



ew Races

As part of our mission to provide a more complete gaming experience, we have provided eleven new playable races compatible with the Ember Twilight Core Rules of Fantasy Role-Playing. These races are supplemental to races found there and in any other book produced by Twilight Press. The narrator may allow or restrict any of these new races as he/she sees fit. What follows below is a description of each race and a table charting their stat bonuses and character points.

Centaur

Centaurians are an elegant race. Having the body of a powerful horse and the torso, arms, and head of a man, they are one of the hardest races one will ever encounter. They are strong, fast, and generally loyal. Centaurian cities are characterized by broad thoroughfares and wide arches. Houses are almost always single story and rooms are immense in order to house the bulky bodies of the centaurians. Coloration varies from region to region. Rarest are the albino centaurians, which are completely white and have burning red eyes. Often, albinos are given special places in society and revered as seers. Centaurians receive a special +10% bonus to **Endurance** but suffer a -5% penalty to **Swimming** when they are developed. They also gain a +10% bonus to STR and FOR, a +5% bonus to DEX and PRE, while they also receive a -5% penalty to INT and a -10% penalty to WIL. Centaurians start with 20 character points.

Dreznian

Dreznians are a long-lived, reptilian race. Their scales are commonly grey, yet black, red, and yellow colorations are often seen as well. Dreznians have a build similar to an elf's, yet they are covered in thick scales and lack the reflexes and grace that elves are known for. Their faces are imposing as their black eyes with oblong slits are frightening as well as entrancing. It is said that some Dreznians even have the ability to hypnotize their victims with their gaze. Dreznians live in advanced societies much like humans or elves. They build great cities and commonly have a keen interest in trade. They are quite shrewd, but sometimes have trouble relating to other races. It may take a while for some to get accustomed to the hissing language of the Dreznians and the fearsome fangs that lie within their gaping mouths. The skin of a

Dreznian prevents one melee and one missile damage in addition to any other armors, however they suffer a -10% penalty to all Physical Skills involving DEX. They also receive a +10% bonus to PRE, a +5% bonus to DEX, INT, and WIL, but they get a -10% penalty to FOR and a -5% penalty to STR. Dreznians begin with 25 CPs.

Fairey

Fairies are a jovial race of short elf-like beings. They stand no taller than two to three feet and are blessed with beautiful wings that extend out from their back. Some have wings like a moth or butterfly, while others have wings like a dragonfly. Regardless, fairies at a young age learn how to fly and fly well. Fairies are a diverse people. Coloration varies greatly, even greater than in humans. It is not uncommon to see a fairy with teal colored hair or deep violet eyes. Fairies are thought to bring good luck, but often just bring mischief. They have a very carefree life and have trouble spending a great deal of time at a single task. They live mostly in small communities in forests or jungles. Fairies gain a +10% bonus to their DEX and PRE, and a +5% bonus to INT and LOG and have 25 character points. However, they have a -15% penalty to STR and FOR and a -5% penalty to their WIL. Fairies must also earn an additional 10% exp's per level to reflect their carefree nature and lack of ability to focus. Fairies can also fly at 15' per round for up to 3 hours at a time.

Fiend

Fiends are an abysmal race that seek out the destruction of other races. They are militant and battle hardened. Their societies are often built around a military code and led by a grand commander. Fiends are vicious and cunning in battle. They strike alliances and treaties only when they have to. They generally mistrust elves of any kind and have no love for the dwarves. They tolerate the existence of races such as humans, minotaurs, and orcs, but only when they serve their purposes. Fiends have blue skin and white or red hair. Males will have four horns that extend from their forehead and wrap around the back of their skulls. Females will usually have two horns that wrap around their ears. Fiends have a +5% bonus to their STR and WIL but suffer a -10% penalty to their PRE. Fiends also get 30 character points upon creation.

Frost Giant

Frost Giants are a great race of the North. Standing around 10' tall, Frost Giants are imposing. The harsh climate in which they are found has instilled in them a dour outlook on life. Their religions tend to be pessimistic and they do not trust outsiders. In their mountain strongholds, they build great cities. They grow very little food, and instead raise cattle and sheep. During the warmer months they let them graze on the scrub that grows in the tundra. During the winters, they feed their animals on what grains and hay they could grow during the summer months. Outlying frost giant towns are usually made up of only a few families. Though they are few in number, they are highly educated. Blacksmithing, storytelling, and tanning are taught to youngsters at an early age. By the time a Frost Giant is an adult, they are capable of performing in most any capacity their town may require. Frost giants gain a +20% bonus to their STR and a +10% bonus to their FOR. They also receive a -10% penalty to their LOG, WIL, and PRE. Frost Giants gain a +5% bonus in **Blacksmithing** and **Weaponsmithing** when they develop those skills and 20 CPs upon creation.

Gris

The Gris (pronounced GREE) are a reclusive race of thinkers. They commonly reside in hidden cities deep within mountains or forests. They are fragile and disdain the intrusion of outsiders. They have tall, frail bodies and long, thin necks. Their eyes are completely black and their supple skin is a monotone of grey. The Gris learn quickly and hunger for knowledge. As a result, they gain 2 ranks in a language (either reading/writing or speaking) for each AP that they spend. The metabolism of a Gris is very efficient, and they need only eat one full size meal every two days. Gris also receive a +10% bonus in LOG and INT while having a -10% penalty to their STR and FOR along with a -5% penalty in their WIL. Gris begin with 20 CPs.

Minotaur

Minotaurs are the fearsome synthesis of a bull and an ogre. Their heads are like that of a bull, both male and female. Their bodies are strong and covered in hair. They stand seven to eight feet tall and can physically dominate most opponents. Minotaurs can integrate themselves into societies where they find acceptance, or create cities, towns, and communities of their own. In places where they are hunted, they are adept at becoming survivalists. While they lack great intelligence, they are relentless workers. They do not stop until a job is done and have the capacity to work hours upon hours without stopping. They gain a special +5% bonus to their **Endurance** skill when it is developed. Minotaurs gain a +5% bonus to their FOR and DEX and a +10% bonus to their STR. However, they suffer a -5% penalty to their INT and WIL and a -10% penalty to their PRE. Minotaurs get 25 CPs.

Mountain Giant

Mountain Giants are a massive race of humanoids. Though they do not always make their home in the mountains, they generally do make their homes in rocky highlands. Mountain giants stand up to 13' tall. They typically have reddish or brown hair and dark skin. Mountain giants are excellent warriors and are sought after by kings to fill the ranks of their elite soldiers. They do not rapidly reproduce and seldom carve out large kingdoms for themselves. They make their living through the raising of crops or herding of animals. Their cities and towns are not ornate by any standard, but are serviceable. Masonry, carpentry, and brewing are just a few of the skills mountain giants are well known for. Mountain giants gain a +10% bonus to their **Res. vs. Consciousness**, a +20% bonus to their STR and FOR, and a +5% bonus to their DEX and INT. However, they also receive a -10% penalty to their WIL and PRE and a -5% penalty to their LOG. Mountain Giants receive 10 character points.

Skerven

A skerven is a feline race that usually inhabits the tropical regions of a planet. Skervens are a wild and feral people. They migrate as tribes across vast swaths of land, hunting and gathering what they need. Their own technology is primitive, but they have no trouble learning to use the weapons and tools they take from more technologically advanced races. The coloring of the skerven is perhaps the most beautiful and entrancing of all the races. Skervens can be jet black, orange with black stripes, pure white, mottled browns, or almost any color one sees in nature among the great cats. Skervens are nimble yet not overly strong. They receive a +15% bonus to the DEX but suffer a -10% penalty to their FOR and WIL and a -5% penalty to their STR. Because of their lifestyle in the wilderness, skervens gain a +5% bonus to their **Tracking, Stalking** and **Hiding** skills when they are developed. They receive 15 CPs upon creation.

Sylvaynian

Sylvanians are a rare race to see. Unlike every other race mentioned here, they are not an animal. They are a plant. Their origin is unknown, but they are prevalent in many of the deep woodlands and deserted prairies found across any world. Though humanoid, with hands, eyes, ears, and teeth like any other race, their physiology is radically different. Sylvaynians have a deep green skin, caused by the chlorophyll that takes sunlight and turns it into energy. They still must eat like other races, yet they can survive on any organic matter- even dirt. Sylvanians tend to be a solitary lot. They reproduce asexually through seedlings. They often wander from place to place, enjoying the beauty of nature that is laid out before them. On occasion they may try to integrate into a society, but shy away from large cities and towns. They are fast healers,

regenerating one hit point in each location every minute (or 12 rounds). They are filled with wanderlust and always have a longing to stride upon the planet searching for some unknown desire. Hence, Sylvaynians must earn an additional 20% exp's each level. Sylvanians are quire hearty and receive a +20% bonus to their FOR and a +10% bonus to their WIL. However, they are slow and clumsy thus suffering a -5% penalty to their DEX, LOG, and PRE. When they are created, a Sylvanian begins with 15 CPs.

Volari

Volari, or winged elf, is perhaps the most elegant and graceful of all the known races. Their

angelic wings lift them to cities high above the clouds. Choosing to live high in the mountains or in mystical floating cities, the Volari are a magnificent incarnation of the elves. Like their other elven cousins, the Volari are long lived and beautiful. They receive a +10% bonus to their DEX and PRE and a +5% bonus to their WIL. They do, however, suffer a -10% penalty to their STR and FOR. Volari must earn an additional 10% exp's per level in order to advance. A Volari gains a special +5% bonus in **Balance** and **Navigation** when he develops those skills. Upon creation, Volari receive 20 character points. Volari can also fly at 20' per round for up to 6 hours at a time.

Racial Stat Modifier Quick Reference Table

Name of Race	STR	DEX	FOR	LOG	INT	WIL	PRE	CP's
Centaur	+10%	+5%	+10%		-5%	-10%	+5%	20
Dreznian	-5%	+5%	-10%		+5%	+5%	+10%	25
Fairey	-15%	+10%	-15%	+5%	+5%	-5%	+10%	25
Fiend	+5%					+5%	-10%	30
Frost Giant	+20%		+10%	-10%		-10%	-10%	20
Gris	-10%		-10%	+10%	+10%	-5%		20
Minotaur	+10%	+5%	+5%		-5%	-5%	-10%	25
Mountain Giant	+20%	+5%	+15%	-5%	+5%	-10%	-10%	10
Skerven	-5%	+15%	-10%			-10%		15
Sylvaynian		-5%	+20%	-5%		+10%	-5%	15
Volari	-10%	+10%	-10%			+5%	+10%	20

