# CHARACTER SPECIES

One interesting facet of role-playing games is the ability of a player to have a character of another species than plain old human. Human is certainly an option, but many players enjoy playing elves or dwarves or other “non-human” species. This section will provide brief summaries of the different species allowed for player characters. Note that most species have some limitations on their archetypes due to natural inclination or physical restriction.

The species available to characters will vary with the game setting, and the choices are up to the GM. Listed here are some fairly standard fantasy genre species and descriptions. The species table lists species from some different role-playing games for comparison.

Dwarf

Dwarves are humanoid bipeds who are generally shorter than humans but with a greater musculature. Dwarves average between four feet six inches to five feet tall, and the average dwarf is slightly stronger than the average human. Due to the extra muscle mass, Dwarves will weigh in at 160 to 220 on average, depending on height. They will suffer penalties in swimming due to their higher ratio of muscle and bone. Dwarves also tend to be very hardy and are resistant to poisons, pathogens, and magic. They have vision that extends into heat-sight, and generally live to around 250 years, aging slowly. Dwarves tend to be gruff and may be hard to get to know.

Elf

Elves are humanoid bipeds that tend toward a slender build. They generally approximate average human height, with a slightly greater distribution towards both the short and tall ends of the scale and are generally more dexterous and agile than the human norm. They also tend to have greater psychic/magic ability than the human norm. Elves have better hearing than humans, and excellent night vision. Physically, they have a high resistance to pathogens and generally tend towards human ideals of beauty. Elves live a thousand or more years and show no signs of aging until the very end of their natural span. The long lives of elves are offset only by accidental or violent deaths. Elves tend to be viewed by non-elves as arrogant Elves may live to be several hundred to thousands of years or even be immortal unless injured (GM’s decision).

Halfling

Halflings are humanoid bipeds that average between two feet eight inches and three feet four inches tall. Huge Halflings would be between three feet six and four feet tall. They tend to have above human average dexterity and are very good with missile weapons and throwing. They also excel at moving quietly and concealment. Halflings tend to be resistant to mind altering magic, being very firmly rooted in their outlook. That outlook generally includes comfort of surroundings, which means that they go on adventures relatively rarely. Halflings generally live about 100 years.

Human

Humans are the average, the norm that other races are compared to. They are able to adapt better to their physical and social environments than the other species and tend to represent the largest population segment of the combined species. Humans are very good at working in a coordinated fashion, which is why their armies can dominate those of the other species in battle. Versatility is the major human talent. They can be good at anything they try. Humans receive a +5 bonus to any tests related to learning skills and the cost for non-Archetype skills is only X1.5 instead of X2 (round any fractions up). They typically live for about 80 years.

Ork

Orks are humanoid bipeds that average slightly larger than the human norm. Their musculature is also slightly greater than human, and they tend to be very hardy. Orks have excellent night-vision and slightly better hearing than humans, as well as a high resistance to pathogens and a lesser resistance to poisons. Orks tend to be less intelligent than human average. Their physical appearance is of a monstrous human with protruding tusks and heavyset brows. They usually live about 50 years.

Reptilemen

Reptilemen are humanoid bipeds of about human height, with a substantial tail. They can have a frightful appearance, sporting a long snout full of sharp teeth, but this appearance is at odds with the charm that reptilemen can exude. The average reptileman is debonair, swashbuckling, and erudite. They prefer to dress in ostentatious fashion, and seem to always be enjoying some kind of cosmic joke on those of other species. Picture a velociraptor dressed like, and acting like Errol Flynn in a pirate film. Reptilemen typically live about 80 years.

Rockmen

Rockmen are humanoid in appearance and are somehow the fusion of earth and an elemental spirit. Physically, they stand about seven feet tall and have the strength and hardiness to match. Rockmen weigh about 700-800 pounds. They live about a thousand years, and so take a long view on life. They tend to take their time in making up their minds, as well in completion of tasks. Make no mistake, however, as in a fight or other need they can move quickly.

Sprite

Sprites are bipeds standing approximately one foot three inches to one foot six inches tall. They appear elvish-looking except for their wings, which resemble gossamer insect wings. Sprites are able to fly for short distances—about 15-20 minutes—before needing rest. They tend to be more fragile than humans due to their small size and are correspondingly weaker. Sprites are, however, fantastically agile and can often fly out of reach of pursuers. They are good with missile weapons, and tend to be better at psychic and magic use than humans, but not as good as elves. Sprites can be practical jokesters and try to live life to its fullest. Excitement is their watchword. Sprites have an innate astral sight and normally live about 250 years.

Troll

Trolls are physically the largest of the character species. They average about eight feet to eight feet six inches tall. Trolls have the corresponding musculature to support this frame and are much stronger on average than the human norm. They weigh about 500-600 pounds and have heat sight. Trolls typically have tusks, as well as horns that grow from their foreheads. Troll skin is thicker than human and tends to restrict their movement somewhat. They tend to be literal and place much emphasis on straight talk and honor. Trolls generally live about 50 years.

## SPECIES STAT ADJUSTMENT TABLE

| Table 5-1 Species Stat Adjustment | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Species** | **Strength** | **Dexterity** | **Agility** | **Toughness** | **Intelligence** | **Willpower** | **Intuition/Psychic** | **Presence** | **Size** |
| Common Fantasy Species | | | | | | | | | |
| Dwarf | +4 | 0 | -1 | +2 | 0 | +1 | 0 | 0 | -1 |
| Elf | 0 | +4 | +4 | -2 | +1 | +1 | +2 | +1 | 0 |
| Halfling | -4 | +2 | +2 | +2 | 0 | 0 | 0 | -1 | -2 |
| Human | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Ork | +4 | 0 | 0 | +6 | -1 | -1 | 0 | -1 | +1 |
| Reptileman | +1 | +1 | +1 | +1 | 0 | 0 | 0 | +1 | 0 |
| Rockman | +12 | -2 | -4 | +8 | 0 | +2 | -1 | +1 | +1 |
| Sprite | -6 | +6 | +6 | -6 | 0 | 0 | +2 | 0 | -3 |
| Troll | +4 | -1 | -1 | +5 | 0 | +1 | -1 | -1 | +2 |
| Star Trek | | | | | | | | | |
| Andoran | +4 | 0 | 0 | +2 | 0 | 0 | -2 | -1 | 0 |
| Caitian | 0 | +3 | +3 | 0 | 0 | 0 | -3 | +1 | 0 |
| Gorn | +6 | -2 | -2 | +2 | 0 | 0 | -2 | -2 | +1 |
| Klingon | +4 | 0 | 0 | +4 | 0 | 0 | -1 | -1 | 0 |
| Romulan | +4 | +1 | +1 | +4 | 0 | 0 | 0 | 0 | 0 |
| Vulcan | +4 | 0 | 0 | +4 | +4 | +4 | +2 | +1 | 0 |
| Traveller |  |  |  |  |  |  |  |  |  |
| Aslan | +1 | -1 | 0 | 0 | 0 | 0 | 0 | +1 | 0 |
| Droyne | -2 | -1 | 0 | 0 | -2 | 0 | +2 | -1 | -1 |
| Hiver | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 |
| Ithklur | +2 | +1 | +1 | +1 | 0 | 0 | 0 | -1 | +1 |
| K'kree | +2 | 0 | 0 | 0 | -2 | 0 | 0 | -2 | +4 |
| Vargr | -1 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Virushi | +5 | 0 | 0 | +3 | 0 | 0 | 0 | 0 | +5 |
| 2300 AD | | | | | | | | | |
| Eber | +2 | 0 | 0 | +2 | 0 | +1 | 0 | +1 | +5 |
| Kafer | +1 | +1 | +1 | +4 | -3 | 0 | -3 | -2 | +2 |
| Klaxun | +2 | -1 | -2 | +2 | -2 | +1 | -3 | -3 | +4 |
| Pentapod | 0 | +1 | +1 | +1 | +1 | +3 | 0 | +2 | +3 |
| Sung | -2 | 2 | 2 | -2 | 0 | 0 | 0 | 0 | -2 |
| Xiang | 0 | +1 | 2 | 0 | +1 | 2 | 0 | 0 | -2 |
| Petal Throne | | | | | | | | | |
| Ahoggya | +4 | -2 | -2 | +4 | -1 | 0 | -2 | -1 | +1 |
| Hlaka | -1 | +1 | +1 | -1 | 0 | 0 | 0 | 0 | -1 |
| Hluss | 0 | +1 | +1 | 0 | 0 | 0 | +1 | -1 | 0 |
| Hlutgru | 0 | +1 | +1 | +1 | 0 | 0 | -1 | -1 | 0 |
| Mihalli | +1 | +2 | +2 | +1 | +1 | 0 | +3 | 0 | 0 |
| Nyagga | +2 | +2 | +2 | 0 | +1 | 0 | -1 | 0 | +2 |
| Pachi Lei | 0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 |
| Pe Choi | 0 | +1 | +1 | 0 | 0 | 0 | +2 | 0 | 0 |
| Pygmy Folk | -1 | +2 | +2 | -1 | 0 | 0 | 0 | -1 | -1 |
| Shen | +4 | -2 | -2 | +2 | -1 | 0 | -1 | -1 | +1 |
| Shunned One | 0 | 0 | 0 | -1 | 0 | 0 | +2 | -1 | 0 |
| Ssu, Black | +6 | -2 | -2 | +4 | 0 | 0 | -1 | -1 | +1 |
| Ssu, Gray | +2 | 0 | 0 | 0 | 0 | 0 | +2 | -1 | 0 |
| Swamp Folk | 0 | 0 | 0 | +1 | 0 | 0 | -5 | -1 | 0 |
| Tinaliya | -6 | +1 | +1 | -6 | +1 | 0 | +2 | 0 | -3 |
| Urenen | 0 | 0 | 0 | -1 | +1 | 0 | 0 | 0 | 0 |
| Jorune | | | | | | | | | |
| Acubon | +2 | 0 | 0 | +2 | 0 | 0 | -2 | 0 | 0 |
| Blount | 0 | 0 | 0 | -1 | 0 | 0 | -3 | -1 | 0 |
| Boccord | +2 | 0 | 0 | +4 | 0 | 0 | 0 | 0 | +1 |
| Bronth | +8 | 0 | +2 | +4 | 0 | 0 | -2 | -1 | +2 |
| Cleash | -3 | -3 | -3 | 0 | 0 | 0 | 0 | -2 | -2 |
| Corastin | +10 | -2 | -2 | 0 | 0 | 0 | -3 | -1 | +3 |
| Croid | +14 | -3 | -3 | 0 | 0 | 0 | 0 | -1 | +4 |
| Crugar | 0 | 0 | +2 | 0 | 0 | 0 | 0 | -1 | 0 |
| Human | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muadra | -1 | 0 | 0 | -1 | 0 | 0 | +2 | 0 | -1 |
| Ramian | 0 | +3 | +3 | 0 | 0 | 0 | 0 | 0 | 0 |
| Salu | +1 | 0 | 0 | +1 | 0 | 0 | -2 | -1 | 0 |
| Scarmis | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -2 | 0 |
| Shantha | 0 | +3 | +3 | +2 | +2 | +2 | +5 | +1 | 0 |
| Thivin | -1 | 0 | +1 | -1 | 0 | 0 | 0 | -1 | -1 |
| Thriddle | -3 | 0 | -3 | -3 | +5 | +5 | -2 | 0 | -2 |
| Tologra | +4 | 0 | +2 | 0 | 0 | 0 | -2 | 0 | +1 |
| Trarch | +1 | 0 | 0 | +1 | -3 | 0 | 0 | -1 | +1 |
| Woffen | 0 | 0 | +2 | +1 | 0 | 0 | -2 | 0 | 0 |

| Table 5-2 Common Fantasy Species Advantages | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Species | **Acute Hearing** | **Acute Vision** | **Alertness** | **Attractiveness** | **Disease Resistance** | **Enchanting Voice** | **Heat Sight** | **High Pain Tolerance** | **Magic Resistance** | **Musical Ability** | **Night Vision** | **No Sleep** | **Patient** | **Poison Resistance** | **Reduced Sleep** | **Strong Willed** |
| Dwarf |  |  |  |  | 3 |  | 5 |  | 2 |  |  |  |  | 3 |  | 3 |
| Elf | 2 | 2 | 2 | 4 | 3 | 2 |  |  |  | 1 | 4 | 5 |  |  |  |  |
| Halfling | 1 | 1 | 1 |  | 3 |  |  |  | 2 |  | 2 |  |  | 3 |  |  |
| Human |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Ork |  |  |  |  | 3 |  | 5 | 3 |  |  |  |  |  | 3 |  | 3 |
| Reptileman |  |  |  |  |  |  | 5 | 3 |  |  |  |  |  |  | 2 |  |
| Rockman |  |  |  |  | 3 |  | 5 | 3 | 2 |  |  | 4 | 1 | 3 |  | 3 |
| Sprite | 1 | 1 | 1 | 2 |  |  |  |  | 2 |  | 4 |  |  |  |  |  |
| Troll |  |  |  |  |  |  | 5 | 3 |  |  |  |  |  |  |  | 3 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Table 5-2 Common Fantasy Species Disadvantages | | | | | | | | | | | | | | | | | |
| Species | **Arrogant** | **Bad Temper** | **Bloodlust** | **Code of Honor** | **Curiosity** | **Greed** | **Honesty** | **Impatient** | **Impulsive** | **Over-confident** | **Practical Joker** | **Sense of Duty** | **Stubborn** | **Unhurried** | **Vengeful** |  | **Species Point Cost** |
| Dwarf |  |  |  |  |  | -3 |  |  |  |  |  |  | -1 |  | -2 |  | 17 |
| Elf | -4 |  |  |  |  |  |  |  |  | -2 |  |  |  |  |  |  | 30 |
| Halfling |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 7 |
| Human |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 0 |
| Ork |  | -2 | -2 |  |  |  |  | -2 |  |  |  |  |  |  | -2 |  | 17 |
| Reptileman |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 16 |
| Rockman |  |  |  |  | -2 |  |  |  |  |  |  |  |  | -3 |  |  | 37 |
| Sprite |  |  |  |  | -2 |  |  | -2 | -2 |  | -2 |  |  |  |  |  | 7 |
| Troll |  |  |  | -3 |  |  | -2 |  |  |  |  | -4 |  |  |  |  | 19 |