

Pulled into ScatterPoint during the Time of Madness, the Ferren were intimately familiar with the otherworldly runestorms and managed to establish the runetowers. They are a slender rat-like people complete with claws, fur, and tails. Ferren have light builds and stand about shoulder high to most humans. They are physically weak compared to the other races and they compensate for this by using mechanical means to accomplish the most mundane of tasks. Most typically dress in a similar fashion to humans although some of their attire is more outré. Ferren mature early, usually reaching their full growth by age ten, though their lifespans are comparable to those of humans.

Ferren are an integral part of ScatterPoint and many of the premier scientists and engineers of the city emerge from their ranks. Accounting for nearly a third of the population of the city, a great many of their number also suffer from poverty and famine, despite the introduction of the meat vats during the First War. Fairly distributed through most of the city districts, RedWarrens is where their numbers tend to dominate. Attempts to convert them into cogs proved, ultimately, a waste of time and resources, as their bodies routinely rejected the surgeries and those few that were converted had a negative reaction to the runic energies required to power them and died a slow death.

Despite their varying statuses, most Ferren prefer to dwell downtown where perpetual gloom and dankness reigns. Some suggest that the number of Ferren has swelled to outrank the human population should one count the number that dwell in the ZU (Zone Underground) and do not participate in the census, or even normal society. Ferren often join salvage teams as scientific experts while the more adventurous often become bounty hunters, pitting their wits against the dark denizens of the barrens.

Names

Ferren names tend to mimic humans for their common names, while they choose nicknames for surnames by whatever is lying about at the time of birth. Names such as Tom Tinhammer or Mary Rustbucket are not uncommon.

Innate Edges

Claws: Their hands still retain the feral nails of their heritage, doing Str+1 damage and adding +2 to climb checks.

Clever: Ferren begin with a d6 Smarts.

Low Light Vision: Ferren eyes amplify light allowing them to ignore attack penalties for dim and dark lighting.

Natural Talent: Ferren have an affinity for mechanical devices and start with a d6 in Repair.

Scrunch: Ferren may squeeze through small gaps at least as large as their Strength die type in inches while unencumbered. Whenever grappled, they get +2 to all rolls to break free.



& Hindrances

Light Frame: A Ferren's light bone structure makes it difficult for them to carry much weight. Their load limit is based off half their Strength die type. This multiplier can be modified as normal with the Scrawny Hindrance or Brawny Edge.

Small: Ferren average 4' in height and weigh between 70 and 80 pounds. This reduces Toughness by one.

Ferren Racial Edges

Gifted

Requirements: Background, Novice, Ferren, Smarts d8+

This character's cleverness enables him to roll a d4 for unskilled Smarts rolls instead of a d4-2.

Empathic Healing

Requirements: Novice, Ferren, Spirit d8+, Healing d8+

A Ferren with this gift is able to heal his target through direct, physical contact and a Spirit roll. On a failure, he suffers a level of Fatigue and is Shaken should he roll a 1 on the Spirit die, regardless of the Wild Die. Each success and raise can be used to remove one wound from his target, but the Ferren suffers those wounds immediately. He may, however, use a raise to avoid suffering a wound he otherwise would take during this process.

Thus, if he were healing one wound suffered by another character and got a raise, the target would be fine as well as he. However, should the target have two wounds, the Ferren could either heal one wound and suffer no injury to his own person or heal both wounds and suffer two immediately. Empathic healing is an action that can only be used on injuries less than an hour old. Removing an incapacitated status or stabilizing a character is treated as healing a wound and the healer suffers the normal side effects as outlined above.

Heightened Senses

Requirements: Novice, Ferren, Alertness

This character gains Danger Sense in all areas of ScatterPoint.

Leaping

Requirements: Novice, Ferren, Agility d8+

The character may double their normal jumping distances to 2" horizontally from a dead stop or 4" with a running start. A successful Strength roll adds an additional 2" for a success and an additional 2" maximum with a raise.

Scamper

Requirements: Novice, Ferren, Acrobat

While all Ferren are small and nimble, this character uses it to his advantage. He is in constant motion in combat. Opponents gain no gang up bonuses against him as long as he is unencumbered and able to move freely.

The Whip

Requirements: Novice, Ferren, Agility d6+, Strength d6+

Characters with this Edge have developed the necessary skill to use their tail as a prehensile limb. They may hang from it or use it to pick up and manipulate items weighing less than their Strength die type in pounds. They suffer no off-hand penalty for attacking with a weapon held by the tail, although normal multi-action penalties apply.

Wall Walker

Requirements: Novice, Ferren, Strength d6+, Climbing d6+

Characters with this Edge gain the benefits of the Wall Walker monstrous ability with a few notable exceptions. They can use this ability to climb any non-sheer surface up to 90 degrees. Sheer walls or ceilings require special equipment.

Creation Tips



Arcane Archetype: Inventors are the most common arcane archetype among Ferren, playing to their natural talent and cleverness. Runecaster is a good, though less common, choice, and Ferren shadowpriests are rare.

Professional Edges: Suggested professions include bounty hunter, chemist, gearhawk, thief, and sifter.

