

Fantasy Folk for GURPS 4th Edition

January 17, 2006

Bales [128]

p. FF42

Attributes: IQ +3 [60]; HT +2 [20]

Advantages: Damage Resistance +3 (Tough Skin, -40%) [9]; Doesn't Eat or Drink [10]; Hard to Kill +2 [4]; Injury Tolerance (No Blood, 5) [5]; Magery 1 [15]; Metabolism Control 5 [25]; Regeneration: Regular [25]; Resistant (Very Common: Metabolic Hazards; Immunity, x1) [30]; Talent: Magic/Occult Affinity +1 [5]; Temperature Tolerance 10 [10]; Unaging [15]

Disadvantages: Bloodlust (12) [-10]; Dependency (Occasional: Blood, -20; Monthly, x1) [-20]; Fanaticism [-15]; Intolerance [-10]; Megalomania [-10]; Odious Racial Habit (Blood Drinkers) [-15]; Paranoia [-10]; Sadism (12) [-15]

Talents: Magic/Occult: Alchemy, Occultism, Ritual Magic, Symbol Drawing, Thaumatology. *Reaction Bonus:* Anyone who sees you work. 5 points/level.

Centaur [87] 9' long, 7' tall, 900-1,000 lbs

p. FF46

Attributes: ST +2 (Size, -10%) [18]; ST +8 (Size +1, -10%; No Fine Manipulators, -40%) [40]; IQ -1 [-20]; HT +2 [20]

Secondary Characteristics: Move +1 [5]; Per +1 [5]; SM +1

Advantages: Claws: Hooves [3]; Damage Resistance +1 (Tough Skin, -40%) [3]; Enhanced Move: Ground (x2) [20]; Extra Legs: 4 Legs [5]

Disadvantages: Overconfidence (9) [-7]; Phobia: Enclosed Spaces (Claustrophobia) (15) [-7]; Stubbornness [-5]

Skills: Animal Handling (Equines) @ IQ (A) [2]; Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival (Plains) @ Per (A) [2]

-Onocentaur [77] 8' long, 6' tall, 400-500 lbs

p. FF46

Attributes: ST +1 (Size, -10%) [9]; Lower Body ST +5 (Size +1, -10%; No Fine Manipulators -40%) [25]; HT +2 [20]

Secondary Characteristics: Per +1 [5]; SM +1

Advantages: Acute Hearing +2 [4]; Claws: Hooves [3]; Enhanced Move: Ground (x2) [20]; Extra Legs: 4 Legs [5]

Disadvantages: Appearance: Unattractive [-4]; Phobia: Enclosed Spaces (Claustrophobia) (15) [-7];

Social Stigma -1 (Outcasts) [-5]; Stubbornness [-5]

Skills: Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival (Plains) @ Per (A) [2]; Teamster @ IQ (A) [2]

Dwarf [40] 4'-4.5' tall, 175-250 lbs

p. FF50

Attributes: ST +1 [10]

Secondary Characteristics: Move -1 [-5]; Fatigue +1 [3]; Will +1 [5]; SM -1

Advantages: Damage Resistance +1 (Tough Skin, -40%) [3]; Extended Lifespan 2 (x4) [4]; Hard to Kill +1 [2]; Lifting ST +3 [9]; Night Vision +5 [5]; Talent: Artificer +3 [15]

Disadvantages: Greed (15) [-7]; Miserliness (15) [-5]; Distrusts Elves and Goblins [-1]; Intolerance (Orcs) [-1]; Never Shave Beards [-1]

Skills: Axe/Mace @ DX (A) [2]; Merchant @ IQ (A) [2]

Talents: Artificer: Armoury, Carpentry, Engineer, Machinist, Masonry, and Smith. *Reaction bonus:* Anyone you do work for. 5 points/level.

Languages

Most of the races listed here have their own language, or possibly multiple languages. The player must decide if the character has the worlds *Common* language (*Human, English,* or whatever it is called) or the races language as his Native Language, as befits the characters background story. Taking multiple languages costs the normal amount.

-Gnome [30] 4'-4.5' tall, 150-200 lbs

p. FF50

Secondary Characteristics: Move -1 [-5];

Fatigue +1 [3]; SM -1

Advantages: Damage Resistance +1 (Tough Skin, -40%) [3]; Extended Lifespan 2 (x4) [4]; Hard to Kill +1 [2]; Lifting ST +2 [6]; Talent: Craftsman +4 [20]

Disadvantages: Dislikes being Underground [-1]; Never forget a Favor or Injury [-1]; Trim Beards neat and close [-1]

Talents: Craftsman: Artist, Carpentry, Leatherworking, Masonry, and Sewing. *Reaction bonus:* Anyone you do work for. 5 points/level.

Ellyllon [19/21] 6"-7" tall, 2-3 ounces

p. FF54

Attributes: ST -8 [-80]; DX +3 [+60]

Secondary Characteristics: SM -6

Advantages: Acute Hearing +2 [4]; Acute Vision +3 [6]; Appearance: Handsome [12]; Extended Lifespan 1 (x2), *royal only* [2]; Flight (Winged, -25%) [30]; Night Vision +9 [9]; Ultrahearing [5]

Disadvantages: Code of Honor (Courtliness) [-5]; Impulsiveness (12) [-10]; Vulnerability (Common: Crushing, x2 Damage) [-30]

Skills: Aerobatics @ DX-2 (H) [1]; Flight @ HT (A) [2]; Savoir-Faire (Ellyllon) @ IQ (E) [1]; Stealth @ DX (A) [2]

Elf [41]

p. FF58

Attributes: ST -1 [-10]; IQ +1 [20]

Advantages: Appearance: Attractive [4]; Magery 1 [15]; Perfect Balance [15]; Unaging [15]

Disadvantages: Code of Honor (Live with elegance and style) [-10]; Sense of Duty (Nature) [-10]

Skills: Public Speaking (Storytelling) @ IQ (E) [1]; Savoir-Faire (Elven Society) @ IQ (E) [1]

-Dark Elf [26/31]

p. FF58

Attributes: ST -1 [-10]; IQ +1 [20]

Advantages: Appearance: Attractive [4]; Magery 1 [15]; Perfect Balance [15]; Unaging [15]

Disadvantages: Sense of Duty (Nature) [-10]; Code of Honor (Live with elegance and style) [-10]; Intolerance *or* Social Stigma (Dark Elves) -3 [-10/-15]

Skills: Public Speaking (Storytelling) @ IQ (E) [1]; Savoir-Faire (Elven Society) @ IQ (E) [1]

-Half-Elf [6]

p. FF58

Advantages: Appearance: Attractive [4]; Extended Lifespan 1 [2]; Magery 0 [5]

Disadvantages: Social Stigma (Outcasts) -1 [-5]

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Exalted Horse [50/75] 9' long, 1,200-1,400 lbs p. FF62

Attributes: ST +12 (Size, -10%; No Fine Manipulators, -40%) [60]; HT +3 [30]
Secondary Characteristics: Basic Speed +0.25 [5]; Move +2 [10]; SM +1

Advantages: Acute Hearing +3 [6]; Acute Taste/Smell +3 [6]; Appearance: Attractive [4]; Claws: Hooves [3]; Enhanced Move: Ground (x2) [20]; Fur [1]; Peripheral Vision [15]

Disadvantages: Cannot Speak [-15]; Low TL -3 [-15]; No Depth Perception [-15]; Quadruped [-35]; Social Stigma: Animal [-10]; Weak Bite [-2]; *optionally* Wealth: Dead Broke (x0) [-25]

Skills: Brawling @ DX (E) [1]; Gesture @ IQ (E) [1]; Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival (Plains) @ Per (A) [2]

Faun [40] p. FF66

Attributes: ST -2 [-20]; DX +2 [40]; HT +1 [10]
Secondary Characteristics: Per +2 [10]
Advantages: Animal Empathy [5]; Claws: Hooves [3]; Talent: Musical Ability 2 [10]

Disadvantages: Lecherousness (12) [-15]; Reputation -1 [-5]
Skills: Carousing @ HT (E) [1]; Scrounging @ Per (E) [1]

Fishmen [2] p. FF70

Attributes: ST +1 [10]; HT +2 [20]
Advantages: Acute Taste and Smell +1 [2]; Amphibious [10]; Dark Vision [25]; Damage Resistance +1 (Tough Skin, -40%) [3]; Doesn't Breathe (Gills, -50%) [10]; Nictitating Membrane 3 [3]; Pressure Support 3 [15]; Speak with Animals (Specialized: Fish, -50%) [13]

Disadvantages: Appearance: Unattractive [-4]; Bad Sight [-25]; Cold Blooded [-5]; Dependency (Very Common: Water, -5; Daily, x3) [-15]; Fanaticism [-15]; Intolerance [-10]; Odious Racial Habit (Eats Sentients) [-15]; Reputation -4 [-20]

Gargoyle [6] p. FF74

Attributes: IQ -1 [-20]; HT +2 [20]
Advantages: Claws: Sharp [5]; Damage Resistance +2 (Tough Skin, -40%) [6]; Flight (Winged, -25%) [30]; Night Vision +9 [9]
Disadvantages: Appearance: Ugly [-8]; Cowardice (12) [-10]; Gluttony (12) [-5]; Laziness [-10]; Reputation -1 [-5]; Social Stigma (Uneducated) [-5]; Bully [-1]

Ghoul [-14/6] p. FF78

Attributes: ST +2 [20]; IQ -1, *degenerates only* [-20]
Secondary Characteristics: Per +2 [10]
Advantages: Flexibility: Double-Jointed [15]; Night Vision 9 [9]; Resistant (Common: Sickness, +15; Immunity, x1) [15]; Silence 1 [5]

Disadvantages: Appearance: Ugly [-8]; Dependency (Occasional: Fresh Sentient Brains, -15pts; Monthly, x1) [-15]; Odious Racial Habit (Eats human carrion) [-15]; Reputation -4 [-20]; Sense of Duty (Race) [-15]

Skills: Camouflage IQ +1 (E) [2]; Scrounging @ IQ (E) [1]; Stealth @ DX (A) [2]

Giant [-9/Varies] p. FF82

Attributes: DX -1 [-20]; HT +3 [30]
Advantages: Acute Taste/Smell +3 [6]; High Pain Threshold [10]

Disadvantages: Bad Temper (12) [-10]; Shyness: Severe *or* Intolerance [-10]; Reputation -2 [-10]; Stubbornness [-5]

Notes: All Giants are assumed to have this package in addition to one of the lenses listed below.

-Small Giant [39] 7'-9' tall, 200-510 lbs p. FF82

Attributes: ST +5 (Size, -10%) [45]
Secondary Characteristics: SM +1
Advantages: Damage Resistance +1 (Tough Skin, -40%) [3]

-Medium Giant [87] 10'-12' tall, 425-1,150 lbs p. FF82

Attributes: ST +10 (Size, -20%) [80]
Secondary Characteristics: SM +2
Advantages: Damage Resistance +2 (Tough Skin, -40%) [6]; Enhanced Move: Ground 1/2 (x1.5) [10]

-Large Giant [127] 13'-15' tall, 1,000-2,100 lbs p. FF82

Attributes: ST +15 (Size, -20%) [120]
Secondary Characteristics: SM +2
Advantages: Damage Resistance +2 (Tough Skin, -40%) [6]; Enhanced Move: Ground 1/2 (x1.5) [10]

-Huge Giant [195] 16'-21' tall, 2,000-6,000 lbs p. FF82

Attributes: ST +25 (Size, -30%) [175]
Secondary Characteristics: SM +3
Advantages: Damage Resistance +3 (Tough Skin, -40%) [9]; Enhanced Move: Ground (x2) [20]

-Colossal Giant [273] 22'-30' tall, 6-16,000 lbs p. FF82

Attributes: ST +40 (Size, -40%) [240]
Secondary Characteristics: SM +4
Advantages: Damage Resistance +4 (Tough Skin, -40%) [12]; Enhanced Move: Ground 1.5 (x3) [30]

-Behemoth Giant [371] 31'-45' tall, 15-54,000 lbs p. FF82

Attributes: ST +65 (Size, -50%) [325]
Secondary Characteristics: SM +5
Advantages: Damage Resistance +5 (Tough Skin, -40%) [15]; Enhanced Move: Ground 2 (x4) [40]

-Gargantuan Giant [419] 46'-60' tall, 53-128,000 lbs p. FF82

Attributes: ST +90 (Size, -60%) [360]
Secondary Characteristics: SM +6
Advantages: Damage Resistance +6 (Tough Skin, -40%) [18]; Enhanced Move: Ground 2.5 (x6) [50]

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Goblin [19] p. FF86
Attributes: ST -2 [-20]; DX +1 [20]; IQ +1 [20]
Advantages: Night Vision +9 [9]
Disadvantages: Impulsiveness (12) [-10]

Hobgoblin [-21/4] p. FF86
Attributes: ST +1 [10]; DX +1 [20]; IQ -1 [-20]
Advantages: Night Vision +9 [9]
Disadvantages: Bad Temper (12) [-10]; Stubbornness [-5];
optionally Wealth: Dead Broke (x0) [-25]

Great Eagle [7/32] p. FF91
Attributes: ST +2 [20]; DX +1 [20]; HT +2 [20]
Advantages: Acute Vision +1 [2]; Claws: Sharp [5];
Feathers* [1]; Flight (Winged, -25%) [30]; Peripheral
Vision [15]; Teeth: Sharp Beak [1]; Telescopic Vision (x2) [5]
Disadvantages: Bloodlust (12) [-10]; Cannot Speak [-15];
Intolerance [-10]; Loner (6) [-10]; Low TL -3 [-15];
Vulnerability (Common: Crushing, x2 Damage) [-30];
optionally Wealth: Dead Broke (x0) [-25]
Skills: Aerobatics @ DX-2 (H) [1]; Flight @ HT-1 (A) [1];
Gesture @ IQ (E) [1]
*Treat Feathers like Fur.

Halfling [12/17] 4'-4.5' tall, 65-125 lbs p. FF95
Attributes: ST -2 [-20]; DX +1 [20]; HT +1 [10]
Secondary Characteristics: Move -1 [-5]; SM -1
Advantages: Reputation +1 [5]; Silence 2 [10]; Talent:
Thrown Weapon +2 [10]
Disadvantages: Addiction (Tobacco), *optional* [-5]; Code of
Honor (Hospitality) [-5]; Gluttony (9) [-7]; Dislikes Travel [-1]
Talents: *Thrown Weapon:* Bolas, Innate Attack (Projectile),
Sling, Throwing, Throwing Art, and Thrown Weapon
(Axe/Mace, Dart, Knife, Shuriken or Stick *only*). *Reaction*
Bonus: Anyone who sees you throw. 5 points/level.
Notes: Normally the Thrown Weapon talent should not be
bought up beyond the default +2 level.
A *true* Halfling would be just 2.5'-3' tall and 30-40 lbs. Give
them SM -2 and ST -5 [-50], reducing racial cost to [-18/-13].

Insect Men [9] 140-180 lbs p. FF99
Attributes: ST +1 [10]; HT +1 [10]
Advantages: Damage Resistance +2 [10]
Disadvantages: Appearance: Monstrous [-20]; Secretive [-1]

-Insect Warrior [-11] 175-225 lbs p. FF99
Attributes: ST +2 [20]; IQ -1 [-20]; HT +1 [10]
Advantages: Damage Resistance +2 [10]; Extra
Arms x2 [20]; Extra Attack [25]
Disadvantages: Appearance: Monstrous [-20]; Short
Lifespan (x1/2) [-10]; Slave Mentality [-40]; Status -1 [-5];
Secretive [-1]
Notes: Insect Men and Warriors are also Sterile. Their
language is completely indecipherable to other races, and they
cannot learn languages of other races. Both are treated as
0-point features. They can, however, learn Gesture to deal with
other races.

Kobold [-52] 4'-4.5' tall, 50-75 lbs p. FF103
Attributes: ST -2 [-20]; DX +1 [20]; IQ -2 [-40]
Secondary Characteristics: Will -1 [-5]; SM -1
Advantages: Reduced Consumption 2 (Cast-Iron
Stomach, -50%) [2]; Resistant (Common: Food borne Poison
and Disease; +8 to all HT Rolls, x1/2) [8]
Disadvantages: Short Attention Span (12) [-10]; Social
Stigma (Uneducated) [-5]; Easily Offended [-1]; Love Practical
Jokes [-1]

Leprechaun [36] p. FF107
Attributes: ST -4 [-40]; DX +2 [40]
Secondary Characteristics: SM -1
Advantages: Acute Hearing +1 [2]; Extended
Lifespan (x2) [2]; Luck [15]; Magery 1 [15]; Talent: Musical
Ability +1 [5]; Night Vision +5 [5]
Disadvantages: Miserliness (12) [-10]
Skills: Leatherworking @ IQ+1 (E) [2]

Merfolk [25] p. FF111
Advantages: Enhanced Move: Water (x2) [20]; Scanning
Sense: Sonar [20]; Doesn't Breathe (Gills, 0) [0]; Pressure
Support 2 [10]; Subsonic Hearing [5]
Disadvantages: Dependency (Very Common: Water, -5;
Hourly, x4) [-20]; Increased Life Support (Massive:
Water, -10) [-10]; No Legs (Aquatic) [0]

-Dolphin [42] 8'-9' long, 500 lbs p. FF111
Attributes: ST +6 (No Fine Manipulators, -40%; Size, -10%)
[30]; DX +1 (No Fine Manipulators, -40%) [12]; HT +2 [20]
Secondary Characteristics: Per +3 [15]; SM +1
Advantages: Absolute Direction [5]; Scanning Sense:
Sonar [20]; Doesn't Breathe (Oxygen Storage: x50, -40%) [12];
Enhanced Move: Water (x2) [20]; Nictitating Membrane 3 [3];
Peripheral Vision [15]; Pressure Support 2 [10]; Subsonic
Hearing [5]
Disadvantages: Cannot Speak [-15]; Dependency (Very
Common: Water, -5; Hourly, x4) [-20];
Impulsiveness (12) [-10]; Ichthyoid [-50]; Increased Life
Support (Massive: Water, -10) [-10]; Low TL -3 [-15]; Short
Lifespan (x1/2) [-10]
Skills: Aquabatics @ DX (H) [4]; Gesture @ IQ (E) [1]

Minotaur [32] 250-300 lbs p. FF116
Attributes: ST +3 [30]; DX +1 [20]; IQ -2 [-40]; HT +3 [30]
Advantages: Absolute Direction [5]; Acute Hearing +3 [6];
Damage Resistance +3 (Tough Skin, -40%) [9]; Damage
Resistance +2 (Tough Skin, -40%; Head Only, -50%) [2];
Magic Resistance +3 [6]; Peripheral Vision [15]; Striker:
Cutting (Long: Reach 1, +100%; Cannot Parry, -40%) [12];
Striker: Impaling (Long: Reach 1, +100%; Cannot Parry, -40%;
Limited Arc: Front, -40%, Alternative Attack, *1/5) [2]
Disadvantages: Appearance: Hideous [-16];
Berserk (12) [-10]; Bloodlust (12) [-10]; Intolerance [-10];
Odious Habit (Eats Sentients) [-15]; Social Stigma
(Uneducated) [-5]
Skills: Brawling @ DX (E) [1]

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Ogre [25] 9' tall, 400-450 lbs p. FF120
Attributes: ST +6 (Size, -10%) [54]; DX -1 [-20]; IQ -2 [-40]; HT +4 [40]

Secondary Characteristics: SM +1

Advantages: Acute Taste/Smell +1 [2]; Damage Resistance +3 (Tough Skin, -40%) [9]; High Pain Threshold [10]; Magic Resistance +3 [6]; Night Vision +9 [9]

Disadvantages: Appearance: Hideous [-16]; Intolerance [-10]; Odious Habit (Eats Sentients) [-15]; Social Stigma (Uneducated) [-5]

Skills: Brawling @ DX (E) [1]

-Half-Ogre [1] 7'-8' tall, 325-375 lbs p. FF120
Attributes: ST +4 (Size, -10%) [36]; DX -1 [-20]; IQ -2 [-40]; HT +2 [20]

Secondary Characteristics: Per +1 [5]; HP +2 [4]; SM +1

Advantages: Acute Taste/Smell +1 [2]; Damage Resistance +2 (Tough Skin, -40%) [6]; High Pain Threshold [10]; Magic Resistance +3 [6]; Night Vision +9 [9]

Disadvantages: Appearance: Ugly [-8]; Intolerance [-10]; Odious Habit (Eats Sentients) [-15]; Social Stigma (Uneducated) [-5]

Skills: Brawling @ DX (E) [1]

Orc [-17] p. FF124

Attributes: IQ -1 [-20]; HT +2 [20]

Secondary Characteristics: HP +1 [2]

Advantages: Acute Hearing +2 [4]

Disadvantages: Appearance: Unattractive [-4]; Intolerance [-10]; Reputation -2 [-10]

Skills: Brawling @ DX (E) [1]

-Half-Orc [-13]

Attributes: IQ -1 [-20]; HT +1 [10]

Secondary Characteristics: HP +1 [2]

Advantages: Acute Hearing +2 [4]

Disadvantages: Reputation -2 [-10]

Skills: Brawling @ DX (E) [1]

Reptile Men [45] 325-375 lbs p. FF128

Attributes: ST +4 [40]; IQ -1 [-20]; HT +2 [20]

Advantages: Claws: Sharp [5]; Damage Resistance +1 (Tough Skin, -40%) [3]; Extended Lifespan 2 (x4) [4]; Peripheral Vision [15]; Teeth: Sharp [1]; Temperature Tolerance 5 [5]

Disadvantages: Intolerance [-10]; Reputation -3 [-15]; Shyness: Mild [-5]; Inscrutable [-1]

Skills: Camouflage @ IQ (E) [1]; Survival (Desert) @ Per (A) [2]

Wildmen [33] p. FF132

Attributes: DX +1 [20]; HT +2 [20]

Secondary Characteristics: Per +2 [10]

Advantages: Animal Empathy [5]; Damage Resistance +2 (Tough Skin, -40%) [6]; Danger Sense [15]; Fur [1]; Mimicry [10]; Silence 1 [5]

Disadvantages: Code of Honor (Protect the Wild) [-10]; Pacifism: Self-Defense Only [-15]; Low TL -3 [-15]; Shyness: Severe [-10]; Truthfulness (12) [-5]; Vow (Won't use Technology) [-15]

Skills: Camouflage @ IQ+1* (E) [1]; Stealth @ DX (A) [2]; Survival (Woodlands) @ Per+2 (A) [8]

*Defaults from Survival

-Sasquatch [33/48] 7'-8' tall, 250-300 lbs p. FF132

Attributes: ST +3 (Size, -10%) [27]; DX +1 [20]; IQ -1 [-20]; HT +2 [20]

Secondary Characteristics: Per +2 [10], SM +1

Advantages: Animal Empathy [5]; Damage Resistance +3 (Tough Skin, -40%) [9]; Danger Sense [15]; Fur [1]; Silence 1 [5]

Disadvantages: Bad Smell [-10]; Pacifism: Self-Defense Only [-15]; Low TL -3 [-15]; Shyness: Severe [-10]; *optionally* Wealth: Poor (x1/5) [-15]

Skills: Camouflage @ IQ+1 (E) [2]; Stealth @ DX (A) [2]; Survival (Woodlands) @ Per (A) [2]

Winged Folk [25/40] p. FF136

Attributes: ST +1 [10]; DX +1 [20]

Advantages: Acute Vision +3 [6]; Flight (Winged, -25%) [30]

Disadvantages: Vulnerability (Common: Crushing, x2 Damage) [-30]; *optionally* Wealth: Poor (x1/5) [-15]

Skills: Aerobatics @ DX-2 (H) [1]; Bolas @ DX (A) [2]; Flight @ DX-1 (A) [1]

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