



SARR RACE PACKAGE



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1. Introduction

Sarr or “Gorbé” as they refer to themselves, are a race of intelligent and fierce bipedal cats. They are insatiably curious and independent. They may form attachments to adventuring groups, but they will strike out on an adventure of their own whenever they get the urge. Associates should keep a close eye on their Sarr friends lest every door and box in sight be opened to satisfy their curiosity.

Sarr are a bloodthirsty people who prefer swords and other edged weapons to all others. They are primarily carnivorous and will often eat what they have killed in battle, but many Sarr also supplement their diets with fruits, vegetables, and bread. They are greatly feared and coveted for their stalking and fighting skills, and many non-Sarr see them as especially gifted with alchemical preparations.

There are several different clans of Sarr, and each has a different cat form such as Tiger, Leopard, Jaguar, Puma, Lion, etc. Sarr must wear make-up to appear as one of the great hunting cats. Black Panther (or any black skinned cat) is not allowed (since Drae use black make-up) unless they have full prosthetic noses, visible tails and ears. Though these things are superfluous since they are covered in fur; they enjoy decorating themselves with clothing and ornaments. Their predatory nature has led to some difficulty getting along with some of the half-human races, such as the rat and wolf scavengers. Most Sarr, however, have managed to adjust to the ways of civilization in Haylem.

Sarr are a strong race and as such may purchase the skill Resist Poison and gain 1 True Body Point for every 5 levels. They can be fierce and implacable enemies, but also the most loyal of friends and companions. Their In-Game language is Persian and they may live up to approximately 60 years of age, maturing by age 5.

2. History of the Race – Creation Myth

The origin of the Sarr Race, much like many of the other races, is surrounded by rumour, legend and mystery. Although some say that they simply appeared over time as Scavengers and

multiplied due to their success as predators, there are a great many who believe in the tale known as The Great Hunt.

The Legend of The Great Hunt: The Origin of the Gorbé

There once was a Human Wizard of great power and resources who sought to reach even greater heights of glory. This quest brought him to seek out a weapon with which to destroy his enemies, namely the Elven races who had spread out and imposed their orderly ways on the land. Law and order were terms repulsive to this Wizard and so he pondered his problem while he roamed the land. As he wandered, he saw great beasts, terrifying creatures and all manner of beings – all dominated or destroyed by the hated Elves. It was when he heard tales of the Elven racial enemy known as the Pantherghast that inspiration struck. Using his knowledge of his Magic and his enemies' darkest fears he eventually merged captured humans and Great Hunting Cats to create powerful humanoid hunting cats; almost all breeds were used in his search to create the perfect hunters. As he made them, he bound them with a Curse of Hunger – an urge to tear into and consume Elven Flesh. His Spell was vastly powerful and when he was done, he had scores upon scores of intelligent warriors bound to his will. Once he was satisfied with his work, he sent the Gorbé out into the world to hunt, ordering them to hunt and annihilate the Elves.

They were efficient. They were cunning. They decimated Elven villages and fed on the carcasses before vanishing into the forests. Squads of troops sent to assist the stricken areas simply disappeared. The Gorbé multiplied quickly and within a relatively short time had increased their numbers ten-fold. Finally the Elven leaders decided to strike back with force, intending to end this menace before the next snow flew. They began massing their armies at a place called Sendanor, the camp no more than a stones throw from vast unending forests. The forces were almost all in place when it happened. Some say it was a flood of more than a thousand Gorbé that swept out of the forest, some say many more. Either way, the result was a slaughter. Vast numbers on both sides perished in the desperate battle that lasted far into the night. The Elves were losing. They simply could not match the animal ferocity of the Gorbé and it is whispered

that it was the instinctive fear of the Elves Racial Enemy that transferred to their attackers, striking a paralyzing fear into the Elven warriors.

All seemed lost as an Elven Noble known to his people as Qessohtar made his final stand with his court and the few remaining forces of the army. Among these forces was Almecánë, a Formal Healer of great power and repute. As the seething waves of Gorbé pressed in on all sides she began a ritual to heal all the Elven Warriors around her. Her practiced hands glowed with energy, the pile of components sitting in her circle vanished and a wave cleansing, healing energy swept outward. Perhaps it was a miscalculation on Almecánë's part or perhaps it was just that the spell was cast at midnight on Halloween, but something went terribly right for the Elves. The wave extended much further than intended and covered the field. Silence suddenly fell as all living creatures in sight were healed. In the case of the Gorbé, the healing had also done something unexpected – it seemed to break the Curse of Hunger. Restored to their own control, the suddenly calmed Gorbé looked curiously at the remaining elves clustered into a defensive circle.

In the midst of the Gorbé frontlines there was a particular Tigress by the name of V'kHassah. She was a large, powerful creature and many of the others instinctively followed her; she had proven her might in many battles. Breaking the silence she barked out a short order. The Gorbé hordes paused and slowly backed up half a step, leaving the small pocket of Elves standing confused and uncertain. V'kHassah stepped up to the front line between the warriors facing each other and waited, looking past the nervous Elves to one that the others seemed to be protecting. Qessohtar began to realize what might have happened and strode to meet her, confidently sheathing his weapons. As the two stood in front of each other, curiously eyeing each other, there occurred something which had never before happened. Gorbé and Elf communicated.

Qessohtar raised his hand in an exaggerated motion, pointed to the side of his head, and spoke "Elf."

V'kHassah watched and smiled a mischievous smile. She copied the Elf's exaggerated motion, pointed to her own head and spoke the Gorbé name for that body part. "Sarr."

Precisely what happened next is unclear, but what is known is that the battle was over. The Gorbé returned into the vast forests and grew again in number but no longer hunted Elves.

3. Racial, Cultural and Social Structure

The Sarr Hierarchy is strictly adhered to, being based on an instinctive pack mentality. It should be noted though that although this structure is culturally significant, Sarr are still a part of the Kingdom and these racial positions do not compare with the ranks of Kingdom nobility or officials.

3.1 Madah Raaka (Grand Matron)

Eldest of Eldest of the ArdRights who leads all Sarr everywhere.

3.2 ArdRigh (Grand Matriarch)

She leads all Sarr within a certain geographical area. A Tanist may move into this position through heredity or combat.

3.3 Counsel of Matrons

A group of select Tanists who advise and assist the ArdRigh

3.4 Tanist

Any Matriarch approved by the ArdRigh through the Rite of Acceptance

3.5 Matriarch

Sarr society is matriarchal, with the females both leading the tribes (known as 'prides') and dispensing family names and heritage from the mothers' bloodlines. In Sarr lands, only females are able to inherit lands, or hold a title. Each Pride is led by the eldest or most experienced female who assumes the title of Matriarch. All the Prides within a geographical location are

ruled by the 'ArdRigh', the eldest female of the eldest family, also known as the Grand Matriarch. She is assisted by a council of Matriarchs who have proven themselves in the Rite of Acceptance and been granted the title of Tanist. A Tanist may arbitrate disputes between other Matriarchs and her decisions are considered final, as she speaks in place of the ArdRigh. The Grand Matron is the Eldest of the Eldest of all the ArdRights across the known lands. She has the final say on all things Gorbé.

3.6 Gasab

This is the name used for a dedicated bodyguard of the Matriarch. Usually female, but in smaller prides they are often male. It is considered a great honour to be granted this position, as it is one of trust.

3.7 Khan

The Khan is the male military leader of the Pride. Due to the hazardous and fluid nature of adventuring, the Matriarch is not always available to lead the Pride into battle or otherwise take care of her duties there. When this happens and there is not a suitable female to act as caretaker, she will appoint a Khan instead. This is the only situation where a male may presume to command the Pride.

3.8 Males

Although male Sarr defer to the females in official matters, they are not slaves or servants. They are proud warriors and a female who fails to show any respect to the males around her will soon find herself standing alone! Males instinctively try to protect the females and will go to extreme lengths to defend their Matriarch. Although Males are unable to hold any Sarr titles, it is important to note that males may hold rank outside the Sarr community, such as Guildmaster, Knight, etc.

3.9 Racial Language

The Sarr Racial language is Persian, and there are many In-Game sources for different terms in various 'dialects'. An interesting aside about their linguistic patterns is that Sarr tend to be very sarcastic. It is said that when the Sarr first encountered the Elven peoples, the Elves tried to communicate an introduction by pointing at himself and saying "Elf". Now the Sarr realized what was meant, however since the Elf pointed at his own head to infer himself, the Sarr replied "Sarh", meaning in the Sarr language, 'head'. Stories like this abound regarding other races dealing with Sarr and their propensity for literal meanings and sarcasm.

4. Clans

There are nine large Sarr Prides: Lion, Tiger, Snow Tiger, Leopard, Snow Leopard, Puma, Lynx, Cougar and Cheetah. Among separate Sarr families, different precious stones or metals are fashioned into beads or ornaments, which are worn in the hair or on the clothes as family Pride markings. Both Northern and Southern Sarr have the same major Prides or Families, though the Northern are stricter about intermingling of the bloodlines. Here is a brief description of the different breeds of Sarr.

4.1 Lions

Take the most pride out of their histories and honour the traditions and rituals that were performed in the days of old. The Lions always want to have their kind in controlling a pride, thinking that they are the born leaders of the Sarr.

4.2 Tigers

Believe themselves to be the best warriors of all the Sarr and have proven it on many occasions. The Tiger breedline does not seem as interested in politics as the other breeds.

4.3 Snow Tigers

More common in the northern areas, the snow tiger or white tiger are a very uncommon breed. They hold one of the smallest percentages of any of the other breeds being only 5% of all Sarr in Haylem. They are warriors like the Tiger Sarr of the south.

4.4 Leopards

Make excellent scouts and spies. They take pride in their ability to obtain information. Leopards have a strong bond to the Earth and when they venture into magic are generally healers.

4.5 Snow Leopards

Naturally reclusive, the Snow Leopard resides almost exclusively in the far northern areas. Rarely seen in civilized areas, they seem to be unpredictably wild fighters but have a reputation for being naive and gullible.

4.6 Puma

Seem to be the most sinister and sneaky of all the Sarr breeds. They delight in the torture of their prey, going to great lengths to hunt them slowly. They will jump and wound them before retreating, only to track them again.

4.7 Lynx

Natural thieves and alchemists, this breed tends toward a Rogue's path. This may be because of their smaller size, or merely an inborn instinct of efficient killing. They are great allies once befriended and can usually be trusted with your life.

4.8 Cougar

Powerful warriors from the mountainous region to the west. They are the only breed that insists their young embark on the Long March alone.

4.9 Cheetahs

Are quick, quick like the wind. This breedline are very energetic and excitable. They make excellent messengers and scouts.

5. The Sarr's Location

Small Sarr prides can be found anywhere that large numbers of people dwell. Like their smaller cousins the house-cats, Sarr like to live in luxury. There are few prides that can be found in more hostile surroundings, such as deep mountains or rugged wastelands. The bulk of their number can be found in only two distinct populations. The Northern Sarr are from the uncharted wastes north of Ellisel and Aieland, where they claim to have had a great society in the past. These Sarr follow an ancient set of familial customs and rites. The more commonly seen are the Southern Sarr, which reside in Taleria, mostly in Gonbricht, in central Taleria near the Barbarian Lands. These Sarr are more comfortable with Human customs and ways. Southern Sarr do not generally have stable homes, but rather territories that they roam over and a few settlements (often shared with other people of the area). Northern Sarr stake territories and settlements and are not prone to give up their favourite places without violent bloodshed.

It is speculated that Sarr are by far the most successful of the various attempts at a scavenger race, an idea that Sarr do not consider kindly. They are fairly small race, being only 3% of the total population of Haylem.

6. Life cycle / Family / Mating

6.1 Family

Family is an important concept in Sarr culture. The highest form of treason among Sarr is fighting between families; even worse is causing war between two families. Of course, anything

goes as long as you don't get caught. Being convicted of such a crime usually means death or banishment.

Gorbé females come into “heat” once a year; this is the only time of year that they can conceive. Litters usually have two to six children that are physically mature in five years. They are not considered adults until their sixteenth birthday when they are eligible to begin the Long March. Until that time they are cared for by the entire pride, with the males taking an active part.

Gorbé do not marry; they mate for life and even this usually only occurs between two Gorbé who are truly committed to one another or for political reasons. Even then Gorbé are not often monogamous; life mating is the closest thing to Gorbé marriage. When a female comes into heat is it the responsibility of her family to see that she mates appropriately, if at all. All Gorbé are considered Family.

6.2 Mating

With the exception of Life Mating, this is an extremely informal affair amongst the Gorbé, dissolvable by the female at a word.

6.3 Life Mating

Formal marriages are extremely rare and occur only to cement relations between households, or more commonly when a Gorbé finds his/her life-mate. Life mating is taken very seriously and never occurs more than once in a Gorbé’s life. In some cases when one of the couple permanently dies, the other will die of grief in short order.

Mating on a less formal level is very common, the Gorbé being a sensual and passionate race. Almost all Gorbé relationships are open, and are designed to be convenient. Only upon the conception of cubs do any responsibilities fall on the couple, and it is the mating for cubs that is taken very seriously by the Gorbé.

6.4 Names & Lineage

Names are bestowed by the mother shortly after birth. Females are usually named in honour of a revered deceased relative with the hope that the child will follow a similar path. Male names are generally more descriptive and have some translatable meaning. Family names are passed down from mother to daughter along with any lands or property. Although technically males bear the family name as well, they do not use it in reference to themselves. Instead they will use their Pride's name if the situation demands they have a last name.

6.5 Death

Sarr eat their dead. When Sarr permanently die, a "funeral feast" called the "Sha'm i Morde" is held, during which family and friends consume the body. To be invited to such a feast is a great honour, and to refuse frivolously is a great insult to the dead Gorbé and his or her family; household feuds have begun over such a slight. Reminiscing about the deceased is common, and the bones or fur of the Gorbé are cleaned and kept in a place of honour, or distributed amongst his or her mate and family.

7. Seasonal Holidays and Ceremonies

7.1 Mating Season

Mating season occurs in early May, during the first event of the month. Most Sarr naturally feel the urge to mate at this time, although there are those who for a variety of reasons suppress this instinct, or in rare cases may be unaffected. Players who wish to role-play this may do so in any way in which they feel comfortable, keeping within the bounds of the rules and common sense. Examples could be: acting affectionate or skittish, randomly yowling like a cat in heat, and if they so choose, players may add red "scratch marks" to role-play mating.

7.2 Ceremonies

*** *Budim Yek (Life Mating)* * (Pron: BOO-deem Yeakg)**

The ceremony involves the female hunting and killing food, bringing it to the male, who consumes it and shares the remainder with his new mate. This is usually done privately as it is a very serious and personal thing.

*** *Ra'h Raftan Dur (Long March)* * (Pron: RAW-Ah RAWF-tawn DOO-er)**

All male Gorbé go through the Ra'h Raftan Dur ceremony at some point before their 16th summer. It is preceded by a full day's journey into the wilderness by a small group of hunters and the young Gorbé. The next morning marks the start of the ceremony, and the hunt. The young Gorbé must make a kill with little or no assistance from the attending hunters. Of course, if a creature far beyond the fighting capabilities of the young Gorbé is encountered, the ceremony is halted long enough to dispatch the beast. Wild boar or fully-grown bucks are the preferred prey, but other creatures may be used if encountered. After making his first unassisted kill, the young hunter tears out the creature's heart and takes the first bite. This is the first and most important step in a Gorbé's elevation into adulthood, and designates them as hunters and warriors. The heart is shared amongst the Gorbé that witnessed the hunt, and the Clan consumes the remains of the creature. Female Gorbé may go on the Ra'h Raftan Dur before their 16th summer, but it is not required of them for elevation into adulthood.

*** *Sha'm i Morde (Feast of the Dead)* * (Pron: SHAW-um EEE MOOR-daw)**

The Sarr Funeral Rite known as Sha'm i Morde or Feast of the Dead is one of the most important rites among the Sarr, in which the bodies of the dead are consumed. It is considered the utmost insult to refuse to eat a Finally Dead Gorbé. The entire family and all friends of the deceased are invited to the death feast. The more people present, the greater the honour to the deceased.

The family gathers on the outskirts of town, small fires burning, and incense scenting the air. The deceased is placed on a bier to be carried by family members through town. A gong is struck, once for each year of the deceased's life, with a pause between each strike. The procession proceeds slowly through town, sword-bearers before and after to make sure that no harm comes to any including the deceased at this time. The rest of the family and friends make up the rear of this procession, all dressed in their finest.

The procession ends at the home of the deceased, wherever the bier is placed before a brazier which is lit by the closest family member of the deceased. The personal belongings of the deceased, except for those given to family, are burned in the brazier and each person at the feast gives gifts to the departed and may offer a personal eulogy. The body is then consumed amid much feasting and celebration. The only part of the body not eaten on most occasions is the fur, which is sometimes worn in honour and remembrance of the dead.

*** *Jang Safir (Rite of Honour)* * (Pron: Jawng SAH-fear)**

This is a rarely used ceremony of vassalage or allegiance, usually only seen in times of war or feud. It allows otherwise law-abiding Gorbé to surpass their natural commitment to their social order, for instance if a male assassin is sent to kill a Matriarch. Obligations are announced before a gathering of those concerned. The sword of the lesser ranking Sarr is given to the higher-ranking Sarr, signifying that the one trusts the other with the guardianship of his honour and his life. A Sarr undergoing this rite is not responsible for the honour of any act the other requires him/her to commit-all obligation and responsibility falls upon the other.

*** *Ba' Ghabile (Clan Rite)* * (Pron: Baw KGAW-Bee-la)**

This is a rite involving adoption. Although extremely rare, a person can be adopted into another clan or family, creating bonds of blood and honour that nothing can erase. Before a gathering of the entire clan, the adoptee is blooded by the sword or knife of every adult member. In turn, the adoptee drinks from a cup in which blood from the entire clan has been mixed. (If it happens that the adoptee is not strong enough to survive the rite, he is consumed in a Feast of the Dead with great ceremony.)

*** *Zende Do Bare (Rite of Acceptance)* * (Pron: ZEN-day Daw BEAR-eh)**

This is the rite used by the ArdRigh to test a Matriarch to see if she is worthy of the title of Tanist. This rite is always at the request of the Matriarch, as there can be severe consequences for failure. Granting of the title Tanist signifies that she has the approval and more importantly the backing of the ArdRigh. This really only becomes into play in the rare occasion when there is a disagreement between Matriarchs. For this reason, there is only one Tanist within a city, town

or similar small geographical area. The Tanist is expected to carry out the ArdRigh's will and follow her principles.

The ritual begins by the ArdRigh meeting with the Matriarch and they have what would appear to be a relaxed but private conversation. Although it appears to be very informal, every word spoken and action taken is noted. After some time, the ArdRigh will have asked questions and learned if the prospective Tanist is acceptable to her. Without disclosing her opinions, the ArdRigh will then challenge the Matriarch to a duel. She will attack mercilessly and it is expected that the Matriarch fight to the best of her abilities. It is also expected that the ArdRigh will win. If she feels that the Matriarch did her best and lost well, she will provide healing and speak again privately with her, granting her the title of Tanist.

If however the Matriarch should be found deficient in some way, she will be left to bleed on the ground in reprimand as the ArdRigh leaves. Unless otherwise ordered, she may be healed once the ArdRigh has left the line of sight.

8. Artifacts and Relics

There are no significant cultural Artifacts or Relics. The closest thing to this would be the mementoes such as ornaments or house decorations made from fur and bones of ancestors.

9. Racial Beliefs and Oddities

9.1 Peppermint

The Gorbé covet peppermint, that breath-freshening, seemingly innocent and innocuous little plant. The reasons for this are apparent, once one realizes that peppermint is in the same plant family as catnip. Peppermint to a Gorbé is a powerful mood enhancer and inhibition remover,

greatly magnifying reactions to situations. Common perception has any Gorbé immediately flying into a rage or fit of lust, but these misconceptions are primarily based on examples of poor timing on the part of other races; one simply does not wish to give peppermint to an upset or angry Gorbé! The player affected should try to react according to how he or she is currently feeling, for example: enjoying mint while sitting in a comfortable easy-chair might make one “fall asleep”, whereas the same player might suddenly go into a berserk killing rage if attacked. This seeming unpredictability has caused some Nobles to decree on their lands that it is illegal, even treasonous, to give a Sarr (or to give themselves) peppermint.

It is rumoured that Sarr that smell too much peppermint can be thrown into a pseudo-estrus, including the males. It has also been said that there are some who can resist the effects of peppermint completely, although this is an extremely rare phenomenon.

9.2 The Honor Duel

Problems that arise between fellow Gorbé are generally solved by the Honour Duel, which is used to solve disputes of legal or personal matters. Honour Duels are also sometimes used as quick paths to glory by impatient young Gorbé, who challenge every male they encounter. If the upstart Gorbé survives the constant duelling, it is possible he will gain recognition from the Council of Matrons, but, more likely, he will be shunned as a troublemaker.

Honour Duels between female Gorbé are rarer, and are generally used to settle territorial disputes and determine Clan lines of nobility.

9.3 Bloodlust

All Gorbé have an instinctual lust for bloodshed that must be held in check in civilized society. This is evidenced by their preference for edged weapons. By adulthood, it is second nature in most situations to curb their natural instincts, and only when under extreme pressure can it be rushed to the surface. In the midst of a hopeless battle, or if Gorbé’s companions have been dropped with no healing in sight, all of the internal restrictions and balances may be thrown aside. Warriors under the influence of bloodlust wade into battle without thought of safety or caution, desiring only to cause bloodshed and death. Scholars need not fear being swept away

by the madness of bloodlust, as their magical bonds to the Earth allow them to lessen their instinctual craving for blood.

Bloodlust is a role-play only effect, allowing no bonuses or advantages of any kind. As such, it is up to the player to decide if they experience Bloodlust and thus enter into a fight they know they will likely lose. It is specifically designed for PCs to have the option of going out in a blaze of glory if they are in a virtually un-winnable combat. And who knows, if you scare the poor NPC enough, you might even win!

9.4 Regression

Gorbé rarely speak of the Regression as they are generally ashamed of this period. Steps are taken to ensure that other races know as little as possible about this, and only an astute or extremely inquisitive individual would be likely to know anything at all. Gorbé do not wish to return to the state of being controlled by another. This desire is so great that some Gorbé manage to suppress this urge completely, though this takes incredible self-control. It is up to the player to decide how much the Regression affects them, as this is purely a role-play experience. Remember that the Regression is not an excuse to slaughter people!

The Regression ties back to the History of the Race – it is the last remaining vestige of the Curse of Hunger. In other words, some Sarr revert to the ancient ways of hunting elves. As time has passed the Curse has gotten weaker and many children have been born in the last century that do not succumb to the Regression.

Sometime in late October the Regression begins to take hold. Gorbé will start feeling edgy around elves and feel the Hunger taking over. It becomes increasingly hard to control the urge to hunt and this is when most Sarr absent themselves from others. Some will reappear quickly, their absence barely noted as they have taken steps to compose themselves. Most of the others will head to uninhabited areas to wait it out. Very shortly thereafter, the Curse is strong enough to cause an almost animal instinct, wanting nothing more than to rip and tear apart their enemies. At this point a Sarr might begin hallucinating, hearing voices, and seeing things that are not there. If there are any Elves present, the Gorbé will feel the urge to attack and feed on

them. This urge peaks and then vanishes almost as soon as it occurs, leaving the Gorbé in their normal state of mind.

There have been some who flaunt this hunger, but due to the general shame associated with the Regression, these ones are hunted down as weak aberrations and a threat to all Gorbé.

9.5 Blunt and Missile Weapons

Sarr prefer to use edged weapons and slice their foes, as these weapons shed more blood than blunt weapons. Missile weapons are not generally used as a matter of personal pride; it is important to be able to hunt and kill your prey in melee combat. Also, softening it up from a distance takes all the fun out of the kill!

9.6 'Dogs,' The Great Enemy

Many of the fantasy races portrayed in NERO are 'dogs' - Gnolls (large brown dog-faced humanoids) and Kobolds (small, red dog-faced humanoids) are especially hated by Sarr, and it is rare for a Sarr to not immediately attack any encountered. Wolves and werewolves are likewise 'attacked' or picked upon by Sarr who find hunting Werewolves a very exciting thing to do. Sarr also have a special fascination for all scavengers – much like a house-cat with a cornered mouse. They do not hate them with the same viciousness as Gnolls or Kobolds, but they seem to be amused by these 'toys' in a sadistic way.

9.7 Patriarchy

One of the most heinous crimes for a Male is to be a Patriarch. This does not mean that a male cannot direct on occasion or even give orders should the situation warrant. To be a Patriarch is for a male to put himself into the permanent leadership of a Pride, supplanting the position held by the Matriarch. The thought is repulsive to Gorbé and goes contrary to their instincts. Because of this, instances of Patriarchy are extremely rare and always dealt with quickly and severely.

9.8 Blood Debt

Sarr have the law of Blood Debt, meaning restitution paid to a Sarr or family against them, the value of which is decided by the offended party. The Tanist must arbitrate the Blood Debt. If the Tanist cannot agree upon a Blood Debt between families or Prides, a feud is the result. The ArdRigh can stop a feud at any time. Note that all feuds are not all-out wars, but may be subtle acts lasting many years.

9.9 Necromancy

Historically, Sarr have believed that Chaos is a powerful warrior's tool, and it is both accepted and legal among many Sarr lands. They believed that if they are capable of using it, it was meant to be used. Sarr dislike corporeal undead such as zombies, skeletons, and the like mainly due to the Sarr's heightened sense of smell, but also due to the fact that undead are a waste of flesh.

Since the first necromantic war, the majority of Sarr in the Kingdom of Haylem have embraced the laws of the Kingdom and oppose traditional Gorbé views on Necromancy as old-fashioned and dangerous. Sarr outside the kingdom, maintain more traditional views. There are still many Sarr in the Kingdom who believe in the old ways and there have been many private heated debates over these topics.

10. Racial Laws/Values

The principles of the Gorbé can be summed up in a few short lines. There are several variations of this litany but all say basically the same thing:

“Live a life worthy of respect.

Show honour and courage in word and deed.

A Gorbé's word is forever binding.

Respect is given where respect is due.”

The ArdRigh decrees that any traveling Sarr must defend the visited kingdom as if it were their homeland, and obey their laws for the good of all the Prides.

Sarr hold that any other Sarr of any Pride may claim from any other Sarr the 'Guest Right', which allows them shelter, food, and full protection by that Sarr for the duration of one day & one night.

Sarr do not allow other Sarr to become afflicted or victimized. All Sarr feel they are responsible for the well being of all other Sarr – no Sarr should suffer hardships while other Sarr are around.

Sarr under the age of sixteen who have lost their parents or living relatives will be adopted by a guardian Sarr who will be responsible for their well being until they are considered mature at 16 years.

Slavery is accepted in Sarr lands outside the kingdom with slaves being treated well, like valuable property, and are given every opportunity to gain or fine tune skills. In most cases, a slave can buy himself free for the original buying price after a period of five years.

11. Racial Notables

11.1 Dom Gasab

Many Sarr refuse to speak of this one, some even refusing to admit such a creature exists. Appearing as a Glowing Gnoll, it seems civilized and polite as it seeks out Sarr. Once it finds one, the Dom Gasab kills the unfortunate Sarr and takes their tail. The tail will not grow back but remains affixed to the belt of the Dom Gasab, giving it increased power. The Dom Gasab is rumoured to be attracted to large groups of Sarr which may be why there are rarely more than few Sarr in most towns.

11.2 Clawdius

Many consider Sarr to be Necromantic, alchemy throwing murderers. While there seems to be no shortage of adventurous Sarr who learn magic and/or alchemy, the main reason for this perception is the legends of the most famous Sarr in Haylem: Clawdius. This former adventurer and friend to some of the most renowned heroes of the land fell victim to the greater vampire Azash (though many, even fellow Sarr, say he sought the monster out and asked to be embraced) several years ago. His ties to the living were slow to break (adventurers tend to believe the best of their fellows, even those who are undead), and this trust has led many people to their deaths. He still has the gruesome distinction of the single greatest slaughter of adventurers in the history of Thrush Peak, with 30 adventurers following each other to the Earth circle within one baleful night.

Some of his fellow Tiger Sarr (both white and orange) are said to consort with and aid him still. This is at least what the authorities would have you to believe. The bonds of a Pride run deep, and perhaps for a few, they run even beyond the grave. Certainly not all Sarr are in league with this monster, nor protected from his hunt. He has on occasion allowed Sarr to walk unmolested through the town while he and his minions were in control of it.

11.3 Rake Sixclaw

Another notable Sarr in Haylem's history is the Talarian 'bard' Rake Sixclaw. His unbelievable curiosity (even for a Sarr) and questionable lyrical ability ('yowling' is the most common term described to his singing late at night) often got him on the wrong side of the law. Even so, he was one of the best scouts in the Talarian highlands. He was 'given the boot' from more than one detachment of militia for alerting both the enemy and his fellows, yet his vocal ability and running skills saved many lives one autumn when an Orcish horde was laying siege to an isolated community in the Goraz hills.

12. Racial Abilities

12.1 Blood Frenzy

Sarr are focused fighters and hunters who hate to let a kill escape. If this focus reaches a critical level certain Sarr can enter into a Frenzy revolving around the blood or life force of a target creature. This Frenzy is so powerful these Sarr not only gain the speed needed to hamstring their prey but also to lessen the blows of all other foes.

Once per day the character may enter a blood frenzy. They must 3-count "I enter a blood-frenzy" and choose a target that they wish to kill. The blood-frenzy lasts until the target is dead, the character has entered their dying count or if the target has successfully escaped the field (eg. 20 minute escape count). During the blood frenzy, the character may only take offensive actions against their target (defensive actions are still fine). They also gain unlimited Physical Strike Slows versus their chosen target. The character will do their utmost to killing blow the target if at all possible while this effect lasts. While under the effects of Blood Frenzy the character takes reduced from all sources except their chosen target.

12.2 Claw

Sarr are part animal and as such, they have claws and when this skill is purchased they are able to use them effectively against their opponents. This is represented by their ability to buy a single short sword sized claw. The claw deals 2 points of damage. The claw may never be silvered, master crafted or be given a damage aura or similar effect. If the character gains a claw from another effect, Formal Augments/Totems being the most likely example, then their claw is more vicious than normal dealing 1 extra point of damage per swing. This skill only allows 1 claw. If the character wishes to use this claw with another weapon, say a Normal Long Sword and their Claw in the off hand then they must buy the appropriate skills to wield 2 weapons. All skills that apply to a short sword also apply to the claw, such as Weapon Proficiency +1.

13. Opinions of Other Races

Sarr view other races as inferiors, seeing themselves at the “top of the food chain” even though as part of the Kingdom they must live in peace with them. Here is a brief description of how the average Sarr feels about the 12 other races of man.

13.1 Barbarians:

These Warriors are very crude and primitive, though they seem to have the same ideas when it comes to hunting the lands for prey. Good to have on your side in a fight.

13.2 Biata:

Keep an eye on these logical birds. They are predictable and studious; this takes a lot of the fun out hunting them, but makes them great planners. Handy if you are into that type of thing.

13.3 Drae:

Very honourable and proud of their heritage, but are they ever miserable if they’re away from their holes for too long. If you treat these ones right they make valuable allies.

13.4 Dwarves:

They make fine crafts and weapons, and if you ever have an idea for an ornate “claw” bring it to a dwarf. They also know how to use those weapons – a good thing to remember.

13.5 Gypsy:

A lot of fun! Always ready to drink and tell a tale. Just watch your valuables around these snazzy dressers.

13.6 Half-Orcs:

A little dumb but they fight very well. They are another race that that you have to respect for being family and tribe oriented.

13.7 High Elves:

They may act pompous and arrogant, but they value family as much as we do. You have to respect that. Now if only we could all get over our troubled past...

13.8 Hobblings:

These happy people can be very useful at times and seem to get along well with us. When they are bored, they are sometimes annoying and more of a nuisance than anything else.

13.9 Humans:

There are a lot of these humans, and they differ from each other so much it is hard to have an opinion of them. It all depends on what tales you believe.

13.10 Mystic Wood Elves:

A fun loving race of skilled craftsman, they seem bent on self-indulgence. This is not always a bad thing!

13.11 Ogrim:

Fearsome fighters but quick to anger. Those unfortunate Sarr who have picked fights with Ogrim just find that they are incredible fighters who never seem to give up.

13.12 Scavengers:

These misfits are surprisingly like us. Some are very useful, some are very annoying.

13.13 Stone Elves:

Like those other Elves, but with less sense of humour. Good for when you need a level head in your group.

13.14 Wild Elves:

A more relaxed version of an Elf. They don't seem to mind getting their hands dirty when needed and they love to party.

13.15 Xantusa

Strange creatures, these lizards. If they were unusual enough to become Xantusa, they are definitely worth watching.

13.16 Earth Guild

A little stuffy, but very useful.

13.17 Celestial Guild

A powerful lot. Celestial magic can do some crazy things though, so approach with caution. Burnt fur is no fun.

13.18 Kingdom and Nobility

We are part of the Kingdom and must live with this. The ArdRigh has commanded that all Gorbé obey the laws of the Kingdom, so don't get *caught* breaking them.

13.19 Fae

These are curious tricksters and should be treated with caution. They can be a lot of fun or a lot of trouble, so worth a look but don't rush into any deals with them.

14. Portraying a Sarr

14.1 Sarr are required to:

- Wear make-up/costuming to portray yourself as a great hunting cat.
- Be insatiably curious & independent (think of a cat).
- Decorate yourself with baubles and ornaments (Sarr love gems).
- Role-play 'delight' when killing 'prey' (cats enjoy 'playing' with their prey).
- Beat (pick) on 'dogs' (Kobolds/Gnolls/Wolves/etc.) whenever possible.

14.2 Sarr are recommended to:

- React according to the situation upon smelling peppermint. Have fun!
- Revere the Matriarch (female leader) of the 'pride' (tribe).
- Fiercely protect all cubs.
- Choose a preferred edged weapon as your 'claws' (with which you Killing-Blow).
- Role-play being colour-blind.

14.3 Make-up / Costuming

Players of Sarr must wear appropriate costuming and make-up to appear as a 'bipedal cat' at all times. If someone removes your make-up modifiers (In-Game 'cuts off your tail') then it immediately 'grows back' in the amount of time it takes you to re-apply the make-up modifier Out-Of-Game. Many Players use body suits printed as whatever cat-type they are representing instead of applying make-up to their arms and legs. A tail is necessary, and many Players include fangs.

14.4 Roleplay Tips

Remember that you come from a separate race, a different society, and that when you put on that makeup and that costume, you are no longer human but a fierce warrior cat. Normal

characteristics are replaced by a more feline and matriarchal way of thinking. Men, please remember that as a male in a matriarchal society, you have a racial instinct to be subservient to females, but you do not blindly follow them. Ladies, please remember that the matriarchal way of life gives you influence, but if you fail to show the men any respect, you'll soon find your orders ignored. Ask for things instead of demanding them and the rewards will be mutual. Remember also that you are part feline... behave as such.

Role-play delight in killing, in the thrill of the hunt, and in devouring your prey. The flip-side to this is that as a cat, you are easily amused by 'dangling' things – strings, beads, etc. Although you love to play with these, if a non-Sarr 'abuses' you by having you chase too many strings, you may easily turn violent & decide to 'play' with them.

As a cat you are colour-blind, and role-playing this can be difficult. Sarr are very perceptive though, and so it is entirely up to the player to decide how closely they can "guess" the colour of things. Remember that the point is to have fun!!