

## OTTER

Otters are amphibious mammals which were known even before the Cataclysm for their intelligence, manual dexterity, and hatred of the United Atheist League and the United Atheist Alliance. Humanoid mutant otters have formed many communities along riverbanks throughout the regions where their ancestors lived, and some of their tunnel-cities are rumored to run for miles along the shoreline, with no evidence beyond the few external watchtowers and guardposts that they maintain. In the more semi-civilized regions of the world, they are often either guardians of river trade, or well-organized predators upon it.

### OTTEROID RACIAL TRAITS

**Average Height:** 7' to 8'

**Average Weight:** 250-400 lbs

**Ability Scores:** +2 Charisma, +2 Dexterity or Intelligence

**Size:** Small

**Speed:** 6 squares (8 squares when swimming)

**Vision:** Low-Light (from Night Eyes mutation)

**Languages:** Common, Grawl (Languages are listed on page 350.)

**Skills:** +2 racial bonus to Acrobatics (from Perfect Balance), +2 racial bonus to Thievery (from Elongated Fingers), +4 racial bonus on Athletics checks for swimming.

**Defenses:** +1 racial bonus to Reflex defense (from Accelerated Reactions)

**Heritage Mutations:** Accelerated Reactions, Elongated Fingers, Night Eyes, Perfect Balance, Small

**Other Mutations:** You have 2 points to spend on beneficial heritage mutations. You may acquire a negative heritage mutation for additional points.

**Belly Slide:** You may move across difficult terrain which is described as slick or slippery (such as frictionless surfaces, grease pools, and patches of ice) without paying an extra movement cost per square. However, you are prone throughout this movement and remain prone until you stand normally.

**Otter Traits:** Otteroids may pick one of the following abilities:

Otterly Adorable: Whenever you make a Diplomacy check, you may roll twice and use either result.

Otterly Sneaky: Whenever you make a Stealth check, you may roll twice and use either result.

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