

SIMIANS

The Simians are a race of Gorilla Men, trained in the art of warfare from infancy. They can be found far from their homeland as mercenaries, or wandering adventurers. Their savage appearance is contrasted with their keen sense of tactics, and code of honor.

PHYSICAL DESCRIPTION

Simians resemble man-like Gorillas. They stand about as tall as most human, but have stocky, powerful bodies and are typically twice as heavy. Their skin and hair can range from a light grey to a reddish brown to almost black, with white haired Simians being another occasional rare occurrence.

RELATIONS

Simians and Dwarves share a sense of honour and hard work, and generally have good relations. Occasionally a more warlike Simian will associate with the more savage races such as Orcs or Gnolls. Human societies vary in their acceptance of Simians, with some valuing them for their bravery and strength, while others seeing them as little more than animals.

ALIGNMENT

Many Simians follow a code of honor and follow some sort of lawful alignment. A lawful evil Simian may be a cruel and cunning, while one that is lawful good might be noble and steadfast. A Simian always seeks to prove themselves in their chosen profession.

SIMIAN RACIAL TRAITS

• +2 Strength, +2 Dexterity, -2 Charisma: Simians are strong and agile, but their bestial appearance is met with hesitation by many other races

• Medium: Simian are Medium creatures and have no bonuses or penalties due to their size.

• Normal Speed: Simians have a base speed of 30 feet.

• **Climbing:** Simians have a climb speed of 30 feet and gain a +8 racial bonus on Climb checks

• Fearless: Simians code of honor gives them a +2 racial bonus on all saving throws against fear.

• Intimidate: Simians receive a +2 racial bonus to intimidate checks.

• Low-Light Vision: Simians can see twice as far as humans in conditions of dim light

• Weapon Familiarity: Simians are proficient with battleaxes and greataxes.

• Languages: Simians begin play speaking Common and Simian. Simians with high Intelligence scores can choose from the following: Dwarven, Gnoll, Goblin and Orc. © Copyright 2010 Robertson Games

Written by: Stuart Robertson Illustration by: Nate Piekos

Open Content: Simian Racial Traits

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