

Character Races

A character's "race" is the species and society they belong to. With so much variation in a magical world what race a player chooses affects several stats.

The following chart lists the seven basic player races included in this game and what effect they have during character generation. Following that are general descriptions of the races and their societies.

<i>Human</i>	+1 Strength	-1 Perception
<i>Elf</i>	+1 Aura	-1 Endurance
<i>Dwarf</i>	+1 Endurance	-1 Dexterity
<i>Paulpien</i> *	+1 Dexterity	-1 Knowledge
<i>Gnome</i>	+1 Knowledge	-1 Aura
<i>Sloum</i>	+2 Strength	-1 Perception, -1 Aura
<i>Fairy</i>	+1 Knowledge, +1 Aura	-2 Strength (if not at zero or less after this, go to zero)

*Like Hobbits or Halflings

Human

Average Height: 5'8"

Average Weight: 150lbs

Average Lifespan: 60 Years

From the hot shrub-lands of the equator humans are one of the youngest races out there. They stand in the middle in terms of height and build, with their lives being shorter than the average across all races. Their color, hair, and culture vary wildly as they dash seemingly madly into the world scene. Lacking innate magical abilities they create large metal fabrications and huge masonry works to get ahead and be remembered by. Ever distrustful of everyone they often recruit members of other races into their governments as spies or easily watchable administrators, sometimes even going so far as to pick up and move as far away from anyone they know as possible.

Elf

Average Height: 6'6"

Average Weight: 160lbs

Average Lifespan: 200 Years

Tall, ancient, and almost ethereal elves are one of the oldest races in existence. They once ruled most of land with a precise prowess and stoicness unseen in any other civilization. But the magic that flows through them and brought them to greatness has begun to fade over the years, causing them to fracture into many different kingdoms and retreat to the northern land where they originated. In an attempt to keep their magic stronger they rarely stray from places long under their control and filled with elven magical energy.

Their complexion is usually fair, and their hair warm colors. They have thin facial features and noticeably pointy ears. Their eyes are light in color and have a limited ability to see in the dark. They live in forested areas mostly but can easily adapt to any area suitable for life.

Dwarf

Average Height: 4'1"

Average Weight: 120lbs

Average Lifespan: 150 Years

Dwarves aren't much fans of the open air. The confines of tunnels and the comfort of rooms filled with treasure are what they desire. They are industrious, creating vast underground networks under the mountains of the north and some of the finest equipment one can lay eyes upon. Their kingdoms and most dwarven culture are relegated to these areas but many individual dwarves have brought their metals and works as trade goods over the globe, leading to small dwarven communities in nearly every town and city worldwide.

Dwarves are very stocky for their size keeping most of their body mass near their hearts and preventing some of the negative effects of cold. Their noses are large and ears small, usually with dark hair that thickly covers their heads, arms, and feet and allowing for absolutely immense beards. Strangely this hair never seems to go grey or white.

Paulpien

Average Height: 3'6"

Average Weight: 65lbs

Average Lifespan: 70 Years

Related to men paulpiens look essentially like miniature versions of them, though they tend to be a bit "wider" and with larger proportionally feet. They separated from men at an unknown time and have migrated generally to areas with rolling hills where they lead fairly relaxing gardening and farming lifestyles with little enough luxury that they are not the constant victims of raiding. They have more innately magical about them than men do, giving them very charming and relaxing personas. Those that do venture out from their comfortable little villages tend to do so as entertainers or con-men (sometimes simply thieves), allowing their adventure lust to get the better of them.

Gnome

Average Height: 2'1"

Average Weight: 20lbs

Average Lifespan: 100 Years

Squat people of the plains gnomes are world renowned for their agricultural marvels. Small enough in stature to not be the best hunters and mild enough in manner to raid their neighbors they have carved out very large farming communities on the large, once barren, tracks of land they originated from. Their ability to communicate with the land in their way and build large, complex planting and harvesting machines is rooted in magic, though even they would be hard pressed to tell you how. Despite having such large yields most of the rest of their time is not devoted to leisure activities; instead they collect, catalogue, and study as many manuscripts and other documents and objects they can get their hands on. As far as their mark on the land is concerned their libraries and museums are second only to their farms. This has led to quite a complex society and some of the most prosperous production centers on the globe, but a society that is very rooted to where it began, with little ability (or desire) to expand. Those that do find themselves outside of their lands have usually been brought as advisors or engineers to oversee or work on large infrastructure improvements.

Outwardly gnomes seem related to dwarves, with their short stature, large (rounder) noses, and small (almost nonexistent) ears. But beyond the passing similarities they don't have much in common. Their body type is generally more "plump" than "stocky" and their skin earth tones. Their eyes are almost always a forgiving purple and they see slightly into ultraviolet, seeing wisps in the darkness and shades during the day. Their arms, legs, and the top of their heads lack hair, but this is made up for by their large, always white beards.

Sloum

Average Height: 7'3"

Average Weight: 240lbs

Average Lifespan: 50 Years

Having split off from other types of lizard-folk the sloum began to move to slightly more temperate areas where most of their civilization was conquered quickly before they could develop proper means of defense. This quick "integration" coupled with little worry of them being loyal to a sloum state has led many nations to bring them in as soldiers, sailors, and administrators. While they are no longer a particularly uncommon sight they are still an imposing one. They easily grow taller than almost any other common race, with a broad chest and large muscles covered by large, flexible scales. These scales are closer to those of amphibians than the overlapping armor of reptiles, and their color goes from a washed out brown to a deep green. Their noses and ears as appendages are virtually non-existent and their eyes are yellow and closer to slits. The webbing on their hands and feet have mostly faded over time, but it is present on a few individuals, and their tails have stunted to only a few feet.

Like men their lives are short and any magic they know must be learned. While they can easily adapt to most roles, even those of magic users and healers the life of a soldier or common worker comes easy to them, and most found are in these more simple, strength-based occupations.

Fairy

Average Height: 6 Inches

Average Weight: 2lbs

Average Lifespan: 170 Years

Looking like tiny elves with wings fairies are a rare site everywhere but their isolated closely guarded homeland. They are one of the most magical set of creatures in the world, creating wonders that can only be whispered about beyond their borders. They live deep in thick temperate forests, isolated by large mountains and vast seas. They maintain good relations with many outside nations as great trading partners, swapping fantastic goods for little money and outside curiosities. There appears to be no internal strife in their lands, but with so few outsiders permitted inside there is little that can be verified.

Very few are found outside these areas, likely because they are simply hard to find being so small and magical. It is unknown why some wander but those that do are sought after to be employed for many different tasks that would require magic or great knowledge. They make good, industrious workers in any profession that doesn't require size or strength.

Negative Scores – It is possible (only with the fairy race in these standard rules) to end up with an attribute score that is below "0" when creating a character. A negative score is treated the same as a positive score for the purpose of calculating skill check, it is added to the result. Since it is negative it will reduce the number and act as a penalty rather than a bonus.

Half-

Creatures of two races are not common and usually not possible. In some cases a creature of two races can be born with the aid of a powerful wizard, but even this does not make it possible for all.