### **Mounties, Mooks and Mechanist Savants, Oh My!**

**In the harsh northern lands of the Continent, under bitter winters and the constant threat of barbarian incursion from the lowlands, the last democratic city-states of the world eke out a desperate existence. Here, in a land where terrors haunt the frozen tundra and new evil thaw out every spring, a people's constant struggle is not just for survival and progress but to maintain the common decency of politeness, tolerance and lawful civilization that shine out like a beacon of hope in a dark world. And hope is not without it's protectors, an order of warriors, explorers and scholars chosen to protect the warm havens of civilization. These are the Red Riders, the Diplomatic Guard, the Knights of the Tundra, and they will see the darkness driven back or fall into the white grave trying. These are the Mounted Police.**

***These are Mounties.***

**Moosefolk**

* +2 Con, +2 Wis, -2 Dex - Moosefolk are incredibly durable and intuitive, but their large frames and awkward upright gait compromise their agility.
* Medium Size: 35 foot movement speed - Moosefolk have strong, darting legs and can even bear down on all four limbs for sustained periods of running.
* +1 (+1/8 levels) to Acrobatics checks - Despite their lack of agility, Moosefolk are well-poised on their powerful hind limbs.
* Bonus Feats: Recon, Wake, Reaver - Moosefolk are physically mobile, and some are prone to bad-tempers.

**Bearfolk**

* +2 Strength, +2 Charisma, -2 Intelligence - Bearfolk possess an almost supernatural strength that bleeds into an overbearing physical confidence, but can be brash to the point of stupidity.
* Medium Size: +1 to Armor Class - Bearfolk are built like mountains, and trying to hurt one is like trying to hurt the other.
* +1 (+1/8 levels) to Nature checks - Bearfolk have excellent noses and senses that are finely tuned for the natural world.
* Bonus Feats: Terrifying Shout, TBC, TBC - (Just realized that racial feats can be taken even if they're not on the Bonus Feat list. D'oh.)

**New Racial Feats:** The vast majority of bearfolk belong to the lineage of one of three great warriors, foundational figures of their mythology. Some exemplify their traits above all else.

Black Coat Tribe [Racial]

You are descended from the great Obsidia, a legendary warrior among bearfolk that used her small size and unexpected power to outmaneuver and deceive her enemies.

Prerequisites: 1st level, Bearfolk, must not have the Grizzled Tribe feat or the Ice Tribe feat

Benefit: You are Small size, but your movement speed remains 30 feet and you do not suffer any penalty to saves against combat maneuvers. You gain a +2 bonus to Bluff checks and to the DC of Perception checks made against you.

Grizzled Tribe [Racial]

Like your ancestor Terrius, wisest and cruelest of all the bearfolk, you have never sheathed your claws and even today cultivate his legendary blood-fury in your heart.

Prerequisites: 1st level, Bearfolk, must not have the Black Coat Tribe feat or the Ice Tribe feat

Benefit: You have a set of claws. These are special melee weapons with the [Magnum] property that cannot be disarmed. You gain a +1 item bonus on attacks with your claws for every 5 levels you possess.

Ice Tribe [Racial]

From the blood of Polaros, a great bearfolk mystic of who learned to strike down the beasts of the tundra with stealth and great ferocity, you have gained the power to kill invisibly.

Prerequisites: 1st level, Bearfolk, must not have the Black Coat Tribe feat or the Grizzled Tribe feat

Benefit: You are always considered to be [Concealed] when making Stealth checks. You no longer suffer a -1 penalty for making Stealth checks within [Melee] range.

**Owlfolk**

* +2 Wisdom - Owlfolk have a great asset in their insight, and the emotional distance from which they view the world keeps them centered.
* Medium Size: Darkvision - Owlfolk have sharp eyes that let them operate as well in darkness as others do in daylight.
* +1 (+1/8 levels) to Intimidate checks - Between their uncanny insight and their swiveling heads, owlfolk can be frightening when they choose to be.
* Bonus Feats: The Earth Cracks, The Sun Grows Dim, True Names - Owlfolk insight extends into the darker, supernatural reaches of the world.

**Crustaceanfolk/Crabfolk**

* +2 Dex, +2 Int, -2 Wis - Crabfolk are sharp-witted and lightning-fast, but their antediluvian minds can have trouble adjusting.
* Medium: Breathe and swim freely in water - Hidden in the deep oceans, the fabled cities of the crabfolk only draw out the mystery of this people.
* Ghostwise Sight 45 - Crabfolk have sharply tuned vibrational senses, equally functional in the water or on land.
* +1 (+1/8 levels) Engineering - Crabfolk have a breathtaking natural ability to understand architecture and habitat construction.
* Bonus Feats: TBC, TBC, TBC - (Just realized that racial feats can be taken even if they're not on the Bonus Feat list. D'oh.)

**New Racial Feats:** Many crabfolk possess a set of major physical variations, which others usually mistake for having cultural or genealogical significance.

Claws Like Hands [Racial]

Where most crabfolk possess more maneuverable three pronged grasping claws, at least one of your arms ends with a true implement of destruction.

Prerequisites: 1st level, Crabfolk

Benefit: You gain a Claw attack usable as a [Special] weapon that cannot be disarmed. Now and at every fifth level, your claw gains one of the following properties: [Guardian], [Reach], [Tripping], [Disarming], or [Magnum]. If you choose to use your claw as a [Main] weapon, it loses your choice of one of its properties for as long as you do so. If you choose the [Guardian] property, you do not need to use an actual shield, as your massive claw is a barricade all by itself.

A Noble Tail [Racial]

Irritating as it is when you're sometimes called lobsterfolk, being dramatically more stable on land and in water usually makes up for it.

Prerequisites: 1st level, Crabfolk

Benefit: TBC

Exoskeletal Armor [Racial]

Your outer shell is especially hard, which helps you pretend to be a rock or an island when you need to.

Prerequisites: 1st level, Crabfolk

Benefit: TBC