

Character Races

The following are the normal races available for use as player characters. Do not consider this list exhaustive or exclusive. Interesting suggestions for other player character races will be entertained.

Listed are the core races found in D&D as well as the races particular to my game. These are listed as Senior Player Races as I prefer that you get some experience with my game before attempting to play one.

Note that even the standard races have extensive cultures in the game. No one is a Human with pointy ears or a Human but shorter and broader. Please read the write ups for the race in *Chapter One – Cultures*.

Those races that do have clear-cut advantages will have an experience rider. That is it will take more experience to rise in level with these races. The following chart **Table R1 – Character Races** lists the ability score adjustments for each race, age of maturity, the dice rolled for age of death, and so forth.

Once you have chosen a race and adjusted your ability scores you can move to *Chapter 4 – Character Classes*.

Explanation of Terms

Ability Score Adjustments: Most races have adjustment to their

ability scores to reflect the physical and mental norms of that race.

Age of Maturity: This is the minimum age a character of a given race can be played. This assumes a 1st level general class. Other classes or starting levels above first will add to this figure.

Lifespan Roll: The dice or combination of dice and adds used to generate a character's *age of death*. This is the age at which you PC will drop dead if nothing changes it. It can be altered to the negative by ghost or like effect or to the positive by potion of longevity or rejuvenation spells. If any aging effect causes your PC to exceed their *Age of Death*, they die and cannot be resurrected.

Saving Throw Bonus: The racial modifiers to saving throws. These are minor adjustments at most.

PD Bonus: Racial adjustments to base Psionic Defense.

Armor Class: Base armor class for each race standing buck naked.

Height & Weight: After the description of each race their height and weight table is listed. All tables are based on weight for the male. Additions or subtractions for females is given with each race. Weight given is the average range for that build and height, characters can differ from weights given.

Table R1 – Character Races

Races	Ability Score Adjustments						Age of Maturity	Lifespan Roll	XP Rider	PD Bonus	Armor Class	Notes
	Str	Con	Dex	Int	Wis	Cha						
Dwarf	0	+2	0	0	0	-2	35	350+3d100	0	+2	+0	
Elf												
Calaquendi	0	-2	+2	0	0	0	20	500+5d100	0	0	+0	
Erinquendi	0	-2	+3	0	-1	0	20	500+4d100	0	0	+0	
Mithquendi	0	-2	0	+2	0	0	25	500+5d100	0	+1	+0	
Morquendi	0	0	0	+2	0	-2	20	400+4d100	0	+1	+0	
Sulinarquendi	0	-2	0	0	0	+2	18	600+6d100	1-2	0	+2	
Gnome	-2	+2	0	0	0	0	20	100+2d20	0	+1	+0	
Half Elf	0	0	0	0	0	0	17	120+4d20	0	0	+0	
Hobbit	-2	0	+2	0	0	0	33	90+2d20	0	0	+0	
Human	0	0	0	0	0	0	14	70+2d20	0	0	+0	
Senior players ^A												
Avian	+4	-2	+2	0	0	+4	3	100 ^B	8	0	+8	
Centaur	+6	0	-2	0	0	0	12	100+3d20	4	0	+5	3d8 HD
Exotic ^D	See the description for exotics											
Faun	0	+2	+2	-2	-2	0	10	100+1d100	0	0	+0	
Foxfolk	-2	0	+4	0	-2	0	12	60+2d20	0	0	+1	
Half Avian	+2	-2	+2	0	0	+2	8/12	C	2-8	0	+0-8	
Half Centaur	0	0	0	0	0	0	13	70+4d20	0	0	+0	
Leoman	+1	0	+1	0	0	-2	14	70+2d20	0	0	+2	
Sauroi	+4	+2	-2	0	0	0	30	200+2d100	8	0	+8	3d8 HD
Tanuki	0	0	+2	0	0	0	20	90+3d10	2	0	+1	

A) These races are particular to this campaign. Consult with the DM before trying to play one of these races.
B) Avians rejuvenate in an elemental blast called a cycle. This occurs every one hundred years. Consult the race description for details..
C) Half Avians can have extremely long lives. Roll on the following sub-table:
02-80 200+3d100
80-00 Add 400 and roll again
All rolls are cumulative. Add the results for your absolute age.
D) Exotic stat adjustments depend on the animal type, consult the description.



Character Races



Dwarves

Dwarves or *Carrul* as they call themselves, "Sons of the Stone" are the people of the mountains. Dwarf is the term Humans use to describe them, a term they accept from Humans and other races, but never use among themselves. To the Dwarf mind it is better to accept the slightly derogative term, than explain themselves to *scatha*, or "outsiders". This is a typical point of the Dwarven view that they will allow misconceptions about themselves to flourish, even "play along" with them rather than reveal anything about their personal or private lives. A Dwarf never explains himself, never, at least to non-Dwarves. They are typified by a practical, taciturn view point, and a short stature. Most outside races never see real typical dwarves, so never really know them. What is seen of Dwarves is those willing to brave the outside for the benefit of their people at large the taciturn men with few women and a lusty appetite for drink and song. See **Chapter One: Cultures** for further information

Dwarven Characters have the following Characteristics

Medium size. Dwarven base speed is 20 feet.

Dwarves have a natural AC +0

Dwarves add +2 to Con and subtract -2 from Charisma.

Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Stonecutting: All Dwarves have a +2 craft stonecutting skill. Stonecutting grants dwarves a skill to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who

merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the Perception skill to find stonework traps as a rogue can. They will recognize a given style of construction once it is encountered, but will know nothing of the builders unless a study has been made of that culture. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes. Unless a given dwarf has spent all their life outside, they will over estimate the age of outside stone construction vastly, on the order of centuries per decade.

- +2 racial bonus on saving throws against disease and poison.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +4 dodge bonus against giants.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven.
- Bonus Languages: (Pick one) Giant, Gnome, Goblin, Orc, and Undercommon.
- Dwarves cannot swim due to body density. No dwarf will possess the swimming skill. Dwarves will accordingly have a healthy respect for any water than might be over their heads.

Dwarven Races

There are two "races" of dwarves, the two *Edor* as they are known.

Garscalla:

literally, a "spear against outsiders". This is the *Edor* of dwarves that most other races see. They are sometimes called "Hill Dwarves".

Garscalla run from 3' 6" to 4' 6" tall and are massively build compared to humans. It is said that most are as wide as they are tall, and it can be literally true. Their skin runs from a nut brown to a rusty brown in color, hair is black, or brown, rarely red and readily turns gray or white as the dwarf ages. Only males have beards. The legend of female beards comes from the habit of women disguising themselves as men when outside. Eye color is gray, black or brown, rarely green.

All player character classes are available for *Garscalla*.

Sarufend:

Literally "skill strong". The far more common dwarf that seldom, if ever, sees the light of the sun. *Sarufend* have a much higher female to male ratio than the *Garscalla*, on the order of 56% female. Appearance is the main difference between the two "races". Mountain Dwarves, as they are sometimes called, run from 3' 0" to 4' 0" tall and are massively built compared to humans. It is said that most are as wide as they are tall, and it can be literally true. Their skin runs from a light gray to a red gray in color, hair is black, or brown and readily turns gray or white as the dwarf ages. Only males have beards. Eye color is gray, black or brown. *Sarufend* are very sensitive to bright light. They suffer a -1 penalty to all attack and dexterity based saves when in daylight. In addition to the *Garscalla* abilities, *Sarufend* can judge depth below ground and judge the soundless of natural formations and caverns.

All player character classes are available for *Sarufend*.



Dwarf Height & Weight

Males and females have the same weight for height. Average height is 4'0" range is 3'6"- 4'6", build varies from medium to brick

Dwarves add the following weight for each strength point over 14, by build;

	Medium	Heavy	Massive	Brick
	7	10	13	17
Height	Weight by Build			
	Medium	Heavy	Massive	Brick
3'6"	130-143	140-158	154-170	165-195
3'8"	138-152	147-166	165-180	175-205
3'10"	146-160	155-174	170-195	190-220
4'0"	154-170	164-184	180-210	205-235
4'2"	162-180	173-194	192-215	210-240
4'4"	172-190	182-204	202-220	215-245
4'4"	184-195	190-213	211-229	224-254
4'6"	196-210	206-220	218-232	238-258



Elves

Elves or *Quendi* as they call themselves (a word meaning "speakers" in the Elven tongue, called *Quenya* or "speech") are the First Children. They were the first sentient race on the world after the Cleansing, and are related to the Fay species by the nature of their creation. They are a long lived and peaceful, by preference, race that prefers its own company. They find short lived people a bit too noisy to suit them. Many elves adventure at

least once in their life, but elves are so few in number, and they are so long lived, it doesn't seem that way. There are several variations in the Elven race. See *Chapter One: Cultures* for further information.

Elven Characters have the following Characteristics

- Medium size.
- Elven base speed is 30 feet.
- Elves have a natural AC of +0.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with either longsword or rapier and proficient with bows regardless of class weapons restrictions.
- +2 racial ability in herbalism.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if they were actively looking for the door.
- Automatic Languages: Common, Quenya, and Sindarin.
- Bonus Languages: (Pick one) Draconic Centaur, Leoman, Sylvan and local Human.

Elven Races

Since the creation of the Elves the original race has split into five recognizable sub-groups. Each race of elves has its history and peculiarities. All will conform to the above outline unless otherwise noted.

Calaquendi:

The "Elves of Light". These are the Elves that most people think of when thinking of Elves. The most common race of Elves, and the Elves with the most contact with other races, so called "High Elves". (This appellation bothers other Elves, but they don't tell the humans that.)

Calaquendi stand 6 foot on average, with slender builds and fair complexions. Their hair is light brown to platinum blond. Their eye color is blue, green, or rarely amber, violet, or brown. This race of Elves is open to all classes.

Erinquendi:

The "Wood Elves" *Erinquendi*, other than an arboreal lifestyle are not that different from *Calaquendi*, although they are much shorter on average at 5'4". They have medium builds, and lightly tanned complexions. Hair color ranges from russet, and brown, to the more common blond and even red. *Erinquendi* excel at feats of manual dexterity.

Mithquendi:

The "Grey Elves". These Elves are the oldest division in the Elven race. A group of elves that departed from the main body in the first wars some 900,000 years ago. They retreated to high mountains. So great the divide, and lightly populated the world, that they were separated sufficient time to develop a recognizable language different from *Quenya*, called *Sindarin*. This language is recognized as the scholar's tongue among all Elves now.

Mithquendi are an average 5' 10" tall, and if anything even more slight and pale than *Calaquendi*. Their hair is either a light yellow blond, or more common platinum blond or even pure white. Their eye color is an ice blue, gray, or rarely, black.

Character Races

As *Mithquendi* are frailer, and usually more magic prone than their cousins, *Mithquendi* take two ability points from Constitution, and add it to Intelligence. Intelligence scores above 18 are possible. *Mithquendi* will not lower themselves to learn thieving skills, so the class of Rogue is not open to them. *Mithquendi* bards use the normal Magician table for spells, and have no thieving skills.

Morquendi:

The "Drow". These are the "Dark Elves". A term that many humans miss interrupt to mean "black" or "evil". This race of elves was created when a body of the Elves, lead by the returned *Morchaint Mormiron* in the form of *Loth* made war on the rest of the Elves. This violation of the First Law caused the race as one to rise against them. The lawbreakers were driven into the caves beneath the earth.

Morquendi culture is a brutalized version of the surface Elves culture. Driven by a religion that emphasized strength, and an environment that is beastly hostile. All family leaders are Matriarchs.

Long years in this dark place, called the "Womb of the Mother" by the *Morquendi* has altered them more than most. *Morquendi* average 5' 6" in height. They have larger than normal eyes and have true darkvision. Their skin, hair, and, eyes have no pigment what so ever.

Morquendi cannot return unprotected to the surface of the world. While the alienation that separated the Elves has been mended, the *Morquendi* can never again stand in the gaze of the Father. *Morquendi* have darkvision to 240 feet. They cannot remain in the sun for more than an hour without sustaining 1st degree burns. Three hours naked in the midday sun can kill. They cannot abide a light stronger than starlight, but can see perfectly in that level of light. There are no class restrictions for *Morquendi*.

Sulinarquendi:

The Elves of "Wind and Fire". These Elves could rightfully be classed as half-elves. They are the result of cross breeding with Phoenixes in the last 7000 years. They have no culture apart from the normal Elven culture, and are distinguished by features and heritage alone.

Sulinarquenedi are tall, averaging 6' 6", and extremely slender. Their complexion is dark, almost swarthy. Their hair is always red, from fire red to a burnished copper. Their eyes are violet, amber, black, or even red. Some *Sulinarquendi* have residue

Avian traits. The "Avian eye", and the hand talons are common, as is a resistance to fire.

They have no darkvision or lowlight vision, and each Avian trait present causes a multiplier on the experience rider chart.

Avian Eye: +1. This allows an eight times greater visual acuity at a distance.

Hand Talons: +1. This allows the character to attack twice in a round without weapons causing 1-4 points damage with each strike.

Fire Resistance: +2. This gives the permanent effect of a fire resistance/20

There are no class restrictions on *Sulinarquendi*.

Elf Height & Weight:

Females run 05% lighter than males for height. Average height varies according to type of elf, females run the same as males. Build varies from frail to medium.

Erinquendi: average 5'4", range 4'8"-6'0".

Mroquendi: average 5'6", range 4'10"- 6'2"

Mithquendi: average 5'10" range 5'2"-6'6"

Calaquendi: average 6' 0" range 5'4"- 6'8"

Sulinarquendi: average 6'6", range 5'10"- 7'2"

Elves add the following weight for each strength point over 14, by build;

	Frail 1	Slight 2	Slender 3	Medium 5
Height	Frail	Slight	Slender	Medium
4'8"	72-87	86-94	92-98	96-1
4'10"	81-91	90-98	96-104	101-113
5'0"	85-95	94-104	102-110	107-119
5'2"	95-107	106-114	112-120	118-129
5'4"	97-109	108-119	118-126	124-136
5'6"	104-116	115-125	124-133	130-143
5'8"	111-124	123-133	132-141	138-152
5'10"	121-135	134-141	140-150	146-160
6'0"	124-139	138-150	148-158	154-170
6'2"	134-150	149-157	156-167	162-180
6'4"	142-159	158-166	164-175	172-190
6'6"	151-169	168-182	180-190	184-195
6'8"	166-185	184-194	193-203	196-210
6'10"	169-189	188-202	199-210	204-224
7'0"	178-199	198-218	216-228	221-237
7'2"	191-213	212-232	230-245	235-250



Gnomes

Gnomes are another of the imported races. They arrived from other worlds in the days before the suns drifted apart and rendered magical travel impossible. Gnomes surprisingly call themselves Gnomes. It seems that apart from "big noses" there was little to typify them. Gnomes are noticeably smaller than Dwarves, and claim there is no relation. Gnomes, as they proudly maintain, are also less rotund than Dwarves. Their noses, however, are significantly larger.

See *Chapter One: Cultures* for further information

Gnome Characters have the following Characteristics

- Small size.
- Gnome base speed is 20 feet.
- Gnome natural AC is +0
- Low-light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against illusions.
- +1 racial bonus to attack rolls against kobolds and goblinoids (goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus against giants.
- +2 racial bonus on Perception checks.
- +2 on all craft and knowledge skill checks.
- Automatic Languages: Common and Gnome.
- Bonus Languages: (Pick one) Draconic, Dwarven, Quenya, Giant, Goblin, and Orc.
- Gnomes cannot swim due to body density. No Gnome will possess the swim skill. Gnomes will accordingly have a healthy respect for any water that might be over their heads.

Gnome Height & Weight:

Males and females have the same weight for height. Average height is 3'6" range is 3'0"- 4'0", build varies from slender to massive.

Gnomes add the following weight for each strength point over 14, by build;

	Slender 3	Medium 5	Heavy 7	Massive 9
Height	Weight by Build			
	Slender	Medium	Heavy	Massive
3'0"	52-60	57-69	65-81	79-97
3'2"	62-70	68-79	76-91	89-107
3'4"	68-76	74-86	82-98	96-111
3'6"	74-83	80-93	90-108	104-120
3'8"	82-91	88-102	97-116	115-130
3'10"	90-100	96-110	105-124	120-145
4'0"	98-108	104-120	114-134	130-160

Half Elf

Half Elves are the result of matings between Humans and elves. They are the most common of the cross species "races" that you will find. Others are possible as just about anything can breed with anything.

Half Elves have no culture independent of other races. 80% of Half Elves are the result of accidental fertility. That is the Elven parent at least didn't know it was loaded. The other 20% are the result of an unlikely love match between an Elf and a Human.

A Half Elf takes about 17 years to reach physical maturity. Most will experience a period of delayed fertility like the Elven parent. This seldom lasts more than a decade.

Half Elves are the result of the culture they are raised in. Those that grow up in Human society will reflect this, those that grow up in Elven culture will be more Elven. Societal reaction can vary from calm and loving acceptance to the infant being cast out on the street. Half Elves are seldom the result of deliberate and welcome child-making in the confines of a stable marriage. Their personality will reflect the degree of acceptance they have enjoyed.

The Half Elven life span is usually longer than that enjoyed by Humans, but never anywhere near the length of the Elven parent. "Hybrid vigor" seems to apply to them however, and they seldom suffer from the ills of age common to either Elves or Humans. Most Half Elves are vigorous and active their entire lives.

Half Elves can vary in appearance from almost purely Elven, to slightly Fey looking Human. Their build can run from slight to heavy. Half Elven hair and eye colors span the full Elven and Human range.

Half Elves have low light vision like Elves. All classes are open to Half Elves

See *Chapter One: Cultures*

for further information.

Half Elf Characters have the following Characteristics

- Medium size.
- Half-Elven base speed is 30 feet.
- Half-Elven natural AC is +0
- +1 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Half-Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They can distinguish detail only out to 30 feet. They retain the ability to distinguish color and detail.
- +1 racial bonus on Perception checks.
- +1 bonus on all social interaction skills, Bluff, Intimidate, and Diplomacy.
- Automatic Languages: Common and Quenya or Sindarin.
- Bonus Languages: (Pick one) Any.

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Half Elf Height & Weight

Females run 10% lighter than males for the same height. Average height varies by the Elven parent, build varies from slight to heavy

Wood Elf; male average 5'8", female average 5'6", range 5'0"-6'4".

Drow Elf; male average 5'9", female average 5'7", range 5'1"- 6'5"

Grey Elf; male average 5'11", female average 5'9", range 5'1"-6'5"

High Elf; male average 6' 0", female average 5'10", range 5'2"-6'8"

Fire Elf; male average 6'3", female average 6'1", range 5'3"- 7'1"

Half-elves add the following weight for each strength point over 14, by build;

	Slight 2	Slender 3	Medium 5	Heavy 7
Height	Weight by Build			
	Slight	Slender	Medium	Heavy
5'0"	94-104	102-110	107-119	115-131
5'2"	106-114	112-120	118-129	126-141
5'4"	108-119	118-126	124-136	132-148
5'6"	115-125	124-133	130-143	140-158
5'8"	123-133	132-141	138-152	147-166
5'10"	134-141	140-150	146-160	155-174
6'0"	138-150	148-158	154-170	164-184
6'2"	149-157	156-167	162-180	173-194
6'4"	158-166	164-175	172-190	182-204
6'6"	168-182	180-190	184-195	190-213
6'8"	184-194	193-203	196-210	206-220
6'10"	188-202	199-210	204-224	220-240
7'0"	198-218	216-228	221-237	230-254
7'2"	212-232	230-245	235-250	245-270

Hobbits

Hobbits are short, generally plump people, very much like small humans. Their faces are round and broad and often quite florid. Their hair is typically curly and the tops of their feet are covered with coarse hair. They prefer not to wear shoes whenever possible.

Hobbits are sturdy and industrious, generally quiet and peaceful. Overall they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun stories. They can be a trifle boring at times. Hobbits are not forward, but they are observant and conversational if in friendly company. Hobbits see wealth only as a means of gaining creature comforts, which they love. Though they are not overly brave or ambitious, they are generally honest and hard working when there is need.

There are no significant variations in the Hobbit race. While some populations may be shorter, some taller, some stockier than the average they all fall within the accepted range for their race.

Hobbits are from between 2' 6" and 3' 4" tall, the average being 3 foot. Hair color is brown or black, red is uncommon, and blonds are truly rare. Eye color is green, blue, or violet, rarely brown or black. Complexion tends to the swarthy side of fair. A Hobbit's trade will have a good deal to do with skin tone as they tan readily. Most Hobbits are from 10% to 20% overweight.

All Hobbits have a +2 to hit with any missile weapon, whether thrown by hand or with a device of some kind. All Hobbit characters take two points from Intelligence and add it to Dexterity.

Hobbits can be of any character class, and have a unique variation of the thief. This is detailed in the **Additional Classes** appendix of the book.

See *Chapter One: Cultures* for further information

Hobbit Characters have the following Characteristics

- Small size.
- Hobbit base speed is 20 feet.
- Hobbit natural AC is +0
- +2 racial bonus on Acrobatic checks.
- +2 morale bonus on saving throws against fear.
- +2 racial attack bonus with missile weapons.
- +2 racial bonus on Listen checks.
- While Hobbits do not like water, they can swim, if they trouble themselves to learn. A Hobbit character must pay two skill points for one rank of swimming to start with the skill. This applies only to starting skills.
- Automatic Languages: Common and Hobbit.
- Bonus Languages: (Pick one) Dwarven, Elven Languages, Gnome

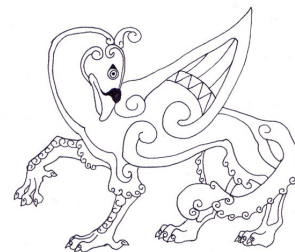
(Note: The Hobbits have developed a special weapon called the "Lever Bow". This curious bow with its attached wheels and extra strings has caused much humor in the ranks of non-Hobbit archers. Laughter that stops when the devices are demonstrated. While the bow allows an archer skilled in its use only a single arrow per full round action, the accuracy and punch of the bow cannot be argued with. The mechanical advantage provided by the wheels and cables allows an archer to draw and aim a bow that the archer would not normally be able to handle. The effect is as a strength bow four points higher than the archer's actual strength. In addition, any archer proficient in the lever bow that takes an additional action to aim at a still target can take a called shot without penalty if within medium range or shorter. A called shot can be made at long range with only a -2 penalty. Lever bows are never unstrung. The cutting of a string will result in an explosion of cables and other parts. Repair requires a kit of tools and a bowyer skilled in maintaining lever bows. Any arrows of the proper size can be used.

Hobbit Height & Weight

Females run 05% heavier than males for height. Average height is 3'0", range is 2'6"- 3'4", build varies from slender to heavy. Most Hobbits are from 10%-20% overweight.

Hobbits add the following weight for each strength point over 14, by build;

	Slender 1	Medium 2	Heavy 3
Height	Weight by Build		
	Slender	Medium	Heavy
2'6"	17-19	19-21	21-23
2'8"	20-22	22-24	24-26
2'10"	23-25	25-26	26-29
3'0"	25-27	26-28	29-32
3'2"	27-29	28-30	30-33
3'4"	29-32	31-34	34-37



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Human

Humans make up the majority of the world population. Although Humans are a single race, they come in all the varieties we know on Earth and a few we don't. A Human player character can have whatever racial characteristics the player and DM can agree on. Humans have the greatest variation in culture and body type.

Humans can be of any character class.

See *Chapter One: Cultures* for further information

Human characters have the following Characteristics

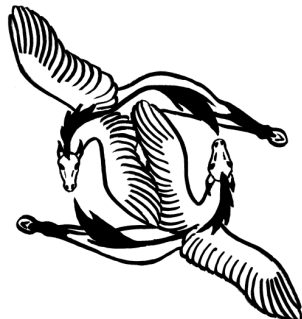
- Medium size
- Human base speed is 30 feet.
- Human natural AC is +0
- +2 to a stat at creation.
- 4 extra skill points at 1st level and 2 extra skill point at each additional level.
- +2 bonus on all social interaction skills, Bluff, Intimidate, and Diplomacy.
- Automatic Language: Common, Native.
- Bonus Languages: (Pick Two) Any.

Human Height and weight

Females run 10% lighter than males for the same height. Average male height is 6'0" average female height is 5'10", build varies from slight to massive

Humans add the following weight for each strength point over 14, by build;

	Slight 2	Slender 3	Medium 5	Heavy 7	Massive 10
Height	Weight by Build				
	Slight	Slender	Medium	Heavy	Massive
4'6"	74-82	80-86	84-92	90-100	98-112
4'8"	86-94	92-98	96-107	105-115	113-125
4'10"	90-98	96-104	101-113	112-128	127-139
5'0"	94-104	102-110	107-119	115-131	129-147
5'2"	106-114	112-120	118-129	126-141	139-157
5'4"	108-119	118-126	124-136	132-148	146-161
5'6"	115-125	124-133	130-143	140-158	154-170
5'8"	123-133	132-141	138-152	147-166	165-180
5'10"	134-141	140-150	146-160	155-174	170-195
6'0"	138-150	148-158	154-170	164-184	180-210
6'2"	149-157	156-167	162-180	173-194	192-215
6'4"	158-166	164-175	172-190	182-204	202-220
6'6"	168-182	180-190	184-195	190-213	211-229
6'8"	184-194	193-203	196-210	206-220	218-232
6'10"	188-202	199-210	204-224	220-240	238-265
7'0"	198-218	216-228	221-237	230-254	250-275
7'2"	212-232	230-245	235-250	245-270	265-290
7'4"	223-243	241-260	246-260	255-288	280-305
7'6"	232-252	250-265	260-275	270-310	295-320



Senior Player Races

There are several nonstandard races on the race list. They are available after you have a chance to get use to the quirks in my game. I do not recommend these races for the player starting out or learning the game. They involve even more detail than the standard races listed above. Most have experience riders due to the advantages the race confers.

Avian

The term Avian describes several related races of highly magical nature. All are 7 foot plus bird like humanoids. They have both wings and hands, the wings being three times as long as the Avian is tall. The head is that of a large bird of prey, with a hooked black beak and large round eyes. The whole body is feathered except the hands and taloned feet. Color varies from race to race. The known races of the Avian kind are the Auroran, Aviard, Darklin, Glacian, and Phoenix (sometimes called the Greater Phoenix).

Avian characters may play any class. It is recommended that thieves not be played. An Avian thief will be at considerable disadvantage in many primary thief skills.

See *Chapter One: Cultures* for further information

Avian Characters have the following characteristics. This list applies to all races of Avian:

- Medium size
- Avian base speed is 20 feet.
- An Avian can fly base speed 120 feet with Average maneuverability. They have wings and must be able to use them.
- Avians have a +8 natural armor
- The Avian has a natural attack. Hand talons strike for 1d4/1d4 at the first attack bonus. They may strike for 2d8 if both hands hit and the foe is one size category larger. OR they can try to hit with one foot for 1d8 with a -2 to hit in addition to weapons. When flying they can strike for 2d8 on a pass. They can grapple with their feet but cannot pin.
- Avians add +4 to Strength and Charisma, +2 to Dexterity and subtract -2 from Constitution.
- Avians are immune to their personal element in any form.
- They can cast their form of immolation for 1d6 hit points of damage per five levels. This can be done as many times per day as the Avian has Constitution points.
- They can immolate to a maximum of 2-20 hit points damage within a 10' radius.
- They will cycle into egg form when brought to 0 hit points and rise undamaged at the next dawn. The cycle is explosive and deals 1d6 dice damage of the Avian's element per Cycle old the Avian is and in a radius of 10 feet per Cycle old. (Cycle = 100 years., minimum one Cycle)
- Avian Spellcasters will gain one die type higher effect from any spell dealing with their personal element.
- The Avian's bane element will damage them.
- Death from the bane element or death magic will prevent cycle.
- An Avian is fragile and will take double damage from blunt weapons.
- An Avian cannot wear any kind of armor or magical clothing.
- Avian spellcasters can not use any spell that incorporates their bane element as a target of the spell or an effect of the spell.
- An Avian needs 10 to 15 pound of fresh meat a day to remain healthy and active.
- All Avians like human meat, the attraction is like catnip, but

Character Races



they don't get drunk.

- Avians suffer from bloodlust. Each Player Character Avian must choose a frustration factor. Any time this factor comes into play they must make a will save *minus their wisdom bonus* to prevent bloodlust. The DM will determine the DC between 12 and 25 depending based on prevailing factors. Failure means that they will kill anything and everything, (starting with the object of frustration) in their path until exhausted (this takes 4+1d6 hours) or they fall in combat.

- Automatic Language: Common, Avian, Quenya
- Bonus Languages: (Pick one) Any.

Due to the advantages given an Avian they have an experience rider of 8 to advance levels. Consult the rider chart at the end of **Chapter 4 Classes**.

Avian Races

Auroran

Aurorans are the first new race of Avians to appear since the creation of the three brothers. They are a result of the seeming impossible mating of a Phoenix and a Glacian. The Auroran's colors are all the hues of the rainbow, with highlights in any metallic. As is the case with every Avian color and pattern vary from individual to individual so that a person can be identified by feather pattern alone.

Aurorans, as one of the two new Avian races, do not have a created purpose. They will generally conform to the habits and preferred society of one of their parents. Two Aurorans mating

will breed true.

Aurorans are the high spirits of the Avian races. They love a good time and seek adventure. When it comes to getting their interest, you either get all of it, or none at all. Having no created imperatives they will seek to place their boundless energy into some constructive purpose. They are fond of friends and make attachment to other races easily. It has also been noted that they are harder to offend than other Avians.

The element of the Auroran is light. They can project an intense beam of light that will do 1d6/5 HD hit points damage to everything it strikes. They can use it once per day for every Constitution point they have. A successful attack requires a to hit roll. vs touch AC. They can also "immolate" creating an aura of intense light around their persons. This can be controlled at one of two levels. Full immolation is an area 10 foot in radius around the Auroran. Any being entering the 10 foot radius will suffer 2-20 hit points damage per round. The light itself extends to a radius of 120 feet, but only the inner area is damaging. Anyone that looks directly at the Auroran while they are at full immolation, must save vs. Reflex (DC = 10+1/2 HD+Con) to avoid being blinded. This blindness will last for 1-4 hours. A roll of a 1 on the saving throw means the blindness is permanent. Any creature not looking directly at the Auroran, is -2 to hit them. The second is a personal aura equivalent to a *continual light* spell. This mode can be maintained at will. No light based attack or bright light, no matter how bright can harm a Auroran.

An Auroran killed by normal means will cycle in an explosion of light. This will deal 1d6 hit points of damage per cycle to anyone within the cycle radius.

An Auroran's weakness is Darkness. Normal darkness is uncomfortable to an Auroran. Magical darkness is damaging. A *darkness* spell will drain an Auroran of 1d6 hit points for each level of the caster. The spell is then dispelled. An Auroran killed by darkness will not cycle.

Ability draining creatures that strike an Auroran will also take damage, each according to their weakness to sunlight. Aurorans do not like darkness of any kind, they will remain indoors during the night, and will always have some manner of illumination, even if it is themselves.

Aviard

The Aviard's colors are warm browns, grays, and white. Highlights can be in silver, copper and gold. Aviard patterns most closely follow the markings of mundane hawks, but bold patterns are possible.

Aviards prefer to serve in keeping order when among other races. However, they will not bow to lesser creatures. They take orders from Phoenixes more readily than other races, with Elves their next preference. They will not serve as domestics or perform menial duties. They are elite warriors, and know it.

An Aviard's element is the air. They can call upon an elemental lightning. An Aviard can hurl a lightning bolt that will do 1d6/5 HD hit points damage to everything in its path, once per day for every Constitution point they have. (reflex DC = 10+1/2HD+Con) They may also cause the lightning to crackle around themselves. Any being entering the 10 foot radius around the Aviard will suffer 2-20 hit points damage per round. No attack employing air or lightning can harm a Aviard.

An Aviard killed by normal means will cycle in a burst of lightning. This will deal 1d6 hit points of damage per cycle to anyone within the cycle radius.

Attacks from Earth are the bane of the Aviard. All earth based creatures, elementals, Zorn, Jan, etc do double damage to an Aviard and death from this damage or from burial alive will prevent cycle. Stoning will kill them, period.

Darklin

Darklins are the second new race of Avians to appear since the creation of the Three Brothers. It is believed that the Darklin is a result of an "occurrence" at Abba Sanctuary. The Darklin's colors are black and dark blues, with highlights in any metallic.

Darklins are the youngest of the Avian races. They do not have a created purpose. They are also the fewest in number, and do not seem to mix well with the other Avians. Two Darklins mating will breed true. Darklins do not like light of any kind. They prefer to remain indoors during the day.

Darklins are the subdued members of the Avian races. Because of their preference for the night, they are seldom seen in the company of fellow Avians. While not known for dark habits, the few Darklins that exist are shy of the company of other races, thus seldom seen. It is a rare Darklin indeed that will embark on a career of adventure.

The elemental attack of the Darklin is darkness. They can project an intense beam of darkness that will do 1d6/5 HD hit points damage to everything it strikes, the attack feels like an intense cold that withers on touch. They can do this once per day for every Constitution point they have. A successful attack requires a to hit roll against touch AC. They can also "immolate" creating an aura of intense darkness around their persons. This can be controlled at one of two levels. Full immolation is an area 10 foot in radius around the Darklin. Any being entering the 10 foot radius will suffer 2-20 hit points damage per round. Any creature within the area of darkness will suffer all the penalties of being blind, unless they can see in magical darkness. The Darklin can see in any darkness. The second form is a personal aura. When using this form of darkness the Darklin appears as a shadow without features. Any creature that touches the Darklin in this state will take 1-8 hit points damage. This mode can be maintained at will. No darkness based attack or negative plane attack can harm a Darklin and their personal darkness will dispel or douse any light.

A Darklin killed by normal means will cycle in an explosion of darkness. This will deal 1d6 hit points of damage per cycle to anyone within the cycle radius.

A Darklin's weakness is light. Normal daylight is uncomfortable to an Darklin. Magical light will damage them. A *light* spell will drain a Darklin of 1d6 hit points for each level of the caster. The spell is then dispelled. A Darklin killed by light will not cycle.

Glacian

The Glacian's colors are the cool blues and greens of ice and the white and silver of snow.

Glacians are reluctant to live where the temperatures might rise into, what for them, is the danger zone. As a result they prefer the high mountains or polar regions.

Glacians were created as the keepers of history. They regard the least muntenia as worthy of recording. They seldom travel, and can be found in their high mountain retreats, among the books they love.

Glacians avoid any heat or fire. Their homes are not heated, even if local temperatures drop into sub-zero readings. They have a morbid fear of fire, and will not approach it under any circumstances. They never cook their meat, and their homes seldom have covered windows or doors.

The elemental attack of the Glacian is cold. They can project a cone of cold that will do 1d6/5 HD hit points damage to everything in its path. They can do this once per day for every Constitution point they have. (DC reflex 10+1/2HD+Con) They can also "immolate" creating an area of immense cold around their persons. This can be controlled at one of two levels. Full immolation is an area 10 foot in radius around the Glacian. Any being entering the 10 foot radius will suffer 2-20 hit points damage per round. The second is a personal zone of cold around their bodies. Anyone touching the Glacian will suffer 1-8 hit points damage from the terrible cold. No cold based attack or cold conditions, no matter how severe, can harm a Glacian.

A Glacian killed by normal means will cycle in an explosion of cold. This will deal 1d6 hit points of damage per cycle to anyone within the cycle radius.

A Glacian's weakness is heat. Any heat greater than 100°F will cause them harm. In normal conditions hotter than this, they will take 1 hit point per hour, while exposed. Glacians will take double damage from heat or fire based attacks. A Glacian killed by heat or fire will not cycle.

Phoenix

A Phoenix's colors range from deep red to bright orange, with white silver and gold highlights. No matter what variation, red predominates.

Phoenixes are often found ruling humans or other races. It is well then that in all such cases the ruled have benefited from being ruled by Phoenixes.

Phoenixes have a fear of water that would be called pathological in another race. They don't like an open container of water sitting near them and they will not fly over large bodies of water. Getting them on a ship is next to impossible. Should you manage, they will cower in the most watertight spot they can find till the journey's end. This is a severe handicap, and should be played as such.

Perhaps the most feared of the Phoenix's abilities is the elemental fire they can call upon. A Phoenix can throw a fireball doing 1d6 per 5 HD, once for every Constitution point they have. (DC reflex 10+1/2HD+Con) They may also immolate at one of two levels. Low immolation is at 500°F. Any person grabbing a Phoenix in this state will suffer 1-8 points damage for each round they hang on. High immolation is at 2500°F and the damage radius is 10 feet around the Phoenix, any being will take 2-20 hit points damage inside this radius. No fire can harm a Phoenix.

A Phoenix killed by normal means will cycle in an explosion of fire. This will deal 1d6 hit points of damage per cycle to anyone within the cycle radius.

A Phoenix cannot abide water. Water, pure or salt will burn a Phoenix as if it were acid. A Phoenix will take 1d6 damage for every quart of water that hits them. Complete immersion will kill. A Phoenix killed with water will not cycle.



Character Races

Avian Height and Weight

Females run 10% heavier than males for height, average is 7'6", range is 7'0" to 8'2", build runs from frail to slender. Wingspan is three times height.

Avians add the following weight for each strength point over 14, by build;

	Frail	Slight	Slender
	.5	1	1.5
Height	Weight by Build		
	Frail	Slight	Slender
7'0"	53-60	59-66	64-69
7'2"	57-64	63-70	69-74
7'4"	60-67	66-73	72-78
7'6"	66-70	69-76	75-80
7'8"	68-77	76-81	77-82
7'10"	75-82	81-86	83-89
8'0"	80-85	84-89	85-90
8'2"	83-88	87-92	89-99

Note; Avians can lift twice the given amount due to their bone structure. Double all weights for Max. Carry and Encumbrance.



Centaurs

Centaurs are one of the few beings that are true natives of the world. They, along with elves and the other creatures grouped under the term "Fay", are part of the original creation of life by *Silalata Tommie*. Centaurs have the upper body of Elves and the lower body of a horse. While body shape varies, they appear delicate in spite of their size (7-8 foot tall). Coloration runs the full scale of possible shades both in hair and skin tone. Body hair is generally a single color, with or without leg markings, and the

head, mane and tail colors differ from the body. Skin can be of any color from milk white to dark chocolate.

Centaurs can reach any part of their body with their hands, as with humans this is not always graceful or dignified. They can, like horses, roll completely over, rise quickly from a lying posture, and turn around inside their own length. Centaurs have a more flexible spine than do horses and can maneuver into postures a horse would find difficult. They have no problem with stairs. (A horse's problem with stairs is in descending. Due to the position of their eyes they cannot see directly under their front feet. This makes them uncomfortable about descending stairs, not unable. Centaurs do not share the sight limitation.) They cannot climb walls or suspend themselves by the strength of their arms. They cannot leap more than about 8' vertically or 30' horizontally. The DM may make exceptions to this due to strength, fatigue, sheer unbridled terror, or other circumstances.

Centaurs live in close harmony with their environment. They will not willingly overpopulate an area or over hunt or fish their homelands. They husband the land with the same care, attention, and methods as do Elves.

Centaurs do not by habit wear clothing. They have no inborn distaste, but do not possess any form of body modesty or prudishness. You can't make a Centaur self conscious for their lack of clothing under any circumstance. Centaurs will wear clothing of both leather and textiles for decoration or protection.

Centaur Characters have the following Characteristics

- Large size.
- Centaur base speed is 50 feet.
- Centaurs have +5 natural armor
- Centaurs add +6 to Strength and take -2 from Dexterity.
- Low-light Vision: Centaurs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with bow and blood ax regardless of class weapons restrictions.
- +2 racial bonus on Perception checks.
- Centaurs start at 1st level with 3d8 hit points in addition to any hit points for class or constitution.
- They may in addition to attacks allowed by class, and level, attack once with each fore hoof for 1d6 damage each, or with both rear hooves for 1d8 damage.
- Automatic Language: Centaur, Quenya, Common
- Bonus Languages: (Pick one) Any.

Because of these advantages centaur characters must add additional experience to rise each level. Centaurs have a rider of 4 to advance levels.

Centaur Races

Centaur characters may be of any class but Rogues. They can be bards, but are restricted in many of the Rogue abilities.

Centaurs in the campaign primarily come from one of four cultures; Woods Centaurs, Greek Centaurs, Amerind Centaurs, and Plains Centaurs. There is some racial variation due to isolation of the populations.

Woods Centaurs

Woods Centaurs are found in the forests of Ainadalindtoro. They are the least affected by Humans. They live in small widespread communities of five to ten families. They hunt, farm (in the Elven fashion), and practice varied trades to support

themselves. They count among their friends, Elves, Leomans, other fey folk, and the local Humans. They are a fun loving and cheerful folk fond of parties, festivals, and just plain loving life. To strangers they effect a cool, emotionless front. This gives them the reputation as cold and unfeeling, which is anything but true.

Woods centaurs tend to worship Elven gods, Coran the Golden, his wife Suszan, and Skerrit the Forester.

Greek Centaurs

Greek Centaurs are the wood centaur's more citified cousins. They live south of the great plateau in the area of Tarantis and Greece. They farm for cash crops like wine, or trade with their skills more than their cousins. Because of greater contact with humans these centaurs have picked up something from them, their language. Greek centaurs are often found as teachers for the children of wealthy families, and due to Centauran longevity (compared to humans) one may serve several generations of the same family as mentor and guide. Greek centaurs tend to worship the Olympian or Orgy deities.

Amerind Centaurs

This isolated group lives on the ring plateau with the Five Nations of the Iroquois. They have adapted many of the human ways as a means of peaceful coexistence. They use the Iroquois weapons and armor, and live much as do the Humans. Because of the wide separation between this band of centaurs and the main body of the race some genetic drift has occurred. Amerind centaurs tend to have coats that are spotted or broken into a patchwork of two to three colors. This is the only place that these traits are common.

Amerind centaurs worship Skerrit the Forester, and due to missionary efforts Coran the Golden, and Abba Eecreeana.

Plains Centaurs

The Plains Centaurs are the least civilized of the centaur kind. They live on the Windborn Plains between the Brindon Desert and the Weirdling Lands. They must share this land of poor grass and little water with both nomadic humans, and the barbarian Wemics. Caught between the lion-centaurs taste for their flesh, and humans many consider worse than orcs, they have become hard. They take what they want with little regard to the former owners. They

practice no art that has no bearing on survival, and their word for stranger is "enemy".

Plains centaurs worship any god that aids them, and drop any that are slow with favor. They care nothing for culture or tradition.

Centaur Height & Weight

Females are 10% lighter than males for the same height. Average height is by type. Build runs from slight to heavy Woods Centaur; male average 7'6", female average 7'4", range 6'8"- 8'2"

Greek Centaur; male average 7'2", female average 7'0", range 6'4"- 7'10"

Plateau Centaur; male average 7'4", female average 7'2", range 6'6"- 8'0"

Plains Centaur; male average 7'0", female average 6'8", range 6'0"- 7'8"

Centaurs add the following weight for each strength point over 14, by build;

	Slight 9	Slender 14	Medium 23	Heavy 32
Height	Weight by Build			
	Slight	Slender	Medium	Heavy
6'0"	621-675	666-711	693-765	738-828
6'2"	670-707	702-752	729-810	778-873
6'4"	711-747	738-788	774-855	819-918
6'6"	756-819	810-855	828-876	855-959
6'8"	828-873	868-914	882-945	927-990
6'10"	846-909	895-206	200-1008	990-1080
7'0"	891-981	972-1026	994-1067	1035-1143
7'2"	954-1044	1035-1103	1057-1125	1102-1215
7'4"	1003-1094	1084-1170	1107-1170	1147-1296
7'6"	1044-1134	1125-1193	1170-1238	1215-1395
7'8"	1107-1152	1143-1202	1165-1224	1183-1278
7'10"	1188-1233	1224-1248	1251-1319	1273-1364
8'0"	1228-1274	1264-1328	1287-1350	1327-1434
8'2"	1278-1323	1314-1377	1336-1476	1386-1490

Note; Centaurs cannot lift themselves by their arms. To figure Max. Press divide weight by 4.5.

Exotic

The term "Exotic" does not describe a single creature, rather it describes a class of creatures. "Exotic" is the word used to describe any hybrid of a sentient and an animal. Usually it refers to the offspring of a mating between a humanoid female and a male animal.

"Why would anyone bother?" you will ask. The answers are three. Arrogance; to see what I can make. Greed; to sell what I can make. The third answer is usually given by the Mother of such a creature when no intervention was involved; "It seemed like a good idea at the time."

Exotics are usually created with the aid of magic. They are made from an act of hubris or of greed as a market exists in even the most "civilized" nations for such slaves. They rarely result from willing acts of bestiality.

Exotics combine the traits of both parents in the most likely or most desired, when magic is used to control the process, combination. Few rules govern exactly what these creatures must look like.

· Crosses between any two mammals will generally produce a viable offspring.



Character Races

Table R5 -- Exotic Races

Races	Ability Score Adjustments						Age of Maturity ^A	Lifespan Roll ^A	Base Animal Lifespan	PD Bonus	Armor Class	Height Range
	Str	Con	Dex	Int	Wis	Cha						
Bovine	+4	+2	-2	-2	0	-2	8	40+1d20	15	+3	+2	4'-8'
Canine	0	+2	0	+2	-2	-2	7	40+1d20	15	+2	+1	4'-6'
Cervidae	0	-2	+2	-2	0	+2	7	45+1d20	20	+3	+2	5'-8'
Equine	+4	+2	-2	0	-2	-2	9	50+2d12	35	+3	+2	5'-8'
Feline	+2	0	+2	-2	-2	0	7	40+1d20	15	+2	+2	3'-7'
Mustelid	0	+2	+4	-2	-4	0	6	30+1d20	10	+1	+1	3'-5'
Rodent	0	-2	+4	-2	-2	+2	6	30+1d12	8	+1	+1	2'-5'
Vupine	-2	0	+2	0	-2	+2	7	30+1d20	10	+1	+1	4'-5'

A: Assumes a mix with humans.

· Crosses between egg-laying species and live-bearers require intervention. I.E. Bird/human crosses cannot spontaneously happen.

· "Mom's legs" rule: Exotic hybrids will have the same number of legs as the mother. This is the reason most deliberate Exotics are made with human females. Bipedes are the desired result. Four-legged mothers will result in some manner of "taur"

The lives of most Exotics that will become PC are not going to be happy ones. As most able Exotics are either the experiments of mad wizards or created for sale in the slave trade, the characters will be runaways or throwaways.

Exotics will behave as they are raised. Cultural mores, or the lack of same, will come from the parents or trainer of these creatures. Exotics have no culture they can claim as their own.

The lifespan of Exotics tends to be brutally short. They generally live the average of the two parents average lifespan. So if you mix a house cat average 14 years and a human average 90 years, you get a creature with a 52 year lifespan. Viable adulthood will be the middle half of that lifespan. 13 years to adulthood, 26 years as a desirable adult, and 13 years a senior citizen discovering all the quirks the breeder forgot.

It is impossible to list every type of exotic that can exist. The DM and player must work out the exact advantages and disadvantages and assigning an XP rider if required. Here are a few of the more commonly created crosses, or those encountered in play. Consult **Table R5 – Exotic Races** for the more common stat adjustments, and lifespan.

Bovine: Bovidae This includes any of the horned ruminates, cattle, sheep, and antelopes. Size is between four and eight foot tall. These are usually bred looking for the strong males, occasionally the more delicate species are bred for the females.

Canine: Canines, lupines,. The dogs and dog-like species. Size runs between four and six foot tall. Generally these will have good noses, good ears, and a bite attack. Canines and Lupines are not usually bred with a gender preference.

Cervidae: Any of the antlered ruminates. These will run between five and eight foot tall. They are not bred with a gender preference.

Equine: Horses and asses. Usually bred for the male of the species, seldom to get females. Equines range from five to eight foot tall.

Feline: Anything from housecats through tigers. Size will vary between three and seven foot tall depending on the cat parent. Advantages and disadvantages should be adjusted for size. Felines are most commonly bred for "dangerous" harem slaves. Females being the preferred result. (Leomans are Exotics that have bred true for 5000 years or so.)

Mustelid: Weasels, ferret, otters, and such creatures. Mustelids will range from three to five foot in height. Only "giant otters"

will make larger ones. They are not the "cutest" however. Most Mustelid Exotics have a fine sense of smell and extremely flexible bodies. They also tend to have a strong musky scent if this is not altered, it usually is. Mustelids are usually bred for the female.

Rodent: Rodents are bred for the "cute" species, usually rabbits. They do not tend to be very bright. Other species have been used including mice. However, such small creatures have little commercial value. Rodents are bred for females as showpieces. Rodents run from two to five foot tall.

Vupine: Foxes. General bred for the "cute" females. They average four to five foot. (Foxfolk are not Exotics, they are magically altered foxes with no humanoid blood in them.)

Exotic height and weight has to be derived from other species. No chart could be complete enough.

Faun

The Fauns, or satyrs (the males), and nymphs (the females) are one of the races created in the first days of the world by *Slainta Tommie*.

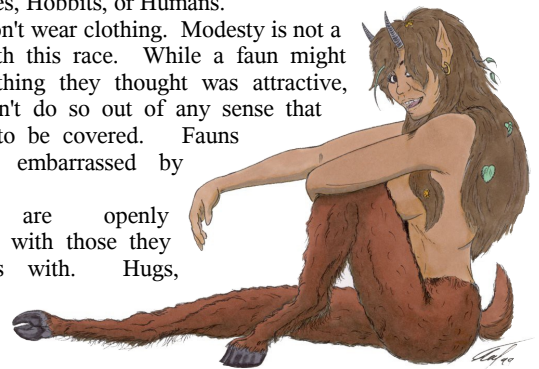
Fauns are considered the least civilized of the major fay races. They create little, build nothing, and have no lasting works attributed to them. What they do have is a great deal of fun.

Fauns are a humanoid race with the legs of a goat, including the cloven hooves and tail, and the bodies of stocky Elves. Males are typically hirsute, with full beards and much body hair. They also have horns growing from their heads just forward of the ears. These horns are much like those of sheep growing in spirals for the entire life of the Faun that bears them. Females are more slender, and have less hair. Their legs however are still covered by short curly hair.

Fauns seldom get out of their home territory and prefer virgin woods untouched by the hand of non-fay creatures. They will share land with Elves, Centaurs, or Leomans, never with Gnomes, Hobbits, or Humans.

Fauns don't wear clothing. Modesty is not a concept with this race. While a faun might wear something they thought was attractive, they wouldn't do so out of any sense that they need to be covered. Fauns cannot be embarrassed by nudity.

Fauns are openly affectionate with those they are friends with. Hugs, kisses, the works. If they don't know



you they are very shy and difficult to approach.

Faun Characters have the following Characteristics

- Medium size.
- Faun base speed is 35 feet.
- Fauns have a +1 natural armor.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Fauns can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Perception checks.

All Fauns start illiterate and most pay two skill points to become literate.

- Automatic Languages: Common, Sylvan, and Quenya.
- Bonus Languages: (Pick one) Draconic, Centaurian, Leoman, and Gnome.

Faun Race

There is only one race of Fauns. Horn shape will vary from area to area somewhat as well predominate hair and eye colors.

Fauns run from 5 foot to 6 foot plus in height. They have builds in the slight to heavy range. Hair color is from dark brown to light tan on the body and head, rarely blond or white, very rarely red. Body and head always match. Complexion is swarthy to fair.

While a Faun is capable of being any class, the limited formal training they receive limits their choices fresh out of the woods. A Faun falls easiest into the categories of thief, bard, and fighter. Faun magicians must travel to find a teacher, and due to the carefree nature of the beast, must have at least an 11 Intelligence and a 9 Wisdom to become a magician. Faun clerics suffer similar penalties requiring an 11 Wisdom and an 9 Intelligence. Craft can be learned in the woods and has no additional requirement. A Faun Rogue has adjustments for all abilities and Faun bards will always be of the Craft school.

Faun Height & Weight

Females are 20% lighter than males for height and build. Average male height is 5'10" range is 5'4" to 6'4", average female height is 5'6" range is 5'0" to 6'4". Male build runs from slender to heavy, female build runs from slight to medium.

Fauns add the following weight for each strength point over 14, by build;

	Slight 2	Slender 3	Medium 5	Heavy 7
Height	Slight	Weight by Build Slender	Medium	Heavy
5'0"	103-115	112-121	117-131	126-144
5'2"	116-125	123-132	129-142	138-155
5'4"	118-131	129-139	136-150	145-163
5'6"	126-138	136-147	143-158	154-174
5'8"	135-147	145-155	151-167	161-183
5'10"	147-155	154-165	160-176	170-192
6'0"	151-165	163-175	169-187	180-202
6'2"	163-173	171-184	178-198	190-214
6'4"	174-186	180-196	189-209	200-225



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Foxfolk

Foxfolk resemble humanoid foxes standing about five foot tall. They have the torsos and limbs of humans, abet covered in fur, and the heads and tails of foxes. Foxfolk walk plantigrade, that is with the heels touching the ground as do Humans, not digitigrade, with only the forefoot touching the ground as would true foxes. They are either of the red or gray variety. Foxfolk are no relation to the Foxwoman or fox spirits of the orient.

Foxfolk are omnivorous, with a bit more taste for meat than most humanoids. They farm the land and practice animal husbandry. Due to their religion they are more than a little careful about any harmful impact they might have.

The Foxfolk should be played as exuberant and confident. Even in the worse of circumstances, the Foxfolk will be positive, and thinking of ways to turn darkness into light. When everyone else is despairing of life and future, the Foxfolk will declare "Now we have them where we want them!"

Foxfolk hold the precepts of chivalry as the height of proper behavior, honor, courtly love, daring-do, and the like are the ideal to be striven for. The more flamboyant you are at striving, the better. The Foxfolk is best played "over the top", or a little too flamboyant, and with too little restraint. This is much preferred to underplaying them. Thank you very much.

Foxfolk Characters have the following Characteristics

- Medium size.
- Foxfolk base speed is 30 feet.
- Foxfolk have a natural AC of +1.
- +2 on Perception checks with an olfactory element. Foxfolk have a superior sense of smell. They can identify individuals by scent alone. Perfume or a recent bath can foil this method of

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identification. Foxfolk can take smell as a skill, that is learning to identify a single class of substances by smell alone.

- +3 on listen attempts. A Foxfolk will be more likely to notice faint sounds, and better at defining the direction from which they come.
- Automatic Languages: Common, Greek.
- Bonus Languages: (Pick one) Quenya, Sindarin, Germanic.

Foxfolk Race

Foxfolk are from 4' 8" to 5' 4" in height, and from slight to medium in build. Their body hair is marked in the manner typical for foxes whether they are red or gray. The underside of the muzzle and neck, chest, belly, and groin are white as well as the inside of the arms and legs. Hands and feet are sometimes black in both types. The longer hair on the crown is usually black or brown, rarely white. Eye color can be brown, gray, blue, or rarely green.

Foxfolk characters may be of any class. The favored classes would be fighter, rogue, and bard.

Foxfolk are not affected by modesty when push comes to shove, but will affect it if caught ill dressed for the occasion. The more trivial the circumstance the more important the proper clothing. The more life or death the matter the less important the dress.

Foxfolk Height and Weight

Females run 05% heavier than males for height. Average is 5'0", range is 4'8" to 5'4", build runs from slight to medium.

Foxfolk add the following weight for each strength point over 14, by build;

Height	Slight 2	Slender 3	Medium 5
	Slight	Slender	Medium
4'8"	86-94	92-98	96-107
4'10"	90-98	96-104	101-113
5'0"	94-104	102-110	107-119
5'2"	106-114	112-120	118-129
5'4"	108-119	118-126	124-136



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Half Avian

The Half Avian is the result of a cross between one of the Avian races and another race, usually a Human or Elf. It is also the result of two Half Avians breeding.

Half Avians are typified by wings on an otherwise humanoid body. They do not have beaks, and possess mammal secondary sexual characteristics. The degree of Avian features depends on how radical the mix. Abilities if any, depend on the race of the Avian parent.

General traits shared by all Half Avians are a height from 6' 0" to 7'8", usually the more radical, the taller. Feather color depends on the race of Avian they are descended from, hair color and skin complexion are more from the humanoid parent, although the dark skin of the Avian is evident in most cases. Eye color will run the full range for the races of both parents.

Elemental abilities, if any are those of the Avian parent. Skin tends to be tougher than the humanoid parent, but not as good as the Avian.

How modest a Half Avian is cannot be typified. Some will proudly walk the streets nude, while others wouldn't consider leaving the house without being dressed.

What ever clothing is worn it will be made with the subject of flying in mind, or easy to discard should the subject arise. The most famous garment along this line is the "Avian singlet" A rather complicated bit of panels and straps that form a backless leotard when fully closed.

Half Avian Races

Half Avians come in four major groups, determined by the degree of Avian traits shown; High Radical, Radical, Typical, and Minimal. Some variation can occur, but is not dealt with here.

High Radical

This is effectively a full Avian with humanoid features. This Half Avian has the full elemental abilities and weakness, and if slain, will cycle as would the Avian parent. This type of Half Avian can only occur when an Avian mates with a Half Avian of the same type, or humanoid with a great deal of Avian blood such as the *Sulinarquendi*. High Radicals have minimal humanoid features. They have hair only on the head, and none on the body. Males typically cannot even grow beards. Males will have the Avian internal genitals, and females will have very small breasts. The feet are the Avian talons, and they will have the hand talons as well. They will not be heavier built than slender, and they are usually over 6' 8" in height.

High Radical Half Avians have the same XP rider as full Avians, a rider of 8. All classes are open to them.

High Radical Half Avian Characters have the following characteristics. This list applies to all races of Avian:

- Medium size
- Base speed is 20 feet.
- A High Radical can fly base speed 120 feet with Average maneuverability. They have wings and must be able to use them.
- High Radical Half Avian natural AC is +6
- The High Radical has a natural attack. Hand talons strike for 1d4/1d4 at the first attack bonus. They may strike for 2d8 if both hands hit and the foe is one size category larger. OR they can try to hit with one foot for 1d8 with a -2 to hit in addition to weapons. When flying they can strike for 2d8 on a pass. They can grapple with their feet but cannot pin.
- High Radicals add +4 to Strength and Charisma, +2 to Dexterity and subtract -2 from Constitution.

- High Radicals are immune to their personal element in any form.
- They can cast their form of immolation for 1d6 hit points of damage per five levels. This can be done as many times per day as the High Radical has Constitution points.
- They can immolate to a maximum of 2-20 hit points damage within a 10' radius.
- They will cycle into egg form when brought to 0 hit points and rise undamaged at the next dawn. The cycle is explosive and deals 1d6 dice damage of the High Radical's element per Cycle old the High Radical is and in a radius of 10 feet per Cycle old. (Cycle = 100 years., minimum one Cycle)
- High Radical Spellcasters will gain one die type higher from any spell dealing with their personal element.
- The High Radical's bane element will damage them.
- Death from the bane element or death magic will prevent cycle.
- A High Radical is fragile and will take double damage from blunt weapons.
- High Radical spellcasters can not use any spell that incorporates their bane element as a target of the spell or an effect of the spell.
- A High Radical needs 10 to 15 pounds of fresh meat a day to remain healthy and active.
- All High Radicals like human meat, the attraction is like catnip, but they don't get drunk.
- High Radicals suffer from bloodlust. Each Player Character High Radical must choose a frustration factor. Any time this factor comes into play they must make a will save *minus their wisdom bonus* to prevent bloodlust. The DM will determine the DC between 12 and 25 depending based on prevailing factors. Failure means that they will kill anything and everything, (starting with the object of frustration) in their path until exhausted (this takes 4+1d6 hours) or they fall in combat.
- Automatic Language: Common, Avian, Quenya
- Bonus Languages: Any.

Radical

A Radical Half Avian conforms in appearance to the High Radical. The main difference is that a Radical Half Avians cannot cycle. They do possess all other elemental abilities and weakness. Because they lack the cycle the Radical Half Avian has a lighter XP rider of 6.

Radical Half Avian Characters have the following characteristics. This list applies to all races of Radical Half Avian

- Medium size
- Base speed is 20 feet.
- A Radical can fly base speed 120 feet with Average maneuverability. They have wings and must be able to use them.
- Radical Half Avian natural AC is +6
- The Radical has a natural attack. Hand talons strike for 1d4/1d4 at the first attack bonus. They many strike for 2d8 if both hands hit and the foe is one size category larger. OR they can try to hit with one foot for 1d8 with a -2 to hit in addition to weapons. When flying they can strike for 2d8 on a pass. They can grapple with their feet but cannot pin.
- Radicals add +4 to Strength and Charisma, +2 to Dexterity and subtract -2 from Constitution.
- Radicals are immune to their personal element in any form.
- They can cast their form of immolation for 1d6 hit points of damage per five levels. This can be done as many times per day as the High Radical has Constitution points.

- They can immolate to a maximum of 2-20 hit points damage within a 10' radius.
- Radical Spellcasters will gain one die type higher from any spell dealing with their personal element.
- The Radical's bane element will damage them.
- A Radical is fragile and will take double damage from blunt weapons.
- Radical spellcasters can not use any spell that incorporates their bane element as a target of the spell or an effect of the spell.
- A Radical needs 10 to 15 pounds of fresh meat a day to remain healthy and active.

Typical

Typical Half Avians have the physical appearance of the Radical, but to a softer degree. They can be shorter and stockier. Females can have more breast than the "fried eggs" look of the Radical Half Avian. They will have the taloned feet. What the Typical lacks is any elemental connection what so ever. They will possess an immunity to the parental element, but will be unable to use it. Their XP rider of 3 reflects this.

Typical Half Avian Characters have the following characteristics. This list applies to all races of Typical Half Avian

- Medium size
- Base speed is 20 feet.
- A Typical can fly base speed 100 feet with Average maneuverability. They have wings and must be able to use them.
- Typical Half Avian natural AC is +4
- The Typical has a natural attack. Hand talons strike for 1d4/1d4 at the first attack bonus. They many strike for 2d8 if both hands hit and the foe is one size category larger. OR they can try to hit with one foot for 1d8 with a -2 to hit in addition to weapons. When flying they can strike for 2d8 on a pass. They can grapple with their feet but cannot pin.
- Typical Half Avians add +4 to Strength and Charisma, +2 to Dexterity and subtract -2 from Constitution.
- Typicals are immune to their personal element in any form.
- A Typical is fragile and will take double damage from blunt weapons.
- A Typical needs 10 to 15 pounds of fresh meat a day to remain healthy and active.

Minimal

This is a Half Avian, barely. Winged humanoid is closer to the truth. Wings are the only trait that a Minimal has. They do not tend to be taller than 6' 8" and don't have frail builds. Body hair, external male genitals are the rule. Females can be as busty as their unwinged sisters. Minimals have humanoid feet rather than talons, and possess only a resistance to the parental element. This kind of Half Avian is found only in Half Avian to Half Avian crosses, or Half Avian to humanoid crosses. They have the lightest XP rider which is 2

Minimal Half Avians Characters have the following Characteristics

- Medium size
- Base speed is 30 feet.
- They can fly with a base speed of 70 feet.
- Minimal Half Avians have a natural AC is +2
- They may have a natural attack. Hand talons strike for 1d4/1d4 at the first attack bonus.
- They have a resistance 20 to damage by their parental

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element.

- They are fragile and will take double damage from blunt weapons.
- They need 10 to 15 pounds of fresh meat a day to remain healthy and active.

Half Avian Height and Weight

Females run 10% heavier than males for height, average is 7'2", range is 6'0" to 7'8", build runs from frail to medium. Wingspan is three times height.

Half-Avians add the following weight for each strength point over 14, by build;

	Frail	Slight	Slender	Medium
	.5	1	1.5	2
Height	Frail	Slight	Slender	Medium
6'0"	37-42	41-45	44-48	46-51
6'2"	40-45	44-48	46-50	48-54
6'4"	42-48	47-50	49-53	51-57
6'6"	45-51	50-55	54-57	55-59
6'8"	49-56	55-59	57-61	58-63
6'10"	50-57	56-61	59-63	61--67
7'0"	53-60	59-66	64-69	66-71
7'2"	57-64	63-70	69-74	70-75
7'4"	60-67	66-73	72-78	73--78
7'6"	66-70	69-76	75-80	76-81
7'8"	68-77	76-81	77-82	78-83

Note; Half-Avians can lift twice the given amount due to their bone structure. Double all weights for Max. Carry and Encumbrance

Half Centaur

A Half Centaur is the result of the improbable mating of a male centaur and a female humanoid. (The opposite mating, female Centaur and male humanoid produces a funny looking Centaur, "Mom's legs" rule). Two Half Centaurs will also breed true and produce a Half Centaur. A Half Centaur is bipedal and has the legs and tail of the Centaur parent, and the upper body of the humanoid parent. Most also have a mane running to the small of their back. The legs have a hoof and are covered in a fine close hair that ends around the hips. It usually covers the groin area as well.

Half Centaurs can be anywhere from just over five foot tall to seven foot. Builds can be anything from slight to massive. Hair color, eye color and complexion run the full range of the Human, Elven, and Centaur normal. Head, mane, and tail hair can, and often do differ in color from the hair of the legs.

Half Centaur Characters have the following Characteristics

- Medium size.
 - Half Centaur base speed is 35 feet.
 - Half Centaur have a natural AC of +0.
 - +1 racial bonus on Perception checks in a natural setting.
- Those with Elven heritage gain the Elven +2 bonuses, and low light vision. Those with a Human heritage gain the extra skill points.
- Automatic Languages: Common, Centaur, Sylvan, and Quenya.
 - Bonus Languages: (Pick one) Any

Half Centaur Height and Weight

Females run 05% lighter than males for height. Average is 6'2", range is 7'0" to 5'4", build runs from slight to massive

Half-Centaurs add the following weight for each strength point over 14, by build;

	Slight	Slender	Medium	Heavy	Massive
	3	4	6	7	11
Height	Slight	Slender	Medium	Heavy	Massive
5'4"	118-130	129-139	136-150	145-163	160-177
5'6"	126-138	136-147	143-158	154-175	169-187
5'8"	135-147	145-155	152-167	161-183	181-198
5'10"	147-155	154-165	160-176	170-192	187-215
6'0"	151-165	162-215	169-187	180-203	198-231
6'2"	164-173	171-184	178-198	190-214	211-237
6'4"	173-183	180-193	189-209	200-225	222-242
6'6"	184-201	198-209	202-215	209-235	232-252
6'8"	202-214	212-224	215-231	226-242	239-256
6'10"	206-223	218-231	224-247	242-264	262-295
7'0"	217-240	237-251	243-261	253-280	275-303

Leoman

Leomans are bipedal cats. They have catlike heads with a thick mane, slight muzzle and large ears. Their tails are highly mobile and reach to the ground. Their legs are like a cat's back limbs. They have humanoid arms and torsos. Females have prominent breasts. They have retracting claws in both feet and fingers. Leomans are 50% heavier than humans of the same height. As a result they are too dense to swim.

Leomans, being furred creatures, dislike clothing or armor and will not wear it. They depend on their natural dexterity to keep them from harm. They will use rings, bracers and other magical items as well. Cloaks are not too confining. Besides they don't like getting wet. They use belts, carrying harnesses, and packs to tote gear and possessions. They are all beautifully made.

Leomans possess keen senses of smell and hearing. They can identify individuals by scent alone. Perfume or a recent bath can foil this method of identification. They do not see as well in the dark as other cats but have excellent color vision.

Leomans are large carnivores. Due to their Elven heritage they can tolerate a small amount of vegetable matter in their diet. They eat meat both raw and cooked. Leomans will not willingly partake of any meat they know to have come from sentient creatures. This is strictly a cultural taboo.

Leomans are more than humans with fur and claws. They tend toward a more holistic approach to life. Originally raised in the Elven view, and having lived on the bounty of the land, they are close to the world around them. Leomans are hunters by their very nature. They will not crash about but will remain quiet as they can. A Leoman will not raise its voice louder than needed to be heard. Leomans avoid the flamboyant approach. They plan before acting. If assaulting a fort you can bet they will come over the walls at night. They will not show up at dawn with a battering ram. As a race they are serene and peaceful.

Leoman Characters have the following Characteristics

- Medium size.
- Leoman base speed is 35 feet.
- Leomans have a +2 natural armor
- +2 racial bonus on Preception and Acrobatic checks.
- Leomans have a natural attack 1-4/1-4 plus 2-12 rake if they hit with both hands and the opponent is 50% taller than they are.

- Leomans have low-light vision
- Leomans are too heavy to swim. They will sink unless in constant motion. As a result they do not learn to swim due to the risk in learning.
- Leomans cannot wear armor.
- They must have intelligent horses. Most beasts not raised by Leomans panic when ridden by them.
- Automatic Languages: Common, Leoman, Sylvan, and Quenya.
- Bonus Languages: (Pick one) Any

Leoman Races

Leomans can be of any class. As Rogues they have certain bonuses and penalties due to the structure of their hands, and the nature of cats.

Leomans stand between 4'10" and 5'10" tall. Individuals of greater or lesser height are rare. The color of body fur ranges from sandy tan to black. Mane and tail tuff can be any color common to the hair of Wood Elves.

Leomans have two major communities. The Woods Leomans and the Plains Leomans.

Woods Leomans are the older social group. The newly free people returned to the woods of their Elven parents to make a go of living. Here they build the great clan houses that stand to this day. They live one clan to the house, with miles of heavy forest between them. They live by hunting and trading. They are friends with Elves, Centaurs, other Fey and Humans.

Plains Leomans live on the Plains of Arilan. They came here after the restoration of the Plains by the goddess Ariana circa 2000 IC. The original forest home was getting crowded. There was little room left for new clans to establish without stepping on the toes of Elves or Centaurs. Unlike their woods dwelling kin the Plains dwellers herd cattle in the manner of the old west. They eat what they must and sell the others for cash. The plains Leomans are more accomplished horsemen than their forest relations.

Two variants of the Leoman are known. Both are the creation of magicians breeding for mixed stock rather than natural variants of Leomans proper. In the case of both the Lepoman and the Tigran the notes of Gyrtias, or fragments thereof, were used in their creation. Thus the results are considered variants of the Leoman.

Lepoman: The spotted Lepoman is a rare variant. They are about the same size as the Leoman. However, Lepomans are less social. They are always found singly. They are more aggressive and willing to fight opponents many times their size. In appearance they look like Leomans except that the fur is spotted in the manner of a leopard.

Tigran: The Tigran is the other known variant. A magician finding the lost notes of Gyrtias attempted to reproduce the results in a more successful fashion using Humans rather than Elves. The result is the Tigran. A 7' Felinoid. They are tiger striped and have

no mane or tail tuff. Tigrans run from 3-5 hit dice but share all other characteristics with Leomans. Tigrans will wear armor when going into battle. The entire race serves Damian in his bid for power in the former Eastern Empire. He freed them from the slavery they lived under. Given the choice of serving him or leaving on their own, they took service. They number about 600 individuals, and will only be found in that area. Tigrans will conform to the stats for Feline Exotics.

Leoman Height and Weight

Females and males have the same weight for height. Average height is 5'4", range is 4'10" to 5'10", build runs slight to heavy. Leomans add the following weight for each strength point over 14, by build;

	Slight 3	Slender 5	Medium 8	Heavy 11
Height	Weight by Build			
	Slight	Slender	Medium	Heavy
4'10"	135-147	144-156	151-170	168-192
5'0"	141-156	153-165	160-179	172-197
5'2"	159-171	168-180	177-194	189-212
5'4"	162-179	177-189	186-204	198-222
5'6"	172-188	186-200	195-215	210-237
5'8"	184-200	198-212	207-228	220-249
5'10"	201-212	210-225	219-240	232-261

Sauroi

Sauroi are a young race. They have lifted most of their social habits from the people around them. Their remaining customs come from their religion.

The Sauroi have inherited many traits from both sides of their original lines. From Humans they get the ambition and drive to succeed, their love of family and friends, and a general zest for the new and different. From the Dragons they get strength, power, greed, and a long memory. It has been said that a Sauroi will hold a grudge into the afterlife, although there is no proof of this. They do possess the Dragon drive to possess, fortunately not to the same degree as their larger kin. They will work for wealth, and have been known to spend it. As a result of these combined traits they do not take orders from non-Sauroi well.

Sauroi fight with weapons sized to their height. These do two to three times the damage done by man sized weapons of the same type. They also can attack with the breath weapon typical for their color of dragon. When pressed they can bite for 1-8 points of damage. However, this is not a typical attack and will only be used when hand to hand. They can wing buffet creatures under 100 pounds causing them to lose balance and forfeit an attack on a successful hit. This attack causes no damage. When Sauroi are fighting any creature using edged weapons Sauroi will be reluctant to put the fragile wing membranes in any danger. They prefer to fight with their wings fully folded unless airborne. They do not have tails, and have no real claw attacks, but can strike man sized creatures for 1-6 points damage with their fists. Sauroi have the same visual ability as the birds of prey. They will likely see anyone coming before they are spotted themselves. That and their fine sense of smell makes it almost impossible to surprise them in open country.

Sauroi will eat anything or anyone (other than Orcs) that they kill. They regard this as a matter of respect for the defeated foe. Sauroi include members of their own kind in this custom. A despised foe will be left to rot.

Sauroi do not produce retiring personalities. They are



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Table R12 -- Sauroi Breath Weapons

Color	Type	Area of Effect	Damage*
Black	acid	stream 2'w 30' l	xd6
Blue	lightning	bolt 2'w 50'l	xd6
Brass	sleep gas	cone 2'-10'w 35'l	sleep
	fire	line 25'l	xd6
Bronze	lightning	bolt 2'w 50'l	xd6
	repulsion gas	cloud 15'w 10'l 15'h	repulsion
Copper	slow gas	cloud 20'w 30'l 20'h	slow
	acid	steam 2'w 35'l	xd6
Gold	fire	cone 2'-15'w 45'l	xd6
	chlorine gas	cloud 20'w 25'l 15'h	xd6
Green	chlorine gas	cloud 20'w 25'l 15'h	xd6
Red	fire	cone 2'-15'w 45'l	xd6
Silver	cold	cone 2'-15'w 40'l	xd6
	paralyzation gas	cloud 20'w 25'l 10'h	paralyze
White	cold	cone 2'-15'w 35'l	xd6

x = 1/2 HD round up. Save DC 10 + 1/2 HD + Con

forceful, willful, and at times demanding. They bask in the limelight and the only time they will tolerate the background is if they perceive an advantage in that position. Only a fool will let ego get in the way of progress, and foolish Sauroi do not live long at home. A Sauroi will not let their desire to lead get in the way of party progress. They will willingly follow a leader they have recognized as better than themselves. This will take some doing as Sauroi ego takes a backseat to none. They do control their dragon-like greed fairly well. While they will not cheat a party member, they also will not take a bent copper less than what they are due. Sauroi are most dangerous when angry. Most of them have a temper, and most will not stop short of eating the cause of their ire. Sauroi do not indulge in the moderate emotions. They will either regard someone as a great friend, or despise the ground on which they walk. This tends to cause them trouble.

Players wishing to play a Sauroi character can be Fighters, Magicians, Clerics, or any sub-class of these classes. They can not be Rogues.

Sauroi Characters have the following Characteristics

- Large size.
- Sauroi base speed is 60 feet.
- A Sauroi can fly with a base speed of 120 feet. and Average maneuverability.
- Sauroi have a high base armor class. +8 natural armor
Sauroi add +4 to Strength , +2 to Constitution and take -2 from Dexterity.
- Sauroi have a higher than normal damage base with weapons
- Sauroi have a dragon-like breath weapon. See the chart for the breath weapon by color.
- +3 racial bonus on Perception checks due to having eight times the visual acuity of humans and a heightened sense of smell. They can identify individuals by scent alone. Perfume or a recent bath can foil this method of identification.
- The Sauroi character starts at first level with 3d8 hit points in addition to the hit die for his class.
- Great height means they cannot ride horses or other mounts. They will also have trouble with buildings made for humans and like sized races.
- They will spook horses or cattle not use to their presence.
- Monstrous appearance.
- Dragon-like greed.
- A large appetite
- Automatic Languages: Common, Sauroi, Quenya.

• Bonus Languages: (Pick one) Any

Due to the advantages given the Sauroi character They have an Experience rider of 8. and use that chart for level advancement.

Sauroi Races

Sauroi appear as a cross between man and dragon. Their average height varies with the color of the Sauroi. They have dragon like heads, but no horns. They are bipedal and have both wings and arms. Their skin is covered with fine scales in the manner of a snake. Their heads are covered in thick hair that can be rooted as far down as the middle of the back. The hair can be any color common to humans. Eyes are usually dragon colors of green, amber, or red. Blue or brown eyed Sauroi are possible, but rare.

There are ten colors of Sauroi. Apart from varying immunities and breath weapons they follow the same racial characteristic. Individual appearance will differ, but does not follow any color. Enough mixing has occurred, along with the human blood, that dragon "head shapes" typical for the colors are not present.

Sauroi weapons do greater damage due to greater size. Some of the more common weapons are listed below.

Table R11 -- Common Sauroi Weapons

Weapon	Damage	Weapon	Damage
Battle Axe	2d8	Sword --	
Great Ax	3d8	Broad	2d8
Club	1d12	Bastard	1d8+1d12
Dagger	1d6	Long	2d8
Javelin	1d8	Short	2d6
Mace	2d8	Two-hand	2d10
Spear	1d8		

Missile Chart	Damage	ROF	S	M	L
Longbow:					
Flight Arrow	2d6	2/1	12	21	41
Sheaf Arrow	2d8	2/1	8	16	34
Shortbow :					
Flight Arrow	2d6	2/1	10	20	36
Sheaf Arrow	2d8	2/1	10	20	30
CrossBow :					
Light	2d6	1/1	12	24	36
Heavy	2d6	1/2	16	32	48



Sauroi Height & Weight

Females run 05% heavier than males for height. Average height and range varies per color. Build runs from slight to medium. Wingspan is three times height.

Black Sauroi; average 11'6", range 11'2"-11'10"
 Blue Sauroi; average 12'6", range 12'2"-12'10"
 Brass Sauroi; average 11'6", range 11'2"-11'10"
 Bronze Sauroi; average 12'6", range 12'2"-12'10"
 Copper Sauroi; average 12'0", range 11'8"-12'4"
 Gold Sauroi; average 13'6", range 13'2"-13'10"
 Green Sauroi; average 12'0", range 11'8"-12'4"
 Red Sauroi; average 13'0", range 12'8"-13'4"
 Silver Sauroi; average 13'0", range 12'8"-13'4"
 White Sauroi; average 11'0", range 10'8"-11'4"

Sauroi add the following weight for each strength point over 14.

	Slight 4	Slender 6	Medium 10
Height	Weight by Build		
	Slight	Slender	Medium
10'8"	172-188	184-196	192-214
10'10"	180-196	192-208	202-226
11'0"	118-208	204-220	214-238
11'2"	212-228	224-240	236-258
11'4"	216-238	236-252	248-272
11'6"	230-250	248-266	260-286
11'8"	246-266	264-282	276-304
11'10"	268-282	280-300	292-320
12'0"	276-300	296-316	308-340
12'2"	298-314	312-334	324-360
12'4"	316-332	328-350	344-380
12'6"	336-364	360-380	368-390
12'8"	368-388	386-406	392-420
12'10"	376-404	398-420	408-448
13'0"	396-436	432-456	442-474
13'2"	424-464	460-490	470-500
13'4"	446-486	482-520	492-520
13'6"	464-504	500-530	520-550
13'8"	456-512	508-534	518-544
13'10"	486-548	544-568	556-586

Note; Sauroi can lift twice the given amount due to their bone structure. Double all weights for Max. Carry and Encumbrance.

Tanuki

Tanuki are the latest race of people to rise on Greyhawke. They are slender creatures with the appearance of a bipedal raccoon with a long, bushy, prehensile tail. Tanuki have no language of their own. Most are fluent in Quenya, Gallic, and Common. Their main form of communication among themselves is telepathy. Because of this all Tanuki take a rider for being low psionic with one power. If they choose to have more psionic ability they must always have telepathy as one of their powers.

Tanuki have a society that is developing. The race is only a few generations old. Many of the first generation were members of other races that chose to become Tanuki for various reasons, most common of which was to escape infirmity or disability. The race is gregarious to a fault and sometime overly friendly with strangers. They feel a deep need to prove themselves to the rest of the world. Some of this 'friendliness' causes problems with other races. For instance, Tanuki cannot seem to understand the Elven need for space. How can you get to know a person if you can't

touch them and take in their scent?

Tanuki have no physical modesty and will not wear any clothing that they find restrictive. Vests with pockets belt pouches and other utilitarian items are worn. They will choose to wear more for protection against hostile environments or for style.

Tanuki Characters have the following Characteristics

- Medium size.
- Tanuki base speed is 30 feet.
- Tanuki can brachiate (move through trees) with a base speed of 20 feet.
- Tanuki have a natural AC of +2
- Tanuki add +2 to Dexterity
- Tanuki cannot wear metal armor.
- Tanuki have low light vision.
- +2 racial bonus on Perception checks.
- Tanuki are low psionics (12-14) with telepathy. (Note: If building a Tanuki with greater psionic abilities discard one level of rider.

Tanuki take a -2 to their CMD.

Due to the advantages given the Tanuki character they have a rider of 2.

Tanuki Race

Tanuki Stand between 4'10" and 5'10" they are small of build. Their eyes are red and they sport a mane of hair that grows in Human fashion. Color is usually black, but white red, blond, and gray are possible. Tanuki stand on digitigrade legs and have clawed hands and feet that are perfect for climbing. Their tails are prehensile and can be used to hang from branches and the like. Tanuki are partly nocturnal and have lowlight vision. If there is no light present they are unable to see. Their ears are very long and swivel about as they track the sounds of their environment. Like most furred creatures they will shun all but the lightest armors. They have a keen sense of smell and can recognize people by scent alone. Tanuki bodies are very light weight. The material of their bones is much stronger but is less dense. The result is the same tensile strength of human bones at much less weight. This makes them light enough for easy brachiation but also make them easy to throw around in a fight.

Tanuki Height and Weight

Females and Males are the same weight for their height. Average is 5'6", range is 4'10" to 5'10" build runs from slight to medium.

Tanuki add the following weight for each strength point over 14, by build;

	Slight 2	Slender 3	Medium 5
Height	Weight by Build		
	Slight	Slender	Medium
4'10"	67-72	71-78	77-82
5'0"	71-78	77-82	81-88
5'2"	77-82	81-88	87-92
5'4"	81-88	87-92	91-98
5'6"	87-92	91-98	97-102
5'8"	91-98	97-102	101-108
5'10"	97-102	101-108	107-112



