

Fomorri

Level	4	AGL	13	Defense	Block	14	
Size	Medium	CHA	10	Bonus	Dodge	13	
Initiative Bonus	0	CON	14		Perry	11	
Grouping	2d6+4	END	15	High Pain Threshold		20%	
Aggressiveness	9	INT	12	Magic Resistance			
Movement	Land	OBS	15	AGL	N/A	INT	N/A
	Sea	STR	17	CHA	N/A	OBS	N/A
Treasure	1d6+4	WIS	11	CON	N/A	STR	N/A
				END	N/A	WIS	N/A

Territory & Description:

The Fomorri are a cruel and misshapen race of creatures that live both in the sea and on land. These creatures were originally humans, but their king, Balor, made a dark pact with the sea god Tethra and gained immense power at the price of their entire clan. (Others say that Balor was the progeny of Tethra and Agrona, the goddess of strife and slaughter.)

Balor was granted the power to kill with the mere gaze of his eye but took from him and his clan their human form and corrupted it with features of sea life. All of the creatures now have a exoskeleton like that of a crab's. One arm is human and can wield weapons while the other is in the shape of crab's pincer.

Despite the cruel punishment laid out upon the clan, the Fomorri are very dutiful in their religion. They see

Attack skills	Bonus	Damage	Rate	Range	Tech Level
Pincer	+1	1d4	1	1	1
Weapon 1	+3	Var.	Var.	Var.	Var.

themselves as servants of both the sea god Tethra and Agrona. Indeed, they take it as a religious obligation to assault human settlements, often seaside villages, and loot, pillage and slaughter everyone they can find. These raiding parties are always accompanied by at least one fomorri priest. It is these priests that drive and contribute to the torture, degradation and murder of those that survive the initial battle.

Special Abilities:

- **Pincer:** Most fomorri have a crab-like pincer instead of a left hand. As with other pincers the grip is meant as more of a way to grapple their opponent than to deal real damage. That being said, however, the fomorri can deal additional damage from turn to turn just like any other pincer.
- **Natural Armor:** Fomorri have a crab-like shell which serves as a natural armor.

Special Penalties:

- Fomorri are bound to the ocean and seas. Though they can leave the water and survive on land nicely, they must immerse themselves in salt water for at least one hour every day. This can be broken up into shorter segments, but the creature will begin to suffer 1d4 HP of damage to randomly rolled locations each hour that they are away from the water after 24 hours. The creatures must survive near the shoreline, however, because they cannot breathe underwater for more than 2 hours at a stretch. After 2 hours they will drown like a normal human.

Fomorri 1	Current CON	14					Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15					Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)					
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20					
Body	9	27	18	14	14	23	23					

Fomorri 2	Current CON	14					Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15					Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)					
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20					
Body	9	27	18	14	14	23	23					

Fomorri 3	Current CON	14					Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15					Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)					
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20					
Body	9	27	18	14	14	23	23					

Fomorri 4	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 5	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 6	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Spear	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 7	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Hand Axe	+3	1d6+4	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 8	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 9	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 10	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Spear	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 11	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 12	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 13	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 14	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 15	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 16	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Spear	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 17	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Hand Axe	+3	1d6+4	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 18	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 19	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 20	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Spear	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 21	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Hand Axe	+3	1d6+4	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 22	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 23	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Short Sword	+3	1d10+2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		

Fomorri 24	Current CON	14		Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	15		Trident	+3	2d4+3	1	1-2	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	Pincer (7)	R Leg (8)	L Leg (9)		
Natural Armor: Absorb: (4/4)	20	20	20	20	20	20	20		
Body	9	27	18	14	14	23	23		