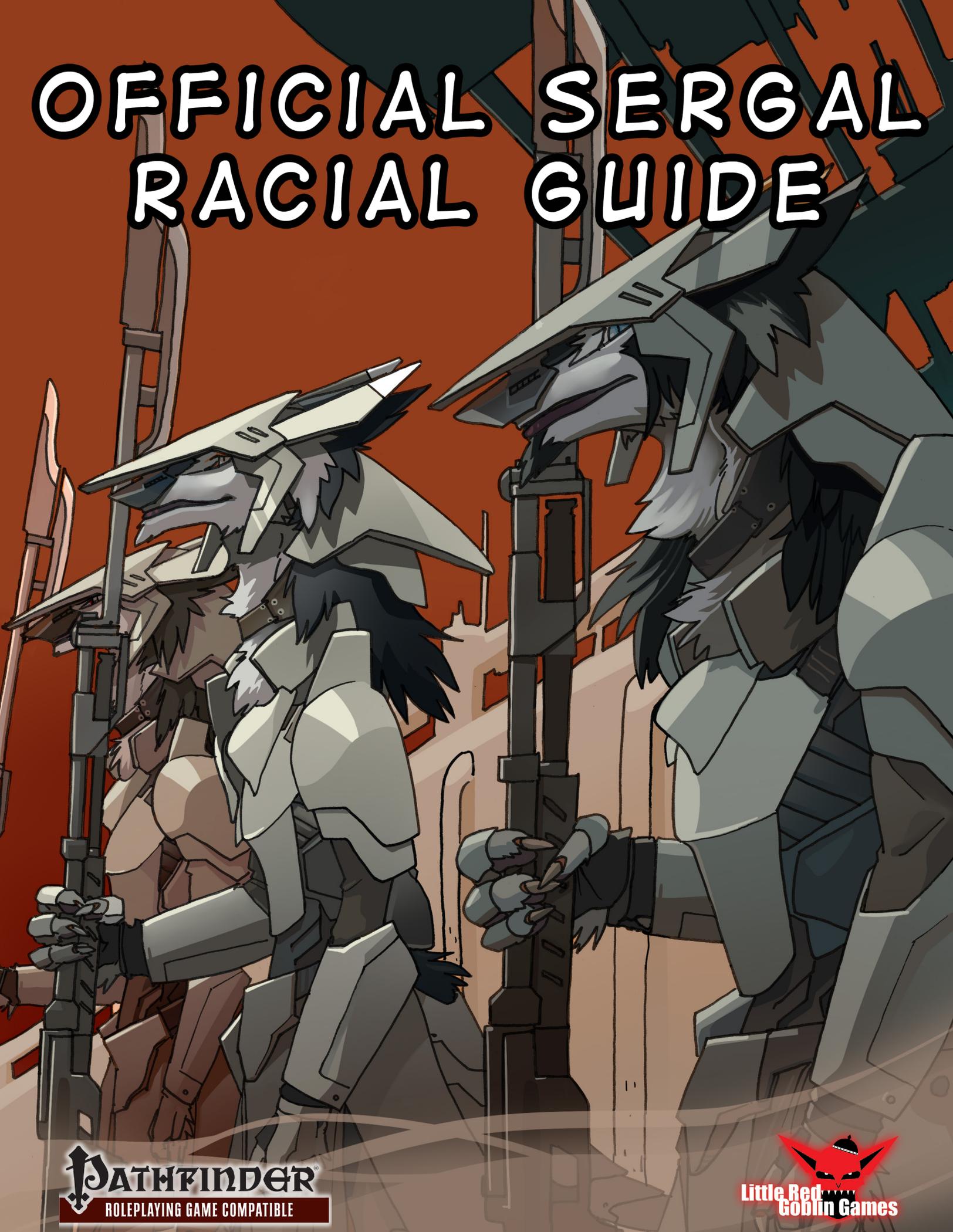


OFFICIAL SERGAL RACIAL GUIDE



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SERGALS

PHYSICAL CHARACTERISTICS

Sergals have sharply angular, almost shark-shaped, heads with reptilian eyes and small pointed ears. This head sits atop vaguely humanoid form which covered in fur, sports a long tail, and has rat-like feet at the end of digitigrade legs. Their hands are humanoid though they only possess 4 fingers (3 and an opposable thumb). Claws adorn their feet and hands, though they are not particularly useful for combat. Their eyes are small, but intelligent. Sergals have exceptional visual kinetic detection (like a sight hound) but otherwise have average eyesight. Of note is that their powerful jaws hide rows of sharp teeth and a long, dexterous, tongue that often hangs out. Biologically, they are similar to mammals.

Despite having a somewhat lanky, scrawny appearance sergals have dense muscles that are extremely efficient. This makes them tremendously strong and well suited to the life of the hunter. Their digitigrade legs are very powerful and can allow them to run at tremendous speeds and leap great distances with ease.

LIFESPAN

The average lifespan of a sergal is between 50 and 60, but it's rare that they reach such an age because so many die due to environmental hardships or combat before that time. Sergals mature quickly, reaching maturity around age 10. They are drawn towards martial vocations (particularly fighters, rogues, and barbarians) which suit their predatory biology.

SUBSPECIES

Sergals have two subspecies: northern and southern sergals. The two groups find little in common and engage in vicious and often bloody wars with one another. The northern variety has a more imposing physique, being several inches taller and possessing a good deal more muscular definition than their southern counterparts. Northern sergals have longer fur that is grey, black, blue, or white. Southern sergals are shorter and have more slender frames with longer facial features. Their ears are also longer and noticeably more swept back than their northern counterparts. Their fur is much shorter and comes in all the colors of their northern kin but also add earthtones (reddish browns, tans blondes, white, brindle, yellows) to the variety. They both share the same range of eye color, mostly blues or greys, and the sort of patterns for their fur. Most often they have two-tone fur coloration, one going down the front and one on their back. Rare mutations can produce dramatic shifts in both fur and eye color and individuals with such mutations are often singled out for special attention (positive or negative) amongst their clans. The subspecies can interbreed and the resulting sergal tends to identify with one or the other subspecies more (both socially and physically), while still retaining some traits of both their parents.





DIET

Sergals are omnivores who favor meat over vegetables. The mainstays of their diets are fish, small mammals, and even the occasional bird. Sergals prefer to swallow their food whole rather than chew. Southern sergals eat a good deal more plants than their northern counterparts.



PERSONALITIES

Culturally they are simple, honest (they stubbornly refuse to lie) faithful, and conduct themselves with a great deal of courtesy. Their nature often reflects that of their leader; if their leader is brutal- they will be rude and brutal, if their leader is kind his subjects will also be kind of heart, if their leader is underhanded they too will be crafty. They flock to strong leaders but when they are without one, sergals tend to be unambitious and unsophisticated. They are territorial by nature and their disposition towards combat stems from this. This occurs in mundane life as well, personal space and the allocation of living space within a community being a very strict affair.

CULTURE

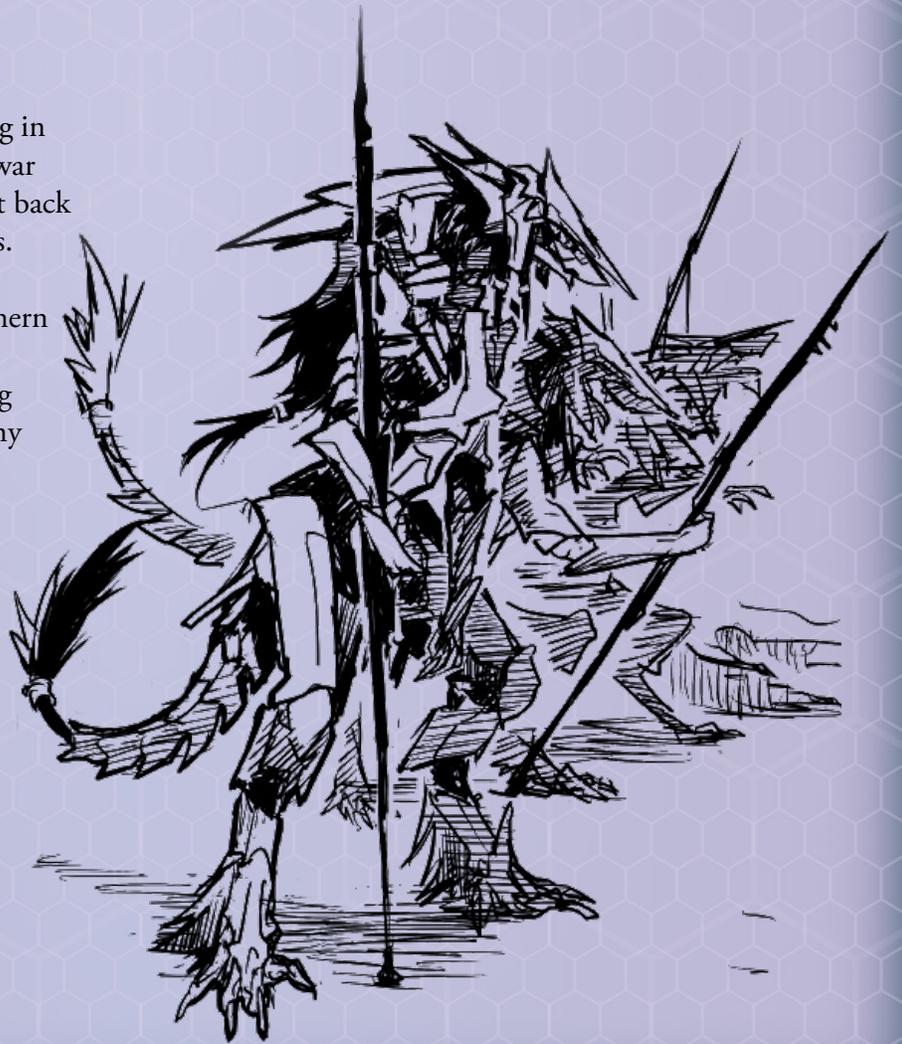
Sergals have diverse lifestyle but much of it revolves around military pursuits and is decidedly matriarchal. If not actively involved in the military, many work in support of it (growing food for the troops, crafting weapons, etc). As much of their income comes from conquest- the ruling caste is of a military ilk. However, merchants wield a great deal of power amongst the southern sergal and they have a much more relaxed lifestyle.

Sergals live in clans or tribes, supporting each other and forming warbands. Each clan is run by a council of generals who elects one of their number as a figurehead to speak on their behalf. Often this is not a sought-after position as it takes time away from military conquest. While sergals have their own personal name they take their family name from the name of their tribe or clan, rather than their immediate family.

NORTHERN

The northern sergal are semi-nomadic, traveling in bands. Some, with warlike leaders, form large war parties to raid other settlements and bringing it back their spoils to one of their few permanent cities. Those without this disposition make excellent traders, hunter-gatherers, and herdsman. Northern sergal settlements tend not to be wealthy but they are generally still a step or two above living in squalor. Those that become extremely wealthy will build large, well-defended cities or flaunt their wealth with heavy-handed spendor.

Despite the northern sergal's occasional warlike disposition they are often actively engaged in trade agreements with other societies due to their constant need for war material. They are poor artisans and don't enjoy hands on work particularly. If they are unable to trade with more advanced cultures, their weapons end up being rather primitive. They pay highly for weapons and armor of exceptional craftsmanship. If the goods are of excellent quality, they may even offer military aid, protection, or pacts of non-aggression to such societies. They are a very closed society and it is unheard of that outsiders (or even southern sergals) would live in their settlements. Sergals are skilled hunters and many raise herding animals or livestock. Sergals are famous for offering their considerable skills as mercenaries and are a terrifying sight to see amongst an enemy's lines.



SOUTHERN

Southern sergals are generally more affluent than their northern cousins. They generally live in multi-ethnic cities and are skilled traders due to their more amenable dispositions. They are accepting of half-breed sergals, immigrants, and even exiles from other cultures. Those few southern sergals who are forced to live in the desert eke out pitiful lives in unforgiving desert environments. They are more passive and welcome others from all walks of life into their cities.

MILITARY SERVICE

Military service is compulsory in adolescence and spans a period of at least 5 years, though many serve for far longer. Officer training can only occur after the initial 5 year period, ensuring that they have field experience. Any citizen can be called temporarily back into service as part of the militia in time of crisis. They are famous for their armored spearmen and are not particularly given to mounted combat or archery. They traditionally wield lances (even unmounted), axes, halberds, and other polearms. In combat they make use of their powerful legs and leap upon their prey with astounding speed. They still have a hunter mentality and are experts at scouting and harassing an enemy. Sergals tend to use a lot of ceramics in their armor and, particularly in the north, their armor tends towards angular lines and stresses form over function.

WOMEN

The place of women is to lead. While many high-ranking male officers exist, there is a disproportionate number of females in leadership positions when it comes to advancement as they tend to have more forceful personalities. Female sergals propose to males and are expected to mate for life. Physically there is almost no gender difference and both genders are treated more or less equally. Females tend to have more rounded shoulders which are narrower than males but are no less strong.

EARLY LIFE

As both men and women work, young sergal are often raised collectively in nurseries that double as schools. Bonds are formed here and children are fairly independent. Because of this, many take part time domestic jobs in their youth for spending money.

SERGAL NAMES

Livik, Kinn, Geviri, Toron, Umu, Skikk, Kuuchi, Mori, Jag, Makuri, Allor, Javinn, Aruuchi, Makuri, Shirin



SERGal RACIAL TRAITS

ABILITY SCORE RACIAL TRAITS (1): Sergals are warlike, possess the cunning of a predator, but an adult sergal possesses the equivalent intelligence of a 14 year old human.

- Northern sergals gain a +2 Strength, +2 Wisdom, and a -2 Intelligence.
- Southern sergals gain a +2 Dexterity, +2 Wisdom, and a -2 Intelligence.

SIZE (0): Sergal are Medium creatures and thus receive no bonuses or penalties due to their size.

TYPE (0): Sergal are humanoids with the sergal subtype.

BASE SPEED (2): Sergal have a base speed of 40 feet.

LANGUAGES (1): Sergal begin play speaking Common and Sergal. Sergal with high Intelligence scores can choose from any language (other than secret ones).

WEAPON FAMILIARITY (2): Sergals are considered proficient in all martial weapons in the fighter's polearm weapon group (See the fighter's weapon training class feature in Chapter 3 of the Pathfinder Core Rulebook for more information).

BITE (2): Sergals have a 1d4 bite attack.

DIGITIGRADE LEGS (2): Sergals gain a +2 racial bound on all Climb checks and a +2 bonus on all Acrobatics checks made to jump.

PRIMITIVE SMITHS (-1): Sergal never treat Craft as a class skill.

KINETIC DETECTION (1): Sergal gain a +2 racial bonus on Perception checks to spot creatures who are moving.

RACIAL POINTS: 10

DESIGN NOTE: WARRIOR CULTURE

The lives of sergals revolve around war and survival. While most races are more balanced, easily allowing for a variety of character types, sergals are far more inclined towards martial professions than other races.

ALTERNATE RACIAL TRAITS

SURVIVALIST (SOUTHERN): Life in the desert is harsh and unforgiving. Learning to live on little forces a sergal to become harsh and rugged. They gain a +2 bonus on Survival checks and only need to eat half as much as a normal sergal to survive. This replaces their Digitigrade Legs racial trait.

SERGal MERCHANT (SOUTHERN): Amenable, diplomatic, and multicultural, some southern sergals become merchants. They gain a +2 racial bonus on Knowledge (local), Sense Motive, and Diplomacy checks. This replaces the Weapon Familiarity racial trait.

WARLORD (NORTHERN): Years of brutal training has forged this sergal into a living weapon. They gain a +2 racial bonus on Intimidate checks and the Toughness bonus feat. This replaces their Digitigrade Legs racial trait.



RANDOM SERGAL STARTING AGES

ADULTHOOD	INTUITIVE¹	SELF-TAUGHT²	TRAINED³
10	+1d6 (11 - 16)	+2d6 (12 - 22)	+3d6 (13 - 28)

1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

RANDOM SERGAL HEIGHT AND WEIGHT

SUBSPECIES	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Northern	5'11 ft	+1d6 in (6'0-6'6)	180 lbs	+2d10x3 lbs (186-260)
Southern	5'7 ft	+1d6 in (5'8-6'1)	170 lbs	+1d10x3 lbs (173-200)

Note: Male/female differences are negligible. Females tend to have more rounded shoulders which are narrower than males.



SERGal EQUIPMENT

SHOTGUN LANCE

PRICE: 2,700 GP (early) 5,700 GP (advanced)

This weapon may be used in game where early firearms as allowed. This polearm has a built in blunderbuss (early firearms) or shotgun. While in polearm mode it uses the statistics for a halberd. It can be switched from a shotgun to a polearm as a move action. Characters with Quick Draw can convert it as a swift action.

SERGal STYLE CERAMIC ARMOR (HEAVY ARMOR)

Crafted from ceramics and iron-like fibers, sergal armor is intimidating and angular. It allows the wearer to stay mobile while fighting.

ARMOR	COST	AC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE	WEIGHT	SPEED*
Sergal Style Ceramic Armor	1,700 gp	+7	+2	-4	40%	30 lbs	35 ft (40 ft) 25 ft (30 ft) 15 ft (20 ft)



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