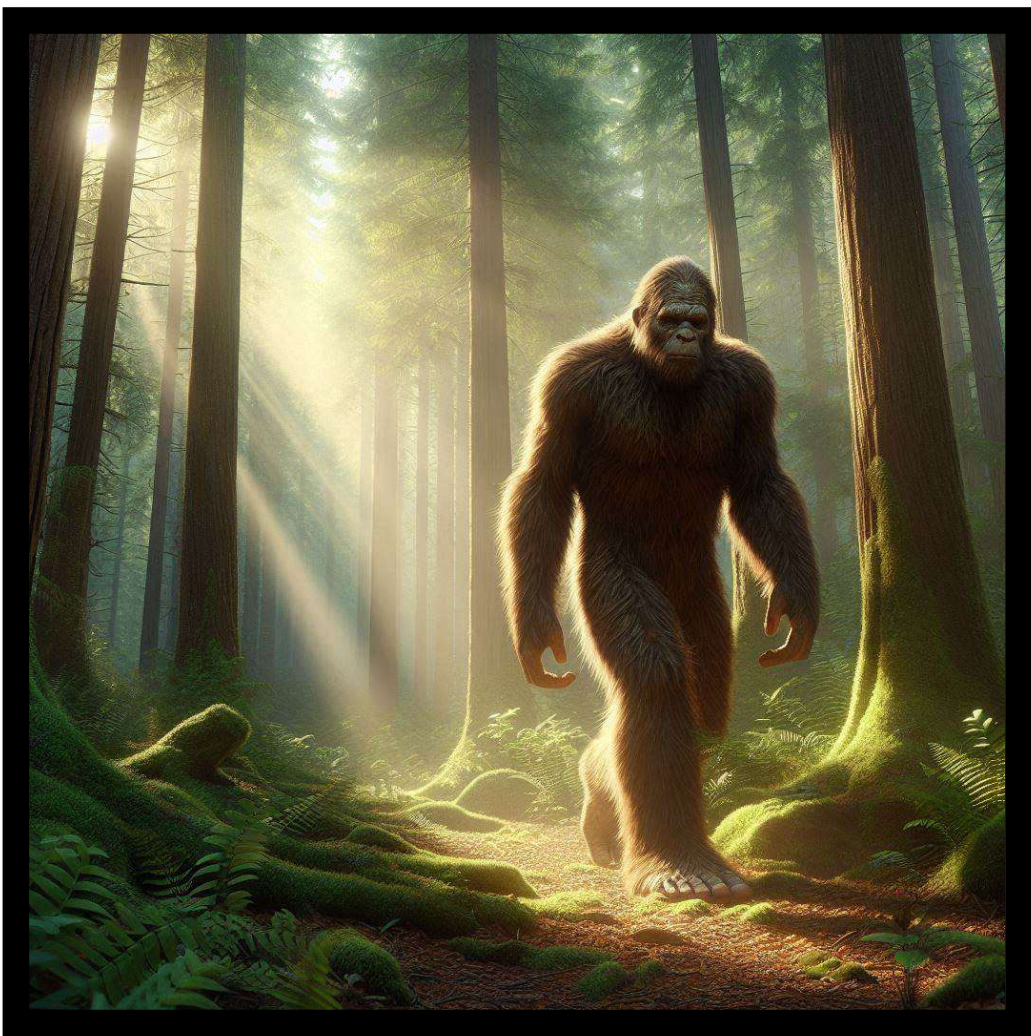
Level 7: Sasquatch (+1 Strength, +1 Stamina)

Personality Ideas

You harbor deep guilt about how your ancestors treated animals.

As such, you see it as your duty to treat others as kindly as you can.

You are intensely social, strongly desiring to be around others.



REPTILIA

Reptilia are bright, inquisitive individuals. They often lead solitary lives, forming attachments only with family and a few close friends. They are known for their long lives, healing, and ability to adapt to a variety of situations. Many have wings. Lifespan: 200 years.



Characteristics

Advantage on *Find Hidden*.

Can fly 60'.

Resting heals 3 HP + Composure.

+1 to Damage Reduction.

-2 to *Charisma*.

Evolution

Level 1: Iguana or Chameleon (+1 Perception, +1 Stamina)

Level 3: Alligator or Turtle (+1 Agility, +1 Perception)

Gain *Tail Whip*: d6 attack as free action

Level 7: Komodo Dragon or Crocodile (+1 Strength, +1 Stamina)

Personality Ideas

You have an innate desire to learn as much about the world as you can.

You tend to be patient, as you will live longer than most hybrids.

You tend to shrug off wounds, as you know you will heal.



SERPEN

Serpen tend to be intensely private—not anti-social, but guarded. They are very perceptive of their surroundings, often described as ‘jumpy’. All have tails and long tongues. Lifespan: 90 years.

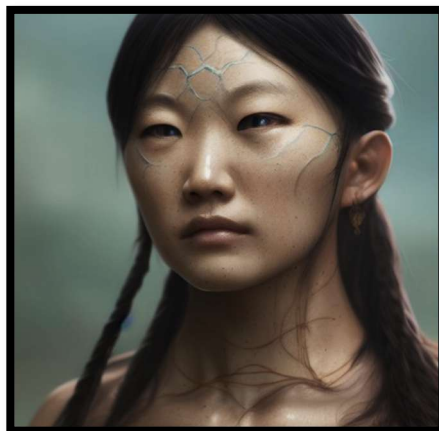
Characteristics

Infrared vision in the dark (can see heat).

Advantage on *Track*.

-1 to *Composure*.

Can attempt to *Grapple* as a free action with their tail.



Evolution

Level 1: Rattlesnake or Boa constrictor (+1 Agility, +1 Perception)

Level 3: Python or Kingsnake (+1 Agility, +1 Composure)

Gain *Venomous Bite*: as free action, cause d6 damage

Level 7: Cobra or Viper (+1 Strength, +1 Agility)

Personality Ideas

Many assume you have ulterior motives—and they’re usually right.

You have a wicked, biting sense of humor.

You flick your tongue back and forth when you are anxious.



UNDEAD

One of the most disturbing phenomena that occurred during The Event was that humans that had been long dead rose from the grave. They are viewed with suspicion by most Hybrid. But unlike the undead of folklore, not all Undead are evil—in fact there are many stories of Undead fighting for righteous causes. Lifespan: Unknown.



Characteristics

+1 DR from non-magical attacks.
Can cast *Speak with Dead* at will.
Does not sleep.

-2 to *Charisma*.
Advantage on *History*.

Evolution

Level 1: Skeleton or Zombie (+1 Composure, +1 Stamina)
Level 3: Ghoul or Mummy (+1 Strength, +1 Stamina)
Gain *Frighten*: enemies subtract 5 from their initiative
Level 7: Lich or Vampire (+1 Agility, +1 Intelligence)

Personality Ideas

You can't help but be amused by those who find you frightening.
You have a deep unease that you don't know how long you will live.
You are strongly motivated to discover how Undead were formed.



URSAN

Ursan are powerful, often towering, but they are generally gentle. They tend to be solitary by nature, but are fiercely loyal to their family and friends. Some see them as stupid—they are not, they simply take their time before reacting. Many are followers of Artemis. Lifespan: 100 years.



Characteristics

Advantage on to *Track*.

Unarmed strike: 1d6 + Strength bonus

+1 to weapon damage.

-1 to *Agility*.

Evolution

Level 1: Panda or Sloth Bear (+1 Strength, +1 Perception)

Level 3: Black or Sun Bear (+1 Strength, +1 Stamina)

Gain *Smash*: roll three times on Bash or Pry Open checks

Level 7: Brown or Polar Bear (+1 Strength, +1 Stamina)

Personality Ideas

You love to laugh, and try not to do it at the expense of others.

You enjoy surprising people with your intelligence.

