

Carcharid: Fully grown

		Location	Melee	Ranged	Armour	Hit Points
STR	20	R. Leg	1-3	1-3	4	8
CON	20	L. Leg	4-6	4-6	4	8
SIZ	24	Tail	7-8	7	4	6
DEX	10	Abdomen	9-11	8-11	4	8
INT	8	Chest	12-14	12-15	4	9
POW	12	R. Arm	15-16	16-17	4	7
Actions	2	L. Arm	17-18	18-19	4	7
Move	8	Head	19-20	20	4	8
SR	9					
HP	21					

Traits: Night Sight, Swim 9

Skills: Athletics 55%, Evade 40%, Perception 60%, Persistence 73%, Resilience 77%, Stealth Underwater 60%, Survival 60%, Swim 70%

Weapons

Type	Attack	Reach	Damage	Special
Claw	50	1	1D8 + 1D8	Bleed
Bite	75	1	1d10 + 1d10	Grip

Combat Notes

Carcharids are not sophisticated in their attack strategy, generally preferring to attack from behind or ambush, or in superior numbers. They will retire if wounded, outnumbered or met with vigorous counter-attack, but will press the attack if they think they will triumph.



Carcharid: Pup

		Location	Melee	Ranged	Armour	Hit Points
STR	13	R. Leg	1-3	1-3	2	5
CON	14	L. Leg	4-6	4-6	2	5
SIZ	12	Tail	7-8	7	2	4
DEX	8	Abdomen	9-11	8-11	2	5
INT	6	Chest	12-14	12-15	2	6
POW	10	R. Arm	15-16	16-17	2	4
Actions	2	L. Arm	17-18	18-19	2	4
Move	7	Head	19-20	20	2	5
SR	8					
HP	13					

Traits: Night Sight, Swim 9

Skills: Athletics 45%, Evade 30%, Perception 50%, Persistence 43%, Resilience 77%, Stealth Underwater 60%, Survival 40%, Swim 50%

Weapons

Type	Attack	Reach	Damage	Special
Claw	30	1	1D6	
Bite	45	1	1d8	Grip

Carcharids are named after the Shark God, Carcharias, from which they claim descent. They are beast men, but not hsunchen like the Telmori Wolf People or the Basmoli Lion Men of Prax. Whether they were once men of Vormain, like the Ratuki Shark Men is not known, but carcharids are not capable of shapeshifting. That many are involved in the worship of various aquatic demons or submarine chaos deities is well known. How they came to be humanoid and able to subsist out of water is not understood.

Carcharids prefer shallow seas with reefs and plenty of fish. However, they are particularly fond of the flesh of merfolk, and seem more than willing to add humans to their diet when the opportunity presents itself. They are faster and more powerful than most fish or merfolk, but not nearly so agile. Thus their preferred method of attack is a fast rush from ambush. If their prey proves dangerous, or more numerous than first it appeared a single carcharid will abandon its meal, ideally allowing the victim to bleed out and be abandoned by its fellows. But in larger groups carcharids can be much more aggressive, following prey onto land, even raiding settlements of men for prey.

Normally a sea people, the carcharids have been known to move into estuarine waters during flood seasons, hunting the deltas and brackish shoals until the floodwaters retreat. In the region of the River of Cradles, a number of carcharids have proved extremely bold, prowling the length of the Zola Fel as far north as the Great Bog. Apparently, their continuing presence is related to their membership in a water demon cult working at present in the area. The identity of the water demon is not yet known.