**Fanalis**

The Fanalis are originally from Alma TOrran. They were a species known as the Red Lion and had the form of a strange beast with a skin like steel and a deep crimson red. After they were teleported to the new world, they took the form of humans with red hair and eyes and with great strength. They only take their original form in the Great Rift, and it is known that if a Fanalis goes back to the Great Rift, they cannot come back because they finally found their original form and their homeland.

**Physical Description**

Their physical strength and senses are beyond that of a normal human. They can jump to extraordinary heights and even break metal. Their kicks are like lightning and they can even take down the mightiest of beasts in one blow. Few Fanalis can even perform a loud battle cry or echolocation to map their surroundings.  Fanalis that are "pure bloods" are stronger than those who are not. Due to their great physical strength and their extraordinary abilities make the Fanalis a very formidable and dangerous opponent that one should avoid encountering.

**Society**

All healthy citizens participated in the compulsory state-sponsored education system, which emphasized obedience, endurance, courage and self-control. All citizens devoted their lives to military service, and lived communally well into adulthood. Fanalis are taught that loyalty to the state came before everything else, including one’s family.

The Half-bloods were turned into slaves, The Fanalis way of life would not have been possible without the Half-bloods, who handled all the day-to-day tasks and unskilled labor required to keep society functioning: They were farmers, domestic servants, healers, or military attendants.

The Pure-bloods, who were outnumbered by the half-bloods, often treated them brutally and oppressively in an effort to prevent uprisings. Pure-bloods would humiliate the Half-bloods by doing such things as forcing them to get debilitatingly drunk on wine and then make fools of themselves in public. (This practice was also intended to demonstrate to young people how an adult Fanalis should never act, as self-control was a prized trait.) Methods of mistreatment could be far more extreme: pure-bloods were allowed to kill Half-bloods for being too smart or too fit, among other reasons. But for the few resilient and talented half-bloods that rose through the ranks of the military would be allowed to become full-fledged citizens.

**Alignment& Religion**

 Most Fanalis are lawful neutral. Due to their strict up bringing they are very partial to following the law but still have a very strong sense of following their own moral code within the boundaries of their will or the will of their liege lord. Fanalis strive to achieve great honor and renown through combat and war so it isn’t very strange to see them on the front lines relishing in the carnage that lays in their wake.

Humanoid ( pure-blood for mythic only)

Size Medium: Height: 5’2 – 5;10 Weight: 120lbs – 200lbs Adult Age: 16-45

Language: common, Fanalis Speed: 30ft

**Pure-Blood (19 rp)**

Racial Traits

+4 str, +2 DEx, +2 con, -2 Int 4rp

Cornered Fury (4 RP)

Benefit: Whenever a member of this race is reduced to half its [hit points](https://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points) or fewer and has no conscious ally within 30 feet, it gains a +2 [racial bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Racial-Bonus) on melee [attack rolls](https://www.d20pfsrd.com/gamemastering/combat#TOC-Attack-Roll) and to [Armor Class](https://www.d20pfsrd.com/gamemastering/combat#TOC-Armor-Class).

#### Fast (1 RP)

Prerequisites: Normal speed.

Benefit: Members of this race gain a +10 foot bonus to their base speed.

#### Blindsense 30 Feet (4 RP) (Sound, Smell)

Prerequisites: None.

Benefit: Members of this race usually do not need to make [Perception](https://www.d20pfsrd.com/skills/perception) checks to pinpoint the location of a creature within 30 feet, provided they have line of effect to that creature. A creature that members of this race cannot see still has total [concealment](https://www.d20pfsrd.com/gamemastering/combat#TOC-Concealment) against individuals with [blindsense](https://www.d20pfsrd.com/gamemastering/special-abilities%22%20%5Cl%20%22TOC-Blindsight-and-Blindsense), and members of this race still have the normal miss chance when attacking creatures that have [concealment](https://www.d20pfsrd.com/gamemastering/combat#TOC-Concealment). Visibility still affects the movement of members of this race. Members of this race are still denied their [Dexterity](https://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-) bonus to AC against attacks from creatures they cannot see.

#### Jumper (2 RP)

Prerequisites: The race has at least a +2 [racial bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Racial-Bonus) to [Dexterity](https://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-).

Benefit: Members of this race are always considered to have a running start when making [Acrobatics](https://www.d20pfsrd.com/skills/acrobatics) checks to jump.

#### Ferocity (4 RP)

Prerequisites: None.

Benefit: Members of this race gain the following extraordinary ability: If the [hit points](https://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points) of a member of this race fall below 0 but it is not yet [dead](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Dead), it can continue to fight. If it does, it is [staggered](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Staggered), and loses 1 hit point each round. It still dies when its [hit points](https://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points) reach a negative amount equal to its [Constitution](https://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) score.

**half-Blood (10 rp)**

+4 str, +2 dex, -4 int 3rp

#### Flexible Bonus Feat (4 RP)

Prerequisites: None.

Benefit: Members of this race select one extra feat at 1st level.

#### Fast (1 RP)

Prerequisites: Normal speed.

Benefit: Members of this race gain a +10 foot bonus to their base speed.

#### Jumper (2 RP)

Prerequisites: The race has at least a +2 [racial bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Racial-Bonus) to [Dexterity](https://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-).

3Benefit: Members of this race are always considered to have a running start when making [Acrobatics](https://www.d20pfsrd.com/skills/acrobatics) checks to jump.