



Race

The diversity of the human race is amazing. People can be found in all shapes and sizes with features that differ incredibly. If we look to history, when two races meet, sadly, there is often conflict. However, when they have learned to work together, they are able to enjoy one another's company and gain mutual benefits, both becoming stronger and more fulfilled by mutual intercourse. In a fantasy setting, the presence of many races other than humans: high elves, sylvan elves, humans, great dwarves, red dwarves, halflings, and gnomes, increases the tendency for conflict and diversity. Each race has its own unique qualities and special abilities. These abilities can be used at the expense of another race, and one's own, or for the benefit of both. The vastly different characteristics of the races, and their way of looking at life can, if applied selfishly, lead to conflict and violence, but if given freely, can lead to a better life for all. Each race does things better than others, and thus one tends to be better suited to a particular profession than another.

High Elves

High Elves are the greatest of all elven races. They are usually well over six and a half feet tall and are very slender in build. Their hair is often dark and their eyes usually blue or grey. They generally think of themselves as the greatest of all races and often go to great lengths to be sure that everyone else knows this. They will often be snobbish towards other races, including the sylvan elves (whom they deem to be the most barbaric of

elven races). They tend to live in giant cities made up of ornately decorated buildings. They treasure art immensely, and Bards are given special courtesies by the High Elven courts due to their intense love of poetry and music.

High Elves are somewhat frail, so they receive a -5% penalty to their Strength (STR) value and a -10% penalty to their Fortitude (FOR) value. However, what they lack in physical stature they make up with in agility and presence. They receive a +10% bonus to their Dexterity (DEX) and Presence (PRE) values, as well as a +5% value to their Intuition (INT) and Will (WIL) value. They also receive ten Character Points (see Character Background p. 53). Because High Elves are a very old race and very magically attuned, they receive



a +5% bonus to the **Read Rune** skill when it is developed (see Character Skills and Checks p. 43). They also receive a +10% bonus in **Resistance to Poison** and **Resistance to Disease** (see Character Skills p. 46).

All elves have an incredibly long life span. Very few poisons and diseases affect them and few die from purely natural causes. Because of this, other races have come to refer to them as immortal. But this “immortality” comes at a price. Because elves are engrained with the knowledge that their lives are all but eternal, they have little self-discipline. They often have the attitude of “I’ll get around to it.” Therefore they must earn an additional 10% Experience Points (Exp’s) to advance to a new experience level (see Character Advancement p. 52).

High Elves tend to become Archers, Paladins, Clerics, Mages, and Bards. On the other hand there are few high elven Fighters, Healers, and Thieves (see Character Professions p. 26).

Sylvan Elves

Sylvan elves are considered to be a lesser race compared to their high elf cousins. However, they are the most populous race of elves simply because they are the hardiest. Sylvan elves, almost without exception, have blonde hair, and usually have green or blue eyes. Generally, they are somewhat smaller than high elves, averaging six feet tall. For the most part, they make their homes in the forests and live in the trees. Some have learned how to manipulate plants to “grow” into buildings in the deepest parts of the forests. Sylvan cities are often a huge network of wooden bridges and hollowed trees.

Sylvan elves have a fondness for the forest and will fight to protect it with druidic enthusiasm. As with high elves, sylvans are generally a frailer race than Humans. They receive a -5% penalty to their STR and FOR values. However, life amongst the trees has given them superior dexterity and they receive a +10% bonus to their DEX value. They also have the high charisma that is typical of elves and receive a +5% to their PRE value. Since sylvan elves are at home in the wilderness, they receive a +5% bonus to the skills of **Tracking** and **Perception** while in the forest and wilderness areas. Sylvans are also good at empathizing with animals and are often able to sense their moods from a distance. They receive 20 Character Points and a +10% bonus in **Resistance to Poison** and **Resistance to Disease**.

They have the usual elven approach to life and are very undisciplined. Because of this they must earn an additional 10% Exp’s to advance to a new experience level.

Sylvan elves prefer the professions of Archer, Ranger, Druid, Elementalist, and Scout. They are seldom Paladins, Clerics, Mages, Illusionists, or Thieves.

Half Elf

Half elves are the offspring between the union of an elf and a human. Though colouring and facial feature can vary a great deal, most Half elves are alike in many ways. They are often fairer than their human parent, but darker than their elven parent, more nimble than a human, yet less than an elf. Half elves are very much an average of the two. Half elves are not immortal like their parents, but still live a unusually long life. They generally make it to 250 years old, with many making it to 300. Half elves receive a +5% bonus to their DEX and PRE and receive 30 CP’s.

Half Elves take after their human parent in that they are commonly employed in various professions, with none being unlikely.

Humans

Humans are commonly the most populous race. They are generally restlessly obsessed with doing the impossible and accumulating as much wealth as possible before they reach the end of their relatively short lives. Apart from their ambition, their adaptability also accounts for the large amounts of humans. While they cannot live for very long in the wilderness



like the sylvan elves, or in the mountains like the gnomes, they are not particularly disadvantaged in any one area and tend to spread throughout most of the worlds they inhabit.

This adaptability has also made humans the most varied race and generalizations are sketchy at best. However, they tend to live between 40 and 150 years. They have no racial stat modifiers and they receive 40 Character Points. In general they are equally suited to all professions.

Great Men

Great men are a strand of humans who make their living in the harsh cold climate. They are extremely hairy individuals and are unnaturally strong and quick. Great men are usually regarded as a barbarian race because of their lack of advanced societies and inability to make metal weaponry. However, if a great man is taken from his natural habitat, he can be turned into an excellent soldier or bodyguard.

Great men receive a +5% bonus to their DEX and STR, a +10% bonus to both their FOR and WIL, a -5% penalty to their INT and PRE, and a -10% penalty to their LOG. Great men also must earn an additional 5% ExP per level. Great men receive 10 Character Points and usually begin knowing no common tongue.

Great men are almost always Fighters, Archers, Clerics, or Healers. All other professions are unlikely.

Great Dwarf

Great dwarves are the dwarven counterparts of the high elves. Great dwarves usually have red, black, or brown hair. Their eyes are usually brown, but occasionally there will be a great dwarf with blue or grey eyes. They rarely stand taller than four feet nine inches or so, but are very stocky.

Great dwarves usually live in medium sized, walled cities that afford excellent protection from invasion. Dwarves, as a rule, do not value art; instead they prize functionality. Therefore their cities and weapons are often plain, yet quite effective and efficient. Great dwarves have a very strong sense of honor and will rarely have an ethical outlook that challenges their community's authority and validity (see Ethics p. 57). Great dwarves rarely act snobbish towards other races; however they do expect to be treated with the

utmost respect from others. As a rule, dwarves fear Quintessence Magic.

Because Great dwarves are not a very agile race they receive a -5% penalty to their DEX stat value. They also receive a -5% penalty to their PRE stat value. While a Great dwarf may not be a very graceful individual, he is quite strong. Great dwarves receive a +10% bonus to their STR stat value, and +15% bonus to their FOR stat value as well as a +5% bonus to the skills of **Climbing** and **Endurance**. Great dwarves get 15 Character Points. All dwarves have a maximum life span of around 500 years, but average about 300. The majority of great dwarves are Fighters, Paladins, Clerics, and Healers. Only a very few ever try to become Archers, Druids, Essence Benders, or Bards.

Red Dwarves

Red dwarves get their name from their hair and skin color. Almost all red dwarves have red hair, and because they choose to live in mountains and make their living as miners and smiths, their skin has taken on a deep ruddy tint. Red dwarves are very steadfast workers and can be quite stubborn. They are usually pious and constantly offer up prayers to their deity for luck and a good find in the mines that day.

The exact number of red dwarves living in a colony is hard to estimate because they delve



so deep into the world's crust. Their underground cities are often a complex network of mazes and hidden passages. Red dwarves take functionality to an even higher level than great dwarves. Red dwarf weapons and tools are very often unpolished and unassuming, but they are so well made that they will never rust and rarely ever break. As a result of this great smithing skill, Red dwarves gain a +10% bonus to **Weapon Smithing** and **Weapon Repair** when they are developed. Also, red dwarves gain a +5% bonus to **Tracking** and **Perception** while underground as well as a +5% bonus to the skills of **Climbing** and **Endurance** above or below ground. They are also able to see heat for up to ten feet while underground. Because of their physical stature, red dwarves receive a -5% to their stat values for both DEX and PRE, but gain a +5% bonus in STR, FOR, and WIL. They grow to a maximum height of 4 and a half feet and receive 25 Character Points.

Red Dwarves prefer to be Fighters, Paladins, Clerics, Healers, or Thieves. For the most part, they are unlikely to be Rangers, Druids, or Any Essence Bender.

Half Dwarf

Much like Half elves, Half dwarves are the offspring between a dwarf and human. Like a half elf is an average between a human and a elf, a half dwarf is an average between a dwarf and a human. They not as squat as a dwarf but not as tall as a human. He is hairier than a human, but not as much as a dwarf. Half dwarves tend to live in cities or up in the mountains with their dwarven cousins. They are readily accepted into dwarven society and experience little segregation. Half dwarves receive a +5% bonus to STR and FOR and a -5% penalty to PRE. Half dwarves receive 30 CP's.

Much like many other mixed-races, Half Dwarves do not seem to show a distinct professional preference, though they may be slightly more inclined to "dwarven" professions.

Ogres

Ogres are large humanoids who rely greatly on their massive strength and the closeness of familial ties to survive. They are often superstitious, believing in many spirits and natural forces that probably could be better explained otherwise. They are not a reclusive race, though years of distrust and misunderstanding by other races have forced them into solitude in



the forests and mountains. Imposing as they may be, they are a kind race. Many stories abound of ogre hospitality and friendliness.

The body of an ogre bulges with muscles and odd, wire-like hairs protrude in thick patches on their arms and backs. Female ogres tend to be more stocky than their male counterparts, but usually do not grow as tall. Male ogres can reach heights of over eight feet, while women seldom grow above seven and a half. Their life span can be anywhere from 80 to 100 years, but as with any race, accidents, war and diseases can take their toll.

Ogres gain a +15% bonus to STR, a +10% bonus to FOR, and a +5% bonus to both INT and WIL. At the same time, they receive a -10% penalty to DEX, LOG, and PRE. Ogres get 20 character points. They are especially adept at using two-handed weapons and receive a special +5% bonus to any skill involving two-handed weapons or pole arms.

Ogres tend to be Fighters, Paladins, Rangers, Clerics, Druids and Scouts. Usually they will shy away from being Essence Benders, Thieves, and Bards.

Halflings

Halflings are a race of diminutive folk that vary a great deal in their attitudes towards the world. Some are quite innocent and carefree and see life as a pleasure, with eating to be the greatest adventure one could ever wish for. Others are devious and shiftily and feel that the whole world is out to cheat them from what they have because of their small stature. As a result it is usually the second group of halflings that join an adventuring party. They may even, in time, grow to trust their fellow adventurers. Halflings vary in hair and eye color much like humans, but all grow to between three and four feet tall. Halflings are a very quick



race despite appearing overweight and having such short legs. They receive a +10% bonus to their DEX value and a +5% bonus to their FOR and WIL values, but receive a -15% penalty to their STR value and -5% to their LOG value. Halflings also get an additional +15% bonus to **Resistance vs. Poison and Disease**.

Halflings have 20 Character Points and make good Archers, Healers, Thieves, and Scouts. They are not quite as adept at being Fighters, Rangers, Paladins, Essence Benders, or Bards.

Gnomes

Gnomes are often an illusive race. They live underground, much like red dwarves, and often will form pacts with them, but generally prefer to be left alone. Gnomes have about the same height as halflings, but are quite slim. Little is known about gnome culture especially since

those gnomes who have interacted with other cultures exhibit little consistency. However, gnomes have mastered the use of Quintessence Magic and produce magic weapons and tools of fine quality. They vary widely in coloring, both in their clothing and skin tone. Gnomes receive a +5% bonus to their DEX, LOG, and WIL stat values, but receive a -10% penalty to their STR stat value and -5% to their FOR and PRE. They also receive a special +10% bonus to their **Perception** and **Magical Intuition** skills.

Gnomes have 30 Character Points and are likely to be Clerics, Healers, Mages, Illusionists, Thieves, and Scouts. They tend to stay away from becoming Archers, Rangers, Paladins, and Druids.



Racial Stat Modifier Quick Reference Table

Name of Race	STR	DEX	FOR	LOG	INT	WIL	PRE	CP's
High Elf	-10%	+10%	-10%	0	+5%	+5%	+10%	10CP's
Sylvan Elf	-5%	+10%	-5%	0	0	0	+5%	20CP's
Half Elf	0	+5%	0	0	0	0	+5%	30CP's
Human	0	0	0	0	0	0	0	40CP's
Great Man	+5	+5	+10%	-10%	-5%	+10%	-5%	10CP's
Great Dwarf	+10%	-5%	+15%	0	0	0	-5%	15CP's
Red Dwarf	+5%	-5%	+5%	0	0	+5%	-5%	25CP's
Half Dwarf	+5%	0	+5%	0	0	0	-5%	30CP's
Ogre	+15%	-10%	+10%	-10%	+5%	+5%	-10%	20CP's
Halfling	-15%	+10%	+5%	-5%	0	+5%	0	20Cp's
Gnome	-10%	+5%	-5%	+5%	0	+5%	-5%	30Cp's