

Culture: Amphibian

Amphibian:

An Amphibious culture is one that dwells in the marshy and swampy lands near waterlogged forests, tree-lined brooks, everglades, fetid quagmire or peat bogs. They prefer to live in the damp ground as their amphibious nature helps to regulate their body temperature. Generally speaking, amphibious cultures are seasonal, tending to breed in spring, expand their lands in summer, gather foodstuffs in autumn and sleep in winter. This gives them a unique lifestyle in their lands that others usually cannot tolerate, including the ability to withstand the temperatures, humidity and other natural extremes. They can tolerate heat and humidity better than other races, but extremes of cold affect them, making them vulnerable to cold based attacks. They prefer to remain close to the ground where the cool damp earth helps to regulate their body clock, but are not averse to taking over a human settlement such as town or keep and turning the ground into mud or bog. This is not, as humans think, for a military advantage.

Preferred Location:

Amphibious Cultures prefer to remain on ground level, and always have a source of slow moving, or stagnant water nearby in which to bath daily. While not necessary for survival, it is preferred to keep their skins cool and moist. Settlements reclaimed from civilised societies often find rivers diverted and their course changed to flood the lands. As such, these settlements are usually not reclaimed by their previous owners without much consideration.

Clothing and Demeanour:

They tend to where natural fibres and fewer the better. They make use of their natural surroundings, as damp clothing tends not to last too long. They prefer to keep any wealth as jewellery or gems. Due to their environment and lack of ability to forge steel, they tend to wear and wield armour and weapons of carapace, chitin, bone or other acquired armour.

Demeanour:

They tend to be detached and sequestered from the affairs of others. They rarely attach settlements except to reclaim lost ancestral lands.

Starting Languages:

Racial Tongue (S6 / W5), Common (S4 / W3)

Adolescent Skill Ranks	
Ambush	2
Climbing	2
Crafts*	1
Endurance	2
Jumping	2
Lore (Local)	2
Perception	2
Stalk & Hide	2
Swimming	1
Weapon Skill**	2
Weapon Skill***	2

*Select One Craft Skill

**Select One Melee Weapon Group

***Select One Missile Weapon Group