

# Reptans

## APPEARANCE

*Reptans should have 75% exposed skin colored brown. They should also have a black scale pattern on top of the brown on the forehead, down the sides of face, and cheekbones. Players can add a very small amount of gold highlights to the scale pattern at their discretion.*

## RACIAL SKILLS

Reptan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Reptilian Growth	Like many reptiles, Reptans have the ability to regrow lost limbs. They can regrow a lost limb in 5 minutes, except for the head.	5 minutes	Instant	Self	None

Reptan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	6		Snake Charm	The Reptan must be within the front 180 degrees of the target. After gazing at a Target for 5 seconds, and successfully hits the target with a spell packet, the Reptan forces the Target to protect the Reptan. The Target reacts normally to all other players. Any attack from the caster will break this effect. This is a mind effect, and counts as a spell-like effect.	30 minutes	Instant	Any	Once Per weekend
	6	3v	Chameleon's Cloak	When a Reptan is still for 5 seconds, and pressed against something big enough to fit their entire body, a thick tree, wall, ground, etc, they become camouflaged. The camouflaged Reptan must hold their arm out at a ninety-degree angle in front of them fore-arm parallel to the ground, open hand and palm out. The Reptan may only move at a heel to toe pace as long as they remain pressed against the correctly sized object. They may spend an additional 3 vigor every minute to remain camouflaged. If the Reptan attempts any type of attack or runs out of vigor they will no longer be camouflaged. This skill does not cloak auras, scent, or any other types of detection other than sight. Due to the strain and concentration; it takes the Reptan 5 seconds to recover before being able to use any vigor or mana skills/spells after using Chameleon's Cloak.	1 min		Self	None

Reptan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Reptilian Hide	The Reptan gains a damage Soak of 1. This Ability may be stacked with any other Skill or Spell that raises a Soak	Constant		Self	None
	4		Resist Alchemy	The Reptan may resist one Poison effect (Ingested, Contact, Blade, or Dust).	Instant	Instant	Self	Once Per Tag
	3	3v	Spit of the Cobra	Reptan can spit a stunning poison that stuns the victim for 5 seconds. This is a physical attack that is spell packet delivered. This causes the target to be unable to walk, attack, cast, or use any Defensive Skills. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect	5 Seconds	Instant	Any	None
	3		Cold Blooded	Reptan are naturally strong willed and not easily forced into “friendships” and so they may use the skill Willpower. This defense allows a character to stop any one mind effect. The use of willpower does not need to be called unless the mind effect specifies otherwise	Instant	Instant	Self	Once per Tag
	5		Molt	After 1 minute of uninterrupted role play shedding their skin the Reptan returns back to full essence	Instant	Instant	Self	Once Per Weekend