

GURPS

Forgotten Realms Races

Aasimar (Planetouched)

30 points

Aasimar, or half-celestials, have IQ+2 [20]. Their advantages are Alertness +2 [10], Charisma +2 [10], DR 4 (fire, cold, electricity only) [8], and a Light Knack [2]. Their disadvantages are Code of Honor (Chivalric) [-15] and Unnatural Feature (tattoo of a good god, plus other unworldly features) [-5]

Dwarves

36 / 45 / 26 / 86 points

Shield Dwarves have ST +2 [20]. Their advantages are DR 1 [3], Extended Lifespan [5], Extra Encumbrance [5], Extra Fatigue +2 [6], Hard to Kill +1 [5], and Longevity [5]. Their disadvantages are Greed [-15], Miserliness [-10], Reduced Move -1 [-5], and Intolerance for Orcs and Goblins [-5]. They are at -2 to use all missile weapons [0]. Dwarves have the racially learned skills Axe/Mace at DX+1 [4], Merchant at IQ [2] and an overall +3 bonus to all Craft Skills [18]. Their quirks are Suspicious of Elves and Never Shaves Beard [-2].

Arctic Dwarves (Innugaagalikurit) have the additional advantages of Temperature Tolerance +4 (Cold only) [2], DR 2 (feet only) [2], DR 4 (cold only) [4], DR 1 (sunburn only) [1]. Arctic Dwarves are 1' shorter than other Dwarves.

Gold Dwarves have HT +2 [20] and DX-1 [-10] instead of ST +2.

Gray Dwarves (Duergar) have the additional advantages of Acute Hearing +1 [2], Infravision [15] and Silence [5]. They have the disadvantages of Sadism [-15] and Allergic Susceptibility (Sunlight) [-15]. Replace Intolerance for Orcs and Goblins with Intolerance [-10]. They have several magical abilities that only work once per day: Invisibility (5 to cast) [28] and Growth (twice size, +10 ST, costs 5 to cast) [30]. They also have Area Knowledge (Underdark) [4], and no Suspicious of Elves quirk.

Dark Elves (Drow)

40 / 35 points

Dark Elves have ST -1 [-10], DX +1 [10] and IQ +1 [10]. They have the racial advantages Attractive Appearance [5], Combat Reflexes [15], Infravision [15], Magery 1 [15], Silence [5], and Extended Lifespan (triple) [10]. They have two magical abilities: Darkness Knack (max 3 hexes area, 2/1 fatigue per hex, lasts 1 minute) [8], Flight (twice move, 30 foot ceiling, only underground) [16]. Dark Elves have racial disadvantages of Allergic Susceptibility (Sunlight) [-15], Code of Honor (To live elegant lives) [-10], Intolerance [-10], Reputation -4 (Vicious killers) [-20], and Sadism [-15]. Dark Elves receive Area Knowledge (Underdark) at IQ [4], Gesture at IQ +1 [2], and Stealth at DX+1 [4].

Male drow must take Social Stigma (Second-class citizen) [-5].

Elves

45 / 35 / 65 / 40 points

Moon Elves have ST -1 [-10], DX +1 [10] and IQ +1 [10]. They have the racial advantages Attractive Appearance [5], Combat Reflexes [15], Magery 1 [15], Musical Ability +2 [2], and Extended Lifespan (triple) [10]. All elves have Sense of Duty (Nature) [-15]. They receive +2 to Bard [2] and +2 Savoire Faire [1].

High Elves (Gold Elves) have the additional disadvantage of Code of Honor (To live elegant lives) [-10].

Sea Elves have the additional advantages of Amphibious [10], Gills [10] and Speak Underwater [8]. They have the racially learned skill Spear at DX [2]. They also have the disadvantage Code of Honor (To live elegant lives) [-10].

Wood Elves have ST +1 [10], DX +1 [10] and IQ -1 [-10]. They have the racial advantages Attractive Appearance [5], Combat Reflexes [15], Magery 1 [15], Musical Ability +2 [2], and Extended Lifespan (triple) [10]. All wood elves have Sense of Duty (Nature) [-15], and Shyness [-5]. They receive +2 to Bard [2] and +2 Savoire Faire [1].

Genasi (Planetouched)

50 / 39 / 39 / 48 points

Genasi are descended from elemental creatures.

Air Genasi have DX+1 [10]. Their advantages are Darkvision [25], Doesn't Breathe [20], Levitation Knack (once per day) [10]. Their disadvantages are Odious Personal Habit (Arrogant) [-10], and Unnatural Appearance (light-blue skin) [-5].

Earth Genasi have ST+2 [20], IQ-1 [-10], HT+1 [10]. They have Darkvision [25] and the Hide Path Knack (once per day) [4]. Their disadvantages are Stubbornness [-5], and Unnatural Appearance (earthy) [-5].

Fire Genasi have IQ+2[20]. They have Darkvision [25], DR 4 (fire) [4], and Shape Fire Knack (once per day) [5]. Their disadvantages are Bad Temper [-10] and Unnatural Appearance (coal-black skin and red hair) [-5].

Water Genasi have HT +2 [20]. They have Amphibious [10], Create Water Knack (once per day) [3], Darkvision [25], and Gills [10]. Their disadvantages are Low-Empathy [-15] and Unnatural Appearance (slightly-scaled, blue-green skin) [-5].

Gnomes

25 / 81 points

Rock Gnomes have the advantages of DR 1 [3], Extra Encumbrance [5], Extra Fatigue +1 [3], Hard to Kill +1 [5], and Longevity [5]. They have the disadvantages of Reduced Move -1 [-5] and the quirks, "Does not like the underground," "Trim beards close," and "Never Forgets a Favor or an Injury [-3].

Gnomes receive +4 with any craft skills not involving metal or engineering [12].

Deep Gnomes (Snirfneblin) additionally have ST-1 [-10], DX +1 [10], Infravision [15], Magic Resistance (no penalty to Magery) +5 [15], Shyness [-5], Silence [5], and Allergic Susceptibility (Sunlight) [-15]. They do not have the "underground" quirk. They have magical advantages that only work once per day: Illusion Disguise Knack (Perfect Illusion, 2 to cast) [12], Blur Knack (1-3 to cast, lasts 1 minute) [4], and Strike Blind Knack [24].

Halflings

10 points

Halflings have DX +1 [10], HT +1 [10] and ST -3 [-20]. They have the advantages Reputation +1 for being good neighbors [5], and Silence [5] and the disadvantages Code of Honor (Hospitality) [-5], Gluttony [-5] and Reduced Move -1 [-5]. They have the racially learned skills Stealth at DX +1 [4]. They have the skill bonuses Bow +2, Sling +2, and Throwing +2 [12 points]. They have the Quirk "Dislikes to Travel by Water" [-1].

Half-Elves

30 points

Half-Elves have IQ +1 [10]. They have the advantages of Longevity [5] and Magery 1 [15].

Half-Ogres

60 points

Offspring of an orc and an ogre. They have ST 16/12 [50], DX -1 [-10], IQ -3 [-20], HT +2 [20], and Extra Hit Points +2 [10]. They have the advantages Acute Taste/Smell +1 [2], Alertness +1 [5], DR +2 [6], High Pain Threshold [10], Magic Resistance +1 [2], and Night Vision [10]. They have the disadvantages Ugly Appearance [-10], Uneducated [-5], and Intolerance [-10].

Half-Orcs

0 points

Half-Orcs have HT +1 [10], Extra Hit Points +1 [5], IQ -1 [-10]. They have the advantage Acute Hearing +2 [4], and the disadvantage Reputation -2 [-10]. They have the racial skill Brawling at DX [1].

Tiefling (Planetouched)

65 points

Tieflings hail from another plane and usually descend from evil creatures. They have DX+2 [20] and IQ+2 [20]. Their advantages are Darkness Knack (max 3 hexes area, 2/1 fatigue per hex, lasts 1 minute) [8], Darkvision [25], and DR 4 (cold, fire, electricity only) [8]. Their disadvantages are Social Stigma (untrustworthy outsiders) [-15] and Unnatural Feature (varies; usually hooves, horns, pointed teeth, brimstone smell) [-5].