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NEW GURPS RACES

INTRODUCTION

This book is an amalgam of new races for [GURPS](#). These races come from various sources:

- Articles in the [Pyramid Magazine](#)
- Articles in [Roleplayer](#)
- Various web sites from [GURPS Webring](#)
- Conversions from other RPG like [D&D](#)

Most of these races are unofficial but I think they are pretty well balanced and reflect common belief about these races even if its sometimes hard to evaluate their statistics. I.e.: its not like their is scientific fact about the real strength of an ogre. This is a first release and some changes will be made to reflect more accurately in game terms the races. I make an early release to spark discussion and in hope to get feedback from many players concerning what changes they think should be made. I also would appreciate people who send me new races they have created and will add them to the second edition of this book. Reach me by email at

bourqueclaude@hotmail.com

If players are looking for more official races, some can be found in [GURPS Fantasy Folk](#). By [Steve Jackson Games](#). I hope to see more official races in future releases of GURPS books they are not nearly enough. I find Steve Jackson is putting more and more the player in him aside for the benefit of his profits. The information we need is scattered in bits and pieces in tons of books to make us spend more. I find it frustrating to go trough 6 or 7 books just to make a character. Please make a few good books with all the pertinent information (even if their more expensive, at least they'll be worth it).

Warning: Some races have a vulnerability that can instantly kill (or severely wound, on a lucky roll) the character - These vulnerabilities are meant to be killing blow disadvantages...If you don't agree with this, don't use the race. Some the advantages and disadvantages of these races seem a bit far fetch to me. I'll probably modify or completely remove these races in the next edition but I'm leaving them here for now in case some of you enjoy playing them.

Thank you to all who posted material on the web that helped me make this book. I hope it will contribute in making your playing session more enriching and especially more fun. Also a special thanks to [Sean "Dr. Kromm" Punch](#), the system guru, who help us all by posting articles on his webpage called, [Dr. Kromm's Home Page](#). Finally my biggest thanks goes to my friends and fellow players : Etienne Gorry, Brian Labonté, Léo St-Martin, Emanuel Pacheco, Christian Robillard, Danny Warren (this is in alphabetical order, I don't mean nothing by it guys); also my wife who endures my long playing session and bring me lunch while we play.

This net book was assemble and made by Claude Bourque, bourqueclaude@hotmail.com on Friday July 13, 2001. Montreal

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FANTASSY FOLKS

CENTAURS

APPEARANCE

The centaurs are gentle folk, appearing as a cross between a powerful horse and a human of near-perfect frame. The males have broad chests, rippling muscles, and handsome, angular faces. The females are lithe and graceful, and their visages are among the most beautiful seen on Krynn. There are several varieties of centaurs:

PERSONALITY

Centaur are not especially intelligent, nor particularly virtuous. They think first of themselves and enjoy pleasures such as wine, art, and fine weather. Although the centaurs of Krynn live in secluded woods and pasture lands, they freely associate with humans and demihumans, whom they consider less fortunate due to their dear set of legs. Centaurs, especially Wendle, avoid kender, however, who often try to ride them. Centaurs favour meetings with satyrs and other children of Krynn. Centaurs tend to be of good alignment.

ABANASINIAN CENTAURS (COST = 75)

They are the biggest and handsomest of Centaurs, they're strong and sturdy.

IQ-1 (-10 points), HT+2 (20 points).

Use the split ST for Hybrid races rule (GURPS: Fantasy Folk p. 11). Their humanoid upper bodies have +3 ST with the No Jumping Bonus limitation, while their equine lower bodies have enhanced ST 26 with the No Fine Manipulators limitation (61 points).

ADVANTAGES

DR+1

10 Enhanced Move: Running x1

5 4 legs

DISADVANTAGES

10 Inconvenient Size

15 Phobia: Mild Claustrophobia

5 Stubborn

RACIAL SKILLS

4 Animal Handling at IQ

1 Jumping at DX

4 Running at HT

4 Survival: Appropriate area at IQ

CRYSTALMIR CENTAURS (COST = 75)

Crystalmir centaurs are leaner, sleeker creatures, but still exhibit the renown strength of their race. They tend to be shy and reclusive.

They possess the same properties as the Abanasinian Centaurs with the exception that they only have a +1 bonus to upper body strength. However, they have Enhanced Move: Running x2 instead of Enhanced Move: Running x1.

ENDSCAPE CENTAURS (COST = 65)

Endscape centaurs have long, shaggy coats and are nomadic and savage. These short, stocky beasts are skilled with weaponry and attacking with hooves. They have neither the increased upper body strength of the Abanasinian Centaurs nor the increased speed of the Crystalmir centaurs.

WENDLE CENTAURS (COST = 80)

Wendle centaurs, are odd, pony-sized beasts. Their ribs form a set of bony plates that protect them in battle. Wendle centaurs are the smartest of all centaurs.

Possess the same advantages and disadvantages as Endscape Centaurs with the exception of :

10 IQ + 1

9 DR of 3

-1 They have the additional quirk: avoid kender

CENTAURS: "REAL" CENTAURS ACCORDING TO GREEK MYTHOLOGY

HISTORY

Contrary to popular opinion, there are two types of Centaurs. They are all of the same original race, but through the passage of time, they have separated into two separate groups. One group is called the *Magnetes*, who are the children of Cheiron, a wise and educated Centaur. The other Centaurs are called the *Ixionidae*, children of Ixion, an ancient king of Centaurs, who was wild and unpredictable.

SOCIETY

All Centaurs are Omnivores. They usually find grains and vegetables to eat, but they are also hunters, and search out prey relentlessly. They have no taboos against nudity, so they most often live completely naked, having fur to warm their lower bodies. All Centaurs are Polygamous.

MAGNETES CLAN (COST = 65)

61 Upper Body +3 ST, lower body 26 ST
20 IQ+2
20 HT+2

ADVANTAGES

3 DR+1
10 Enhanced Move x1
5 4 legs

DISADVANTAGES

10 Inconvenient Size
15 Mild Clausterphobia
5 Reputation -2 (Half of the time)
10 Code of Honor (Act with Grace)
10 Sense of Duty to Nature
10 Miserliness
5 Stubborn

SKILLS

2 Archery at DX
1 Jumping at DX
4 Running at HT
2 Music at IQ
2 Physician at IQ

SOCIETY OF THE MAGNETES

The Magnetes are a wise, peaceful race. Like all Centaurs, their upper bodies are human, and their lower bodies are horse. This accounts for their split strength score, as their upper bodies are somewhat stronger than a normal human, and their lower bodies are as strong as a horse. They can kick with their legs for full damage.

They have studied much from their sire, Cheiron. Although Cheiron is Generations dead, he is still regarded as the "father" of all the Magnetes Centaurs. All Magnetes go to schools for the first fifteen years of their lives, and all schools are referred to as the Temples of Cheiron, although they do not think of Cheiron as a deity. The teachings include reading, writing, biology, zoology, botany, medicine, and mathematics, as well as limited physics, archery, and divination rites.

Magnetes Clan Centaurs live in forests and plains, spending most of their time learning and studying, and improving upon their communities. They are very protective towards nature, and will battle anyone doing damage to their lands.

They are also very magical creatures. They study magic in depth, with no taboos against its use. Centaurian mages undergo the Elven Ritual Tattooing before being taught the secrets of magic, but those that do often become the most powerful mages in the known worlds.

The Magnetes are very concerned about their image. They always act with style, emulating the Elven ideals. Even though they do act very different than the Ixionidae, they still often get classed along with their boisterous brethren, and still suffer the reputation disadvantage.

The Magnetes are hunters, and very skilled in archery, as well as spears and forged metal hand weapons. They limit their hunting to non-mammals, mainly eating fish and birds. Most of their food is made up of vegetables, as they see it as the only humane food.

They do prefer to remain naked, but in times of war they will forge light armor and wear it to protect themselves. They band together and charge with lances, while a group behind them, usually women, children, and the elderly, showers the enemies with arrows.

While their nature is to be polygamous, they are, more often, serial monogamists. They tend to stay in partners while the colts are being reared, but after the child is above the age of ten, the couple will most often find other partners to mate with.

Magnetes Centaurs have close affiliation with Elves and Fauns.

IXIONIDAE CLAN (COST = 30)

61 Upper Body +3 ST, lower body 26 ST
20 HT+2
-10 IQ-1

ADVANTAGES

5 Alertness +1
3 DR+1
10 Enhanced Move x1
5 4 legs

DISADVANTAGES

10 Inconvenient Size
10 Overconfidence
15 Mild Clausterphobia
10 Odious Personal Habits
10 Reputation -2
10 Ugly -2
5 Stubborn
5 Uneducated

SKILLS

2 Animal Care (M/E) at IQ+2
1 Jumping at DX
4 Running at HT
2 Survival (plains) at IQ

SOCIETY OF THE IXIONIDAE

The Ixionidae Centaurs are very different from the Magnetes Centaurs. While physically they look very similar, the Ixionidae often have hairier upper bodies, and are unkempt and smelly. They lack any of the social graces or obligations that the Magnetes do. They love nothing better than to get half-tanked on anything they can find, and run around fighting and knocking things over.

The Ixionidae live in forests and plains as well, but usually closer to mountain regions. These Centaurs do not feel any restraint when it comes to hunting. They will hunt and eat mammals, but they keep away from hunting sentient creatures unless they are starving. Ixionidae Centaurs feel a kinship with Satyrs, and even have been known to "party" with Kobolds and other undesirable races.

DISCOVERIE GNOMES (COST = 31)

DX-1 (-10 points)

ADVANTAGES

- 9 DX+3 With Craft/Engineering Skills
- 6 Manual Dexterity +2
- 3 Fatigue +1
- 10 Extended Lifespan x2 (1/4)
- 5 Lightning Calculator
- 10 Limited Magery: technological college
- 3 DR+1
- 5 Reduced move -1 due to their short legs (does not affect dodge)

SOCIETY

The Gnomish community is one of the most interesting in the True Worlds. The main attribute to the Gnomes is their abilities to create machinery. They are inventors, pure and simple. They create marvellous, incredible machines, and their minds work in ways no other race can. Their mathematical skills are advanced, and their machinery proves it. One of their most important discoveries is the measurement of time. They have created clocks that are so accurate that they may stand for centuries and still not lose a second.

Like their Dwarven cousins, they too enjoy mining and the arts of collecting precious metals and stones. But again they do not suffer from the greed Dwarves often have. They see the land as a mother, and so their religion is linked to that.

GNOMIC RELIGION

All the Gnomes basically follow the same religion. Their main Goddess is Sophia, the Goddess of Wisdom and Knowledge. Sophia's mother, Sige, the Goddess of Silence, dwells at the base of all things. The idea of the religion is that women possess more spiritual energy than men, and men can only achieve a spiritual equality by sexual intercourse in a specific rite, and in the intercourse, the man does not orgasm. The religion also deals with a lot of meditation and chanting. Gnomish clerics are always women, and they choose their "spells" from the Knowledge college. They do not create machinery, rather, they give up their machinery spells in order to better serve the Goddess.

GNOMIC PHYSIOGNOMY

Physically, they are small like Dwarves. Standing around three feet, they are not as thick as their relatives, but not skinny like a Kobold either. The Gnomes all have short fingers, but are incredibly adept with working with small parts. They have an affinity for wearing a pointed cap, or Apex. Often this cap is bright red, signifying high rank, but also causing all other creatures to spot the Gnome at +3.

Gnomes enjoy creating mechanical animals. No other race is sure how they accomplish this. They have mechanical weasels, birds, cats, even mechanical spiders and flies. They do not tell others how they do this.

They have some forms of magic. To learn other magic, they have to travel away from their communities and learn from other races. This, most often, means they must take on the ritual tattooing the other races agree upon. The only magic they can use freely is a single spell college in Machine Magic in the last section of the Grimoire.

GNOMIC WRITINGS AND INTERACTIONS

The Gnomes have their own language, which is slightly similar to Dwarven. They may speak to each other, but some fundamental differences make it difficult to understand. Many also speak common. The written language uses Runes, the same letters as the Dwarven language, and again, the races can read the other languages, but with difficulty.

Other than the women being seen as having more spiritual energy, there is little inequality. The men are often more drawn to underground activities, while the women prefer to stay above ground, but there are no taboos about interchanging. Also, there are no taboos about sexuality concerning members of the same sex.

Gnomes have a small hierarchy of rulership. Basically, there is usually a leader of some sorts, democratically voted in by the people, but most often the religion has the power. This may change from community to community, but the religion still most often has the power.

Gnomes get along well with other races. They love miners of all kinds, even getting along with Kobolds. They are highly possessive of their mines, though, and any miner trespassing may find themselves becoming buried beneath a tonne of rock!

GNOMIC DISEASE

There is one major disease that only affects Gnomes so far, the Dweller Disease. It seems to be some sort of virus, contracted through close contact with someone affected. It starts with a constriction of the throat, then cysts forming in the fatty tissue on the lips and eyes. Then there might be a bloating of the liver, and intense bone pain. Most bizarre, the Gnome might hear voices in his/her head and the intense urge to bury themselves deep in underground tunnels. Then, paranoia sets in, along with deafening and sometimes light-blindness, but giving the Gnome excellent dark vision. Soon comes seizures, uncontrolled body movement, and then bodily shutdowns, starting with the central nervous system. There is no known cure for Dweller Disease.

DWARVES (COST = 35)

ST+3, IQ-2

RACE ADVANTAGES: 130

- 50 INCREASED STRENGTH
- 50 FULL COORDINATION /F2
- 15 INFRAVISION
- 5 RAPID HEALING
- 10 FATIGUE +2

RACE DISADVANTAGES: 115

- 50 ALL SPELLS BACKFIRE MILDLY
Roll 3D; On a 17 or 18 Dwarf saves vs spell, On 3-17 spell is modified against the dwarfs favor. An attack spell against the dwarf might do extra damage, an invisibility spell on the dwarf might leave him partially visible, ...
- 20 PHOBIA OF OCEANS (THALASSOPHOBIA)
- 10 DELUSION: SALT WATER STEALS THE SOUL
- 10 DELUSION: SEA SAILERS HAVE DEMONIC PACTS WITH SEA MONSTERS
- 10 INTOLLERANCE: ANY LARGE BODY OF WATER OCCUPATIONS
- 5 Reduced move -1 due to their short legs (does not affect dodge)
- 10 VULNERABILITY TO SALT WATER: 1D6

HIDE FACTOR: 0

DWARVES, GULLY (COST = - 30 OR VARIABLE)

IQ : Maximum 5 for players (Gully Dwarves with IQ's as high as 4 or 5 are uncommon)

RACE ADVANTAGES:

- 5 Immune to odious smells (but harmful smells will still hurt them)
- 15 Instinctive abilities: scrounging, hiding and shelter

RACE DISADVANTAGES:

- 5 Reduced move -1 due to their short legs (does not affect dodge)
- ? Chose at least one Odious habit (min -5 pt)

DESCRIPTON

Gully dwarves are stupid little creatures. A degenerate of the race of Dwarves, these creatures are usually untidy, unclean, odious nightscroungers with an odious odour. Gully Dwarves can eat almost anything including garbage, plants and insects without any drawbacks and very rarely get sick due to "gross" situations.

All Gully Dwarves get the following (instinctive) abilities: *scrounging*, *hiding* and *shelter*. Each of these is instinctive and can not be called up by the player at will. But when such a skill is needed the GM rolls and reports to the character the results on a instinctive level. For example, if a Gully Dwarf is hungry the GM rolls the *scrounging* skill and on a pass the character finds just enough food to satisfy his/her hunger. The player can not call up the skill to find food for reserves.

SCROUNGE: A successful pass on this ability lets the character find enough food to satisfy his/her hunger. There might be more food around but there will always be at least enough for the character to satisfy his/her hunger. Although other characters could possibly benefit from this, remember that only a small portion of what Gully Dwarves eat will be passable by most races.

HIDING: Allows a Gully Dwarf to hide him/herself along with his/her items. This skill can not be used just to hide objects (even on oneself). Critical pass voids any bonuses for special or improved sights as night vision or Infrared. Critical failure means the character is very obvious. Note: player does not know if he/she passed or not.

SHELTER: Allows the character to find shelter from the elements. The shelter may be only suited the Gully Dwarf (ie. small for 1 person or small entrance way) but may be larger. Also note that shelter may be found in places that many races would not find suitable such as sewers.

Since the skills are instinctive a Gully Dwarf with more IQ will tend to have poorer instinctive skills. Skills level is determined by the following formula: 17-IQ.

If a Gully Dwarf does not take the APPERANCE disadvantage (at least to the UGLY) level then the following change should be made to the character sheet: Apperance: ugly (-10 Points) -2 to reaction Roll, Cute factor (+10 Points) +2 Reaction Roll. This means that the overall reaction roll is unmodified because you appear "cute" (like a puppy). In most situations this will have no affect but under certain conditions "cute" doesn't apply. For example when dealing with Dwarves the "cute" factor does not apply (-2 to reaction). If dealing with a Bloodlusty fighter which does not go for "cute" your +2 "cute" reaction would also not apply.

HIGH ELF (COST = 85)

+2 DX (20); +1 IQ (10)

ADVANTAGES

- 4 Acute Hearing +2
- 5 Appearance: Attractive
- 10 Charisma +2
- 15 Combat Reflexes
- 10 Immunity to Disease
- 15 Magical Aptitude Level 1
- 2 Musical Ability +2
- 10 Night Vision
- 10 Reduced Sleep
- 6 Temperature Tolerance: cold only
- 15 Unaging

DISADVANTAGES

- 10 Code of Honour: to Live Elegant Lives
- 10 Dying Race (-10)
- 3 Magic Susceptibility
- 15 Sense of Duty: toward Nature
- 10 Short Attention Span
- 20 Slow Healing (Level 2).

SKILLS

- 12 +2 to Craft Skills
- 2 +2 to Bard
- 6 +2 to Meditation
- 1 +2 to Savior-Faire

Height is normal for ST +6"; Weight is normal for ST; Fair complexion, Black hair, and Grey eyes are the norm for High Elves, although variations do occur. High Elven is a M/H skill.

SPECIAL CONSIDERATIONS

The Reduced Sleep advantage for High Elves as presented here differ slightly from the standard advantage in that a High Elf may choose to stagger her or his sleep to one hour per day rather than one eight-hour period per week. However, to simulate the special endurance of High Elves, a High Elf may put off the need for sleep for seven days at which time she or he must have eight hours worth of sleep or incur fatigue penalties.

Although High Elves are generally given towards whim, they can be very obsessive, especially in regards to knowledge, magic, and artifice. To offset somewhat their racial Short Attention Span, High Elves often learn the Meditation skill which in addition to its normal benefits allows them (on a successful roll) disregard the Short Attention Span. However, overuse of this technique can lead to abuse; High Elves live practically forever and to survive mentally their minds are geared towards "taking it easy" as often as possible. They do often, however, take it upon themselves to dedicate themselves to the mastery of various areas (as mentioned above). To simulate this, a High Elf should take an Obsession disadvantage.

High Elves often rival Dwarves in their crafts; however, High Elven artifice tends towards blending with and complimenting Nature rather than conquering and molding it as Dwarves do. High Elven cities rise along with natural features and it is often hard to tell where High Elven dwellings end and Nature begins. Given High Elves' natural talents with craft and magic, their magical items are mighty indeed, although always beautiful wonders to behold.

SOCIETY & HIGH ELVES IN *GURPS* GAMES

High Elves as presented here can be placed into an existing campaign where the standard GURPS Elf exists. High Elves are a dying breed; they were never plentiful but many High Elf city lies abandoned in the deepest woods and secluded mountains. Most that remain are given towards isolation, study, and leisure, ignoring the ways of mortal races (that is until a greedy army of orcs or humans comes a'callin'). Most mortal folk will never see a High Elf, although they live in legends and in scholars' books and scrolls. Standard Elves are those of them who millennia ago broke away from artifice and chose to remain active in the world. They consider High Elves to be haughty and aristocratic, but secretly almost worship them in an ancestral sort of way and do definitely respect High Elven skill in magic and knowledge.

High Elven adventurers are rare, though not unheard-of. A "young" High Elf (usually a stripling of only a few centuries or so) cannot resist the urge to see and study the world. Such a character could very well be haughty, pedantic, and gullible all at once. Another character type could be a High Elf bent on revenge. Although High Elves would chose to live isolated, peaceful lives, inevitably outside forces prevent this. Humans, orcs, ogres, etc. marauders would often love to sack High Elven cities of their treasures. A High Elf who survives such an attack would become obsessed with avenging her or his people. An example of such a figure is Corum from Michael Moorcock's most excellent *Swords Trilogy* and *The Chronicles of Corum* (The Vadhagh are a good model for High Elves if one wants to depart from Tolkien).

Conversion from: *ROLEMASTER*

KENDER (COST = 16)

DX+2 (20), ST-1 (-10)

ADVANTAGES: 84

30 Fearlessness (+15)

35 Taunt (Resisted by Will, Places target character in a Berserk Mode)

5 Alertness (+1)

9 Manual dexterity +3

5 Charisma +1 (their pretty fun to be with when their not “borrowing” your stuff)

DISADVANTAGES: 87

15 Curious (IQ-5 to avoid)

20 Reputation: Kleptomania

15 Kleptomania

10 Miserliness (Like Greed but toward Trinkets instead of money)

10 Impulsiveness

10 Gullibility

5 Reduced move -1 due to their short legs (does not affect dodge)

5 Chummy

1 Quirk: like to travel, explore and to embark on adventures.

1 Quirk: like trinkets and other sparkling objects

SKILLS: 14

1 Escape DX-2

2 Fast Talk IQ

2 Acting IQ

2 Hold Out IQ

4 Pick Pockets DX (DX+3 with manual dext.)

2 Lock Picking IQ

1 Sleight of Hand DX-2 (DX+1 with manual dext.)

1 Hootpak (Staff) DX-2

1 Hootpak (Sling) DX-2

DESCRIPTION

Kenders look like human children and unlike their cousin halfling they lack foot fur and common sense. . Just after the age of twenty Kenders are afflicted by wanderlust and leave their homes to travel. This wears off at adult hood (around fifty). They are greatly curious about everything and are utterly fearless about everything, even death. As a result they are willing to travel literally anywhere and try almost anything. The cruellest form of torture that can be inflicted on them is to lock them up.

The life expectancy of a Kender is about a century but because of some of their curiosity, fearlessness and borrowing habits they are likely to meet with a sudden and violent demise. They are not suicidal, but they do get carried away.

Kender are not thieves or malicious but they don't know the meaning of ownership. If they see something they need or like they simply take it especially trinkets and sparkling objects.

KENDER EXCUSES FOR TAKING OTHER PEOPLE'S STUFF:

- Is this yours?
- You must have dropped it.
- You said you didn't want it anymore.
- Maybe it fell into my pocket.
- I guess I found it somewhere.
- I was keeping it safe for you.
- This looks just like yours doesn't it?
- Oops!!

KENDER GRAB TABLE (DM should roll a few of these before each session)

1 Kender Spoon of Turning	301-303 spool (shark line spools)	646-650 head band of enlarge/shrink
2-4 bollik	304-306 Half eaten sandwich	651-655 bell
5-7 roll of duct tape	307-309 vallenwood leaf	656-660 book of kender poetry
8-10 bird feather	310-312 hollow metal tube	661-665 1 ft. of steel chain
11-13 battak	313-315 Pair of suspenders	666 Deck of Many Things
14-16 2d10 butterflies	316-318 oak branch	667-670 candle (unused)
17-19 2d6 purple stones	319-321 one white sequined glove	671-675 candle (half used)
20-22 3d8 red stones	321-323 continual light rock	676-680 torch
23-25 chapak	324-326 pencil	681-685 d12 ft. of steel cable
26-28 1d6 red stones	328-330 one shoelace	686-690 flint and steel
29-31 spatula	331-332 Dried-up paint brush	691-695 black lotus flower
32-34 hoopak	333 healing rock	696-700 fishhook
35-37 3bluestones (+1hoopak ammo)	333-335 can of day-glow orange paint	701-705 tea kettle
38-41 3d4 copper pieces	336-338 red crayon	706-710 1d8 ft. Fishing line
42 Hitchiker's Guide to the Galaxy	339-341 blue crayon	711-715 Ring of Animal Friendship
43-45 hachak	342-344 Book with the name Din in it	716-720 cotton bathrobe
46-48 1d100 multicolored marbles	345-347 dixie cup	721-725 iron pot
49-51 Scooby snack.	348-350 yellow crayon	726-730 mirror (unbroken)
52-54 rolled up newspaper	351-353 green crayon	731-735 mirror (broken)
55-57 polpak	354-356 bag of beans	736-740 Potion of water breathing
58-60 1d10 feet of string	357-359 orange crayon	741-745 flask of lamp oil
61-63 Set of keys	360-362 ring of shapeshifting	746-750 vial of perfume
64-66 AD&D Book	363-365 Zippo(tm) lighter	751-755 kaleidoscope
67-69 Magic the gathering card game	366-368 chalk	756-760 pickled herring
70-72 Mox Jet	369-371 bean bag	761-765 hair net
73-75 A Big Black Harry Dildo	372-374 jar holding a blue ring	766-770 Ring of Feather falling
76-78 1d10 feet of rope (frayed)	375-377 twinkie	771-776 golden bracelet (50 gp)
79-81 stale crust of bread	378-380 golden ring (60 steel pieces)	777 Priest's holy symbol (he's not happy)
82-84 carousel brass ring	381-383 2d4 rocks +3	778-780 3 chicken eggs
85-87 rusty pocket knife	384-386 knife +2 vs. Evil	781-785 1d4 arrowheads
88-90 1d8 feet of silk cord	387-389 magical staff	786-790 lock (broken)
91-93 cooler full of snow balls	390-392 snipe calling whistle	791-795 sealing wax
94-96 portable door	393-395 belt of gender change	796-800 sword hilt
97-99 2d4 gp	396-398 dagger	801-805 lock of blond hair
100-102 Skyhook	399-401 wooly mammoth	806-810 finger puppet
103-105 Clearing House form	402-404 tribble	811-815 needle
106-108 Cat's claw	405-407 helmet (human sized)	816-820 pipe
109-110 Broken crystal ball	408-410 extra tip for hoopak	819-821 bag of gems
111 Krazy Glue (tm)	411-413 tea, with complete china set	822-824 bar of soap
112-114 bottle of goo	414-416 K5 Identicard	825-827 cloak pin
115-117 bear tooth	417-419 bola ball (1)	828-830 1d20 fingernail clippings
118-120 brass cricket box	420-422 Boots of Striding/Leaping or Tripping/Falling	831-833 whetstone
121-123 silly putty (tm)	423-425 lump of shiny white metal	834-836 box of miniatures
124-126 jar of 1d12 dead fireflies	426-428 pocket knife (blade missing)	837-839 socks (with holes)
127-129 Boogle	429-431 Puppy of cuteness	840-842 Black book (with addresses)
130-132 band-aid	432-434 were-squirrel	843-845 1d6 stones
133-135 slinky (tm)	435-437 apple tree	846-848 dried fruit
136-138 jar of 2d10 fireflies (living)	438-440 deck of cards	849-851 red ribbon
139-141 tube of toothpaste (empty)	441-443 needlenose pliers	852-854 parsley
142-144 yo-yo		855-857 sage
145-147 stick		

148-150 2 strips of beef jerky	444 Ring of wish (1)	858-806 rosemary
151-153 d12 noisemakers	445-447 panpipe	861-863 thyme
154-156 dragon orb	448-450 286 motherboard	864-866 whip
157-159 whistle	451-453 1 dose dust of disappearance	867-869 chicken feather
160-162 d6 party hats	454-456 2d6 nails	870-872 1d6 darts +2
163-165 pair of earplugs	457-459 phillips screwdriver	873-875 tarot deck (non-magical)
166-168 jar of black ink	460-462 Belt of alignment change	876-878 blowgun
169-171 box of confetti	463-465 Linux slackware cd-rom	879-881 1 use of flash powder
172-174 rubber chicken	466-468 eyeglasses (lens broken)	882-884 belt
175-177 brown scarf	469-471 eyeglasses (unbroken)	885-887 baby squirrel (alive)
178-180 drawing of Uncle Bob	472-474 can of Jolt(tm) Cola	888 Bag of holding
181-183 Object from a party member	475-477 1d8 keys	889-891 A live Brownie
184-186 handkerchief (blue)	478-480 An April Fool's gag	892-894 crumpled hat
187-189 Macintosh apple sticker	481-483 Gnomeflinger	895-897 A live chicken
190-192 potion of cure light wounds	484-486 rusted lockpicks (useless)	898-900 halter
193-195 rodent skeleton	487-489 Bottle of Celebration Punch	901-903 Eyeglass case
196-198 purple glass	490-492 Nightwatch(C) armband	904-906 jar of honey
199-201 spork	493-495 Minor spelljamming helm	907-909 jalapeño (on a steeck)
202-204 Chiken eggs (broken)	496-498 usable lockpicks	910-912 Wand of Wonder
205-207 dirty tissues	499-501 6' tall neon outlined metal	913-915 2d8 copper pieces
208-210 ruby (value 45 steel pieces)	502-504 Random God/Goddess	916-918 1d4 platinum pieces
211-213 Kender Fork of Attraction	505-507 Crown Royal (C) bag	919-921 1d4 oak leaves
214-216 roll of duct tape	508-509 miniature metal dragon	922-924 Spam (tm)
217-219 handkerchief (white)	510-512 betamax video cassette	925-927 panpipe (Pipes of Vendyr)
220-221 spool of copper wire	513-515 Marihuana	928-930 purple chalk
222 Cauldron of Infinite custard pies	516-520 silver brooch (25 st.p.)	931-933 flute
223-225 Koosh(tm) ball	521-525 potion of truth	934-936 d4 sq. ft. of astroturf
226-228 coffee-pot	526-530 Rabbitslayer	937-939 scissors
229-231 brown mouse (dead)	531-535 Mouse trap (Ouch!!!)	940-942 bird cage
232-234 Fizban's hat	536-540 Mage powerstone (he's not happy)	943-945 clam shell
235-237 bend straw	541-545 pair of sandals	946-948 lantern cover
238-240 Chihuahua	546-550 Wild Coyote's tiny umbrella	949-951 flourecent spray paint
241-243 white mouse (alive)	551-554 sash (orange)	952-954 glass bottle
244-246 floor tile	555 Universal solvent	955-957 mosquito net
247-249 blood stained arrowhead	556-560 green sash	958-960 piece of parchment
250-252 pillow	561-565 purple sash	961-963 scroll of protection: plants
253-255 slingshot	566-570 yellow sash	964-966 d6 peppercorns
256-258 Mickey Mouse (tm) ears	571-575 keg of kenderlager	967-969 chicken bone
259-261 jar of fleas	576-580 skin of ale	970-972 bottle of Tobasco (tm) sauce
262-264 belt buckle	581-585 attack squirrel	973-975 hawk feather
265-267 map case (empty)	586-590 bag (1 lb.) of salt	976-978 glass eye
268-270 paper	591-595 Knife +3	979-981 flea circus
271-273 left-handed smoke shifter	596-600 jar of nutmeg	982-984 glue
274-276 salt shaker	601-605 finger cymbols	985-987 inflatable beach ball
277-279 Chinese finger trap	606-610 apple	988-990 noble's signet ring
280-282 iron key (magical - will open wizard locks)	611-615 bag (1/2 cup) of flour	991-993 ring of protection +1
283-285 1d10 useless maps	616-620 roller skates	994-996 Scarab of Insanity
286-288 useful map	621-625 water skin	997-999 3d6 +1 arrowheads
289-291 pumpkin	626-630 hallucinatory cigar	1000 Ring of Invisibility
292-294 red glass bowl	631-635 horseshoe	
295-297 powdered minotaur horn	636-640 bridle	
298-300 gnomish sketch	641-645 flight ring	

KOBOLDS (COST = -95)

-1 to IQ (-10 points), -2 to ST (-15 point), -3 to DX (-20 points) and -1 to HT (-10 points).

ADVANTAGES

15 Infravision

DISADVANTAGES

15 Cowardice

5 Uneducated

15 Inconvenient size

5 Reduced move -1 due to their short legs (does not affect dodge)

15 Weakness: Bright light (penalty of -3 to all actions taken in bright light, including sunlight)

5 Hate Gnomes (attack gnomes on sight; their hatred for gnomes knows no bounds)

DESCRIPTION

Kobolds are reptilian humanoids who stand barely 3' tall. These sadistic, subterranean humanoids always attack gnomes on sight; their hatred for gnomes knows no bounds. However, they do not hesitate to attack other foes, as long as they have overwhelming odds. They prefer not to close with enemies until the enemy has been sufficiently weakened. They enjoy setting pits and snares for the larger humanoids.

LIZARDMEN (COST 55/65/125)

RACIAL ADVANTAGES: 115

- 20 DAMAGE RESISTANCE (DR 4)
- 15 CLAWS (+2 DMG)
- 15 PERIPHERIAL VISION
- 5 EXTRA STRIKER (TAIL)
- 10 EXTRA STRIKER (ARM x 2)
- 50 FULL COORDINATION (TAIL)

RACIAL DISADVANTAGES: 60

- 15 ODIIOUS PERSONAL HABIT (Eat Other Sentient)
- 5 ODIIOUS PERSONAL HABIT (Eat Meat Raw)
- 10 BLOODLUST
- 15 VOW: NEVER BACKOUT/RETREAT FROM A FIGHT
- 15 VOW: MEETS ALL COMBAT AS LONG AS IT IS FAIR

OPTIONAL: 10/60

- 10 STRIKER ARM -> FULL ARM (x2)
- 50 FULL COORDINATION (2nd arm)

DESCRIPTION

Lizardmen are humanoid lizards. They walk on two legs and can use their front "arms" just as any humanoid could. Their tails have no manipulation ability but often are used to strike extra blows or sweep opponents off their feet. Lizardmen are green, scaly creatures with either green flat faces or alligator like snouts.

Hide Factor: 9 Since lizardmen are completely scaly they must wear clothing that covers their entire body. It must be loose to allow the hiding of the tail without suspicion.

OGRES (COST = 0)

IQ-4 (-30 points), ST+6 (70 points), DX-3 (-20 points) and HT+1 (10 points).

ADVANTAGES

- 7 Extra Hitpoints +7
- 3 DR +1
- 5 Sharp teeth

DISADVANTAGES

- 5 uneducated
- 10 inconvenient size
- 20 hideous appearance
- 20 Reputation -4: slaving monster

DESCRIPTION

The cousins of the Irda do not share their beauty. Evil ogres stand 9' tall and cover their gray, warty skin with loincloths and rags. Their faces are studies in brutality, depravity, and cunning cruelty. Ogres have barely more intelligence than the beasts but are brutal, depraved and chillingly cunning. they tend to wander the wilds scavenging what they can.

OGRES, GIANT (COST = 40)

IQ-3 (-20 points), ST+10 (100 points), DX-3 (-20 points) and HT+1 (10 points).

ADVANTAGES

- 11 Extra Hitpoints: 11
- 9 DR 3
- 5 Sharp teeth

DISADVANTAGES

- 5 Uneducated
- 10 Inconvenient size
- 20 Hideous appearance
- 20 Reputation -4: slaving monster

DESCRIPTION

Giant ogres stand 24' tall - even kneeling, they rise above the heads of the other ogres. They have tusklke teeth that protrude from their broad mouths and are generally smarter than regular ogres. Giant Ogres are rare. Although smarter than their common ogre brethren, giant ogres are usually found filling the same niche as the common ogre.

OGRE MAGES (COST = 15 TO 65)

IQ-2 (-15 points), ST+4 (45 points) and DX-2 (-15 points).

ADVANTAGES

- 15 Magical aptitude
- 4 Extra hitpoints: 4
- 6 DR 2
- 5 Sharp teeth

DISADVANTAGES

- 10 Inconvenient size
- 10 Ugly appearance
- 20 Reputation -4: evil, slaving monster

SPELLS

10 to 60 points invested in spells.

DESCRIPTION

Ogre mages stand 10 ' tall. They have lean bodies and share their cousins' look of bestial cruelty, though they appear much smarter. They also usually have horns protruding from their heads. Ogre mages are a dangerous foe. Believed to actually be a slightly different species to the common ogre, ogre mages combine the strength of the ogre race with greater intelligence and magical abilities. They are, almost without exception, Evil.

OGRES, HALF (COSTS = 30)

ST+4 (45 points) and HT+1 (10 points).

ADVANTAGES

- 3 DR1
- 2 Extra hit points: 2

DISADVANTAGES

- 10 Ugly appearance
- 20 Reputation -4: evil, slavering monster

DESCRIPTION

Finally (and rather abominably) come half-ogres, crossbreeds between Evil ogres and humans. They appear like human throwbacks to the time of caves and clubs. Half-ogres can be fearsome enemies indeed. Combining the intelligence and dexterity of humanity with the strength of their ogre parent a half-ogre can be found in any niche that will accept him.

ORCS: THE NOBLE NATIVES (COST = -9) (OFFICIAL)

Here is the revised orc: An Alternate View of Fantasy Role-Playing's Cannon Fodder. by Stu Venable and Bill Roper

IQ-1 (-10) , HT+2 (+20)

ADVANTAGES

- 5 Alertness +1
- 1 Brawling at DX

DISADVANTAGES

- 10 Intolerance to other races
- 15 Orc Code of Honour (See below)

ORCS CODE OF HONOR

The only reason orc civilisation has survived is the strong bond each Orc has to his fellow warriors. This bond is described as the Orc Code of Honour.

1. Never abandon a fellow Orc in battle.
2. Never surrender, never retreat.
3. Never refuse the opportunity to fight.

SOCIETY

Orcs are often described as brutal, ruthless, and stupid - typical combat fodder. Hardly a worthy foe. This is an attempt to rewrite orcs as a warrior race, noble in their brutality, calculating in their ruthlessness, and not so stupid.

The hierarchy of orc society is based on strength and ruthlessness. Other races will see Orcs as stupid, but they are not. If one were to ask them to name one of Shakespeare's plays, they would probably be stumped, but ask them the Five Easiest Ways to Kill a Foe, and even the dullest will recite them with ease. Orcish intellect is best suited to matters of war and killing, they care little for more lofty pursuits. Orcs are tough. Soon after they are weened, Orcs begin to fight - first their siblings, then their companions, and finally other races. Weak, frail Orcs rarely survive to adolescence. Orcs are warriors. They love all things war, and they hate cowardice, surrender, and defeat. Add all these factors together, and Orcs look far more intimidating.

PLAYING AN ORC

The New Orc is very different to the old cannon fodder, and as such it is suitable for a player character. Orcs are strong figures, proud of their history as a warring people. They are aloof to those they consider weak, and they'll grudgingly respect any non-Orcish warrior who fits into their model of a brave fighter. They do not believe in thinking through problems when force will bring an acceptable outcome. However, they do not go into battle without proper preparation. The orcish mind (being geared toward war) is also a strategic mind. A well-fought battle is not just one that is won, but one that is well planned.

A FINAL WORD

I've always found it disconcerting that the "bad guys" in most role-playing games practiced evil for evil's sake. Very few people (even those most would categorise as evil) consider themselves evil. In a sentient being's mind, its actions are usually justified.

ROCK MEN (COST 38/63)

ST+2, DX-2, IQ-2, HT+2

RACIAL ADVANTAGES: 248

20 MANA DAMPNER (Self Only, Always On, 4 Levels)

Players choice if this includes PSI. Remember PSIs may be your only healing path

228 BODY OF STONE (DR 25, PD 10)

RACIAL DISADVANTAGE: 185

50 VULNERABILITY: WEAPONS THAT PENETRATE DO DOUBLE DMG

50 VULNERABILITY: NATURAL COLD ATTACKS DO DOUBLE DMG

This includes spells which create cold things like, frost, ice shards and so on, the cold spell would not count.

50 SLOW HEALING (1 every 6 days)

20 REDUCED MOVE (-4 MOVE)

15 POOR MANIPULATORS

Can't repair, tie knots or grasp small things but can grasp larger things

OPTIONAL DISADVANTAGE: 25

PARTIAL SESSILITY (Become Statues during Night Hours)

DESCRIPTION: Tall humanoid form. Skin of Stone. Internals organs comprised of partially melted stone.

HIDE FACTOR: 8 Needs clothing that cover entire body.

WEMIC (LION CENTAURS) (COST = 103)

IQ-1 (-10 points) and HT+2 (20 points).

Wemics use the split ST for Hybrid races rule (GURPS: Fantasy Folk p. 11). Their humanoid upper bodies have +3 ST with the No Jumping Bonus limitation, while their equine lower bodies have enhanced ST 26 with the No Fine Manipulators limitation (61 points).

ADVANTAGES

- 3 DR+1
- 10 Enhanced Move: Running x1
- 5 4 legs
- 25 Increased speed
- 15 Claws

DISADVANTAGES

- 10 Inconvenient Size
- 15 Phobia: Mild Claustrophobia
- 10 Intolerance

SKILLS

- 1 Jumping DX
- 4 Running HT
- 4 Survival: Plains IQ

DESCRIPTION

Wemics are the leonine counterparts to centaurs. They are humanoid from the waist up, but have the body of a lion supporting them. Males develop a mane of long black hair.

Natives of the plains, Wemic are nomadic hunters. Wemics travel in small packs and shun societies other than their own. Wemics are usually of Neutral alignment.

WINGED PEOPLE, THE (COST = 50)

+1 DX (10pts)

ADVANTAGES

40 Flying

DESCRIPTION

The winged people are the offspring of Hu and Visha, the wind goddess, who he seduced.

From: *GURPS AZAD* (the book that never was).

BARBARIANS

BARBARIANS (COST = 10 OR LESS) (USUALLY AROUND -10)

IQ -1, ST+1, HT+1 and another +1 distributed among ST, DX or HT (depending on the tribe).

Note: Barbarians are not superior to humans, the natural selection in their culture just evolved differently (survival of the fittest). The +1 variant stat should be the same for all members of a specific tribe.

Each barbarian tribe has its own individual culture but here are common ads. & disad.:

DISADVANTAGES

- 5 Social Stigma: Outsider/Barbarian' (reaction -1)
- 5 Primitive
- ? Other (In most cases the tribes also have disadvantages that are 'normal' to them. Some tribes have Codes of Honour, Delusions, berserk, and peculiar social structures).

EXAMPLES:

- 1) THE HODIRI are at TL 2 (Primitive -5 points), they have a +1 reputation as the second most famous horsemen on Hârn (the Chelni are better)(5 points), they have Odious Personal Habits -2 (Revolting Table Manners), and the Minor Delusion: "Wizards are all tricksters, and priests aren't much better." (-5 points). IT COSTS -10 POINTS TO BE A HODIRI.
- 2) THE FEROCIOUS KUBORA of the North West are at TL 2 (Primitive -5) and have a -3 Reputation as merciless, ferocious, war-mongers (-15 points). All Kubora Males are Hideous to outsiders due to their habit of facial scarring (which they share with neighbouring tribes. This doesn't affect the reaction of other Kubora (-20 points). All males have Combat Reflexes. (15 points). IT COSTS -20 POINTS TO BE A KUBORA male. Kubora women are Second Class Citizens.
- 3) THE PACIFIC BUJOC on the other hand are required to take a Vow of Total Pacifism (-30 points) or face exile from the tribe. They have a +1 reputation (as being Mostly Harmless) (5 points) and are also at TL 2 (-5 points). IT COSTS -25 POINTS TO BE A BUJOC.

A common advantage for a barbarian is fearlessness but not necessary

From: *GURPS HORSECLANS*

SHAMANS (COST = VAR) (USUALY AROUND -5)

ST+1

ADVANTAGES

Var Can have magic sensitivity, magery 1 or magery 2

DISADVANTAGES

Same as for Barbarians

Shamans are the magico-religious leaders of the 'Barbarian' peoples. Their authority may come from a number of sources not all of which are magical in nature:

1. Most Shamans are mages. They are often outside the common disciplines of magic (although they could learn them given the opportunity). They tend to learn by oral means and their spells tend to be concentrated in the Animal, Plant and Healing Magic. In general they have no spells that require more than Magery 2 and/or IQ 14+, but this is not a restriction for great villains or player characters. In their own realms they are second only to the chief. In the cities they would be very old apprentices. None the less some tribal shamans have been the full equal of any mage.
2. Talent Master Shamans have one or more Psionic Abilities.
3. Some Shamans have absolutely no magical or psionic powers at all. Known as Skillmaster Shamans they concentrate on Psychology, Medicine skills and Survival skills that will aid their tribes.
4. Some people maintain their authority as tribal Shaman by using (or abusing) a magical device made by someone else. This should be assessed in Character Points in the same way as the Unusual Background Advantage.
5. Religious Shamans derive their powers from serving some supernatural being. They perform "miracles" similar to spells but less extensive.

From: *GURPS HORSECLANS*

FARIE FOLKS

BROWNIES (COST = -17)

ST-7 (-60), DX+4 (45), IQ+1 (10), HT-4 (-30)

ADVANTAGES

- 6 Acute Hearing +3
- 6 Acute Vision +3
- 15 Charisma +3
- 10 Night Vision
- 5 Animal Empathy
- 15 Unaging
- 22 Magery 3 (Animal college only)

DISADVANTAGES

- 10 Ugly -2
- 20 Enemy: Goblins (9 or less)
- 20 Fragile
- 10 Impulsiveness
- 15 Inconvenient size
- 1 Quirk: prefer not to engage in direct combat (prefer surprise and indirect attack).

SKILLS

- 4 Stealth DX+1
- 8 Bow DX+1
- 2 Alchemy: Sprite Poisons (this is a magical poison witch only works for them) IQ
- ½ Language: elven
- ½ Language: halflings

DESCRIPTION

These earth spirits enjoy a reputation for being cheerful and helpful little creatures. Peaceful and friendly, brownies live in pastoral regions, foraging and gleaning their food. They are devoid of mischief and prefer to live in harmony with mortals. They are small and hairy, with flat faces and pinhole nostrils, but their happy smiles and extrovert character create an instant feeling of goodwill. Mortals with similarly cheerful and innocent natures will often see brownies. Brownies enjoy playing with children, telling them stories and helping to make such artefacts as wildflower posies and daisy chains. Brownies dislike any expression of gratitude for their assistance, and will never accept gifts. The presence of Brownies is a sure protection against goblins. Brownies know how to make powerful poisons from the forests, and how to poison their tiny arrows so that they can even make the largest of creatures fall asleep after only one direct hit. (See Pixies in the combat sections for details). Brownies speak their own language and those of pixies, sprites, and common.

Brownies know every nook and cranny of the areas where they live, and thus make excellent guides.

FAIRIES (COST = 54)

ST-8 (-80), DX+4 (45), HT-4 (-20)

ADVANTAGES

- 4 Acute Hearing +2
- 6 Acute Vision +3
- 25 Very Handsome
- 10 Night Vision
- 30 Flight: winged
- 44 Invisibility: normal human vision (at will +10%, objects can be carried "light enc." +20%, visible to animals -20%)
- 15 Unaging
- 35 Magery 3

DISADVANTAGES

- 5 Code of Honor: courtliness
- 20 Fragile
- 10 Impulsiveness
- 15 Inconvenient size
- 10 Bad Temper
- 5 Incompetent Cooks -5

SKILLS

- 2 Flight DX+1
- 1 Savoir-faire IQ
- 2 Stealth DX

DESCRIPTION

Also known as the Little People, fairies are a miniature (5' tall) form of perfect human and immortal. They have iridescent, ephemeral butterfly wings, and small antennae. They have many duties, like appearing into a household to lavish gifts upon a new baby, but if they are not treated with extreme tact, they will curse the child with a taboo. In extreme cases they may afflict the adults with baldness, rheumatism or impotence. They have limited invisibility, only being visible to animals (birds, dogs, cattle, etc.). Using their fairy Glamerye, they can make themselves visible to humans.

Fairies live in barrows and hollow hills. Fairies are vegetarian, but they are too impatient to be gardeners, so they gather food from the forests. They are also terrible cooks, so they sometimes steal food from humans, often doing some favor for them in exchange. They are beautiful, graceful, and tactful, and have no concept of clumsiness and stupidity.

Fairy tricks include tricking someone into finding gold, and as they walk home, they realise their bag is getting lighter, until there is nothing but dead leaves in it. An offended fairy is a dangerous enemy. Their most serious anti-mortal activity is that of stealing beautiful babies and putting changelings in their cradles. Because of their size, anyone attempting to hit them gets a -6 to their attack roll. As for movement, they may fly at three hexes a turn at full speed.

PIXIES (COST = 32)

ST-7 (-60), DX+4 (45), HT-4 (-30)

ADVANTAGES

- 4 Acute Hearing +2
- 4 Acute Vision +2
- 5 Attractive
- 10 Night Vision
- 30 Flight: winged
- 22 Magery³ (Mind control college only and the spell perfect illusion)
- 52 Invisibility: normal human vision (at will +10%, objects can be carried "light enc." +20%)
- 15 Unaging

DISADVANTAGES

- 5 Code of Honor: courtliness
- 20 Fragile
- 10 Impulsiveness
- 15 Inconvenient size
- 5 Trickster (only 5 points worth because it doesn't apply solely to dangerous foes)
- 10 Bad Reputation: prankster

SKILLS

- 8 Bow DX+1
- 2 Alchemy: Sprite Poisons (this is a magical poison which only works for them) IQ

DESCRIPTION

Pixies are a bit larger than a human hand. When visible, they resemble small elves, but with longer ears. Pixies have two silver wings, like those of moths. They have red hair and turned up noses and green eyes. They wear closefitting suits of bright green which acts as camouflage in lush pastures.

Pixies are malicious tricksters. travellers astray. They use their illusion powers to accomplish this, hence the expression "pixie-led" for one who has lost his way. They like to frighten maidens, rap on walls, blow out candles, and play in water. Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they do not. Pixies carry no treasure, but sometimes have a hoard in their lair to impress visitors. Pixies use treasure to taunt greedy people, and then play merciless pranks on them until they abandon their search for the pixies' fortune. If the victim shows no greed and exhibits a good sense of humor about their pranks, the pixies may allow that individual to choose one item from their hoard.

Farmers usually keep on good terms with pixies in their districts by leaving buckets of water outside for pixie mothers to wash their babies in. They leave milk on the kitchen table for them to drink, and keep the hearth swept clean for pixies to dance on at midnight.

Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name, and family and community loyalty is very important to pixies. Their life span is about 300 years.

Pixies eat fruits and nectar. The most famous by-product of pixies is pixie dust, also known as dust of disappearance. Crushing 50 pixie wings into a fine powder creates one dose of dust of disappearance. Naturally, pixies frown on this use of their wings. Pixies speak their own language, Common, and the language of sprites. They can become visible at will, for as long as they desire.

COMBAT

Due to their extremely small size, anyone attempting to attack them get a modifier of -6 to hit. Pixies carry sprite-sized swords (thr -1, sw -3) and bows. Bows have a range half that of a human short bow. Their arrows does 1D4+1 points of damage and are coated with a special alchemycal poison witch they make from forest plants. Any creature struck by the drugged arrows must make a successful HT roll or fall into a deep sleep lasting 1d6 hours; they can make the largest of creatures fall asleep after only one direct hit. Normally pixies do nothing more than take their victims to safe a place very far away (often confiscating their weapons in the process), though evil creatures may be slain.

UNDEADS

ABOMINATIONS (COST = 40)

ADVANTAGES: 550

400 Special extra hit points: + 80 HP (See Below)

100 Damage resistance: DR +20

50 Special regeneration

Character heals by damage that doesn't get through DR. The character starts with 0 Extra Hitpoints and every time the character is hit, any damage blocked by DR adds Extra Hitpoints (up to a max of 80). Damage exceeding the DR is subtracted from Extra Hitpoints first. Thus a damage of 30 points gains the character 20 Extra Hitpoints of which 10 are lost due to the damage that exceeded DR.

DISADVANTAGES: 510

100 Vulnerability: Magical/Enhanced Weapons Do Double Damage

100 Vulnerability: Magic/Psi Attacks Do Double Damage

100 Vulnerability: Energy/Radiation Weapons Do Double Damage

Lazers, Rad weapons. If a Rad/Lazer spell is use, both multipliers apply, thus damage x 4

60 Weakness: Light Extra Hitpoints are reduced at 1D/Min (only extra hitpoints are affected)

60 Weakness: Darkness 1D/Min (Extra Hitpoints Only)

Extra Hitpoints are reduced at 1D/Min

90 Vulnerability: use of extended hit points

Using Extra Hitpoint for anything but life (ie. for casting or having mages borrow it) results in 30D damage.

DESCRIPTION

Abominations may come in any shape or size. Usually appearance is of the dead character with (possibly) parts missing. UNDEAD of this type do NOT need to be whole when raising. Abominations are comprised of a mud like appearing texture but the texture is, in all other respects, like normal skin except when the damage done by normal weapons is not high enough to pass the 20 DR. In such a case the weapon goes into the body as if it had hit mud. Parts of an Abomination that are severed from the rest of it will rot away in 1D (HT) turns.

HIDE FACTOR: 8-10 Abomnations must be completely covered in clothing to hide themselves. It might be possible for a Abomination to pass by people in relatively dark places but any close contact would reveal them. If the abominations are missing body parts that a normal character would not be missing (eg. jaw, half the skull, part of the rib cage) they must take extra measures to hide that (although a 'good' explanation might explain this).

BANSHEE (COST 45)

RACIAL ADVANTAGES: 296

- 30 Don't Breath
- 30 Don't Eat or Drink
- 10 Don't Sleep
- 40 Flight
- 75 Special Healing (x3)
When a Banshee elects to wail on one person (instead of 3) it heals three time the amount of hitpoints that the target was damaged for (a transfer of the target's life to itself).
- 100 Increased Speed +4
- 105 Sonic Blast
Banshee wail does 1D+1 damage to 3 characters or does 1D+1 damage to one character but heals Banshee.
- 6 Musical Instrument +2

RACIAL DISADVANTAGES: 245

- 20 Invertebrate (1/4 ST for lifting)
- 100 Slow Healing (1 HP roll every 11 days)
- 20 Dependency (Hourly on Music (instrumental or voice))
- 20 Reputation: Cursed Banshee Wail (-4)
- 20 Hidden Hideousness
Reaction roll -8. A banshee may have any appearance but once it wishes to use any of its powers then it turns Extra Hideous (Demonic looking appearance). Attractive appearance may be purchased for half price since it is only temporary.
- 5 Intolerance of Unprofessional Musical Talent (Skill below 15)
- 10 Intolerance to Anything Noise Producing
- 50 Vulnerability: 5D damage when hit with anything non-real
Banshees take 5D extra damage when hit with anything that is not real. This may include illusions, holograms and spells & tech that convince the character he/she has been hit.

DESCRIPTION: Appears normal in all ways except when hit. In this case "hit" is interpreted as forceful application of pressure upon the banshee's body. Thus snow, rain or a fallen feather will not constitute a hit but hail, weapons or a hardy slap on the back does. When a banshee is hit the area becomes translucent or transparent and causes a ripple effect (like a pebble thrown into a still lake). Obviously if they use their powers, they will instantly be discovered (because of the hideous transformation).

HIDE FACTOR: 1 No special clothing needs to be worn to hide body parts. Care should be taken to ensure that "hits" do not occur.

POLTERGEIST (COST = 46)

RACIAL ADVANTAGES: 341

- 30 DOESN'T BREATHE
- 40 ENHANCE MOVE (Move+3Move, Combat Move/Dodge not affected)
- 40 INVISIBILITY
- 40 INSUBSTANTIAL (PERMANENTLY)
- 125 MINDSHARE: Intelligent, Planetwide, Global Consciousness (60+25+30+10)
- 25 SILENCE (+5)
- 41 PSI: PSYCHOKINESIS - TELEKINESIS (MH)

RACIAL DISADVANTAGES: 295

- 20 FRAGILE
- 20 INVERTABRATE
- 35 LEGLESS
- 30 ARMLESS
- 45 REDUCED HITPOINTS (-9)
- 50 VULNERABILITY: WEAPONS DO NORMAL DAMAGE
They are normally vulnerable to weapons but still able to walk through solid objects
- 15 COMBAT PARALYSIS
- 80 WEAK WILL (Except On MindShare Fright Check)

DESCRIPTION

Patches of solid air.

SKELETONS (COST 49)

RACIAL ADVANTAGE: 244

8 MAGICAL APPTITUDE (FOR RACIAL ADVANTAGES ONLY)

28 SPELL: TELEPORT IQ+5

28 SPELL: INST REGENERATION IQ+5

80 EXTRA FATIGUE (FOR INST REGEN SPELL ONLY)

100 REGENERATION

RACIAL DISADVANTAGE: 195

50 VULNERABILITY: Double Damage From Fire

50 VULNERABILITY: Double Damage From Ice

25 WEAKNESS: (Rare @ 1D per 12sec) NAMED WEAPONS

Any weapon that the skeleton knows is named or has the name directly on it. Note: If the weapon is named, but neither the skeleton knows it nor is it imprinted on the weapon then the weakness does not apply.

30 DEPENDANCE: (Somewhat hard to find; Daily)

Graveyard or other Unholy place for sleeping

10 BLOODLUST

10 BAD TEMPER

10 INTOLERANCE OF FLESHOIDS

5 SKINNY

5 NO SENSE OF TASTE/SMELL

DESCRIPTION: Skeletons appear in proportions to the original character but with all the flesh gone leaving only the skeleton. Obviously character that do not have a skeleton can not be raised to this UNDEAD. The skull has no eyes, but each eye socket contains orange-red coal like "eye". The "eye's" seem to glow when looked at but do not actually illuminate.

HIDE FACTOR: 8 The entire body (including head) must be covered in clothing to prevent discovery. The face must remain hidden at all times.

WRAITH (COST 55)

ST+5 IQ-5

RACIAL ADVANTAGE: 375

40 FLIGHT

45 INVISIBILITY (AT WILL, AUTOMATIC IN COMBAT EXCEPT ON SWING)

25 SEE INVISIBLE

50 INCREASED STRENGTH

50 FULL COORDINATION

55 CLAWS (THRUST+2/IMP or SWING+2/CUT)

25 DARK VISION

15 INFRAVISION

40 SPECTRUM VISION

25 360 VISION

5 POLARIZED EYES

RACIAL DISADVANTAGE: 320

100 VULNERABILITY: TECH & MAGIC WEAPONS (NOT MAGIC ITSELF) + 10D

100 SLOW HEALING (1 HT in 11 days)

50 WEAKNESS (Rare @ 1D per 12s): TELEPORT/TIMEPORT GATES

15 BESERK

20 HIDEOUS

35 LEGLESS

DESCRIPTION: The Wraith appears like a Skeleton (see Skeleton) except that the UNDEAD ends at the bottom of the rib cage. Instead of skeletal fingers, Wraiths have huge claws.

HIDE FACTOR: 9 Like Skeletons, Wraiths must be clothed completely to be able to hide. But on top of this, Wraiths must have long sleeved arms (or robes) to hide their claws and must not expose them. Wraiths also have the added problem that they have no legs so only clothes like robes can be worn and even they don't always hide this well.

MONSTER RACES

DRAGONS!

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DESCRIPTION

Dragons are winged, fire-breathing monsters of fearsome aspect and awesome power clad in gleaming scales. Although they bear a superficial resemblance to some dinosaurs, or perhaps to gigantic lizards, they have little or nothing in common with these creatures; in fact, they are intelligent, magic-using beings. Dragons can be any colour; red and gold are common, but their glittering armour can be deep green, shiny black, silver or even translucent and rainbow-hued. They have mighty, venomous fangs, sharp talons, and a tail capable of striking lethal blows. Their senses are superior in every way and the senses of old and powerful Dragons are rumoured to extend into the supernatural sphere. Since Dragons assume ever-more-powerful forms as they age, each age category (*Young, Adult, Old and Ancient*) will be treated as a separate racial template. As a Dragon gets older, it will gradually gain the capabilities of the next highest age category; Dragon PCs should probably dedicate most of their earned character points to buying these traits, or to improving spells.

The height (length) of a Dragon in inches is calculated as follows: figure its height normally, before adding any racial ST modifiers (but after adding personal ST modifiers), then multiply by 2.1 for Young Dragons, 3.7 for Adult Dragons, 5.2 for Old Dragons and 7.3 for Ancient Dragons. Weight (in lbs.) is $7 * \text{length (in inches)} - 380$ lbs.

Regardless of their age category, all Dragons share certain features:

Firstly, Dragons have sinuous, heavily muscled bodies with huge, bat-like wings and moderately agile foreclaws; they prefer to either walk on all four legs or to fly. The senses of a Dragon are superior to those of almost any natural creature and are reflected as such in the advantages below. In addition, since Dragons are virtually immortal, not to mention supernaturally tough, they qualify for additional advantages. Finally, although extremely intelligent, Dragons are still rapacious monsters who see themselves as being superior to every other race. They are greedy and lofty by nature, and are not above killing and eating anyone who gets in their way!

ADVANTAGES (common to all age categories)

- 15 Magery 1 (Dragons are magical creatures)
- 5 4 Legs
- 5 Extra Encumbrance
- 15 Flexibility
- 24 Flight: Winged, Cannot Hover
- 15 Acute smell: can smell a prey or person with an smell of IQ +8 (normal range modif. apply)
- 15 Combat Reflexes
- 100 Full Co-ordination: x2 (can attack 3 times per turn with any combination of claws, teeth, tail and flame breath.
- 20 Alertness +4
- 15 Discriminatory Smell
- 15 Infravision
- 15 Peripheral Vision
- 12 Telescopic Vision: 4x
- 15 Cast Iron Stomach
- 10 Hard to Kill +2
- 10 High Pain Threshold
- 10 Immunity to Disease
- 25 Regeneration: 1 HT/hour
- 10 Temperature Tolerance x 1
- 15 Unaging
- 20 Fear-inducing roar (15 points) - treat as a Penetrating Call (5points)

DISADVANTAGES (common to all age categories)

- 10 Horizontal
- 10 Inconvenient Size
- 5 Poor Grip
- 25 Constant Dependency on Mana (common).
- 10 Bloodlust
- 5 Gluttony
- 15 Greed
- 10 Intolerance
- 10 Jealousy
- 10 Megalomania
- 15 Odious Racial Habit - Eats Sentient
- 5 Pyromania
- 5 Stubbornness
- 1 Quirk: Like Reptile Men

This "basic Dragon package" is worth 220 points, and is assumed to be included in the specific description for each age category (below).

YOUNG DRAGONS: UNDER 200 YEARS OLD (COST = 550)

ST +10 (110 points), HT +4 (45 points)

ADVANTAGES

- 30 Extra Hit Points: +6
- 10 Enhanced move: running (due to their long limbs)
- 20 Extra Reach: 1 yard (total 2 yards) with their two forelimbs
- 15 Claws
- 5 Sharp Teeth (inflict cutting damage and deliver a Corrosive Venom (see below))
- 15 Corrosive venom: level 1
- 15 Tail Striker with 2 yards of reach
- 20 Breathe fire (roll vs. DX) for 1d damage at up to 3 yards of range
- 25 PD 1 (due to hide)
- 12 DR 4 (due to hide)
- 4 *Extra* DR 4: versus fire only
- 10 Eyes are protected by a Nictating Membrane: PD 2 / DR 1
- 4 Fearlessness +2

DISADVANTAGES

- 25 Monstrous Appearance: -5 on reaction rolls

Average Young Dragon:

ST 20, DX 10, IQ 10, HT 14/20, PD 1, DR 4

Speed: 6.0, Move: 12 (land), 12 (air)

Th: 2d-1 / Sw: 3d+2

Claw: Cr 2d-1, Bite: Cut 1d + 1d venom

Tail Smash: Cr 2d-1, Flame: 1d

ADULT DRAGONS: 200 TO 400 YEARS OLD (COST = 795)

ST +20 (175 points), IQ +1 (10 points), HT +4 (45 points)

ADVANTAGES

- 80 Extra Hit Points: +16
- 10 Enhanced move: running (due to their long limbs)
- 10 Enhanced move: flight (Strong fliers)
- 40 Extra Reach: 2 yard (total 3 yards) with their two forelimbs
- 40 Talons
- 5 Sharp Teeth (inflict cutting damage and deliver a Corrosive Venom (see below))
- 30 Corosive venom: level 2
- 20 Tail Striker with 3 yards of reach
- 26 Breathe fire (roll vs. DX) for 2d damage at up to 6 yards of range
- 50 PD 2 (due to hide)
- 15 DR 5 (due to hide)
- 5 *Extra* DR 5: versus fire only
- 20 Eyes are protected by a Nictating Membrane: PD 4 / DR 2
- 4 Fearlessness +2

DISADVANTAGES

- 25 Monstrous Appearance: -5 on reaction rolls

Average Adult Dragon:

ST 30, DX 10, IQ 11, HT 14/30, PD 2, DR 5

Speed: 6.0, Move: 12 (land), 24 (air)

Th: 3d / Sw: 5d+2

Claw: Imp 3d/Cut 5d+2, Bite: Cut 1d+2 + 2d venom

Tail Smash: Cr 3d, Flame: 2d

OLD DRAGONS (C.400 TO 1000 YEARS OLD) (COST = 1035)

ST +40 (185 points), IQ +2 (20 points), HT +5 (60 points)

ADVANTAGES

- 165 Extra Hit Points: +35
- 20 Enhanced move: running (2 levels) (due to their long limbs)
- 10 Enhanced move: flight (Strong fliers)
- 60 Extra Reach: 3 yard (total 4 yards) with their two forelimbs
- 55 Long Talons
- 10 Fangs (inflict impaling damage and deliver a Corrosive Venom (see below))
- 30 Corrosive venom: level 2
- 25 Tail Striker with 4 yards of reach
- 32 Breathe fire (roll vs. DX) for 3d damage at up to 9 yards of range
- 75 PD 3 (due to hide)
- 21 DR 7 (due to hide)
- 7 *Extra* DR 5: versus fire only
- 30 Eyes are protected by a Nictating Membrane: PD 6 / DR 3
- 10 Fearlessness +5
- 15 Danger sense

DISADVANTAGES

- 30 Horrifying Appearance: -6 on reaction rolls (requires a Fright Check)

Average Old Dragon:

ST 50, DX 10, IQ 12, HT 15/50, PD 3, DR 7

Speed: 6.25, Move: 18 (land), 24 (air)

Th: 5d+2 / Sw: 8d-1

Claw: Imp 5d+4/Cut 8d+1, Bite: Cut 2d+2 + 2d venom

Tail Smash: Cr 5d+2, Flame: 3d

ANCIENT DRAGONS (OVER 1000 YEARS OLD) (COST = 1405)

ST +80 (205 points), IQ +3 (30 points), HT +6 (80 points)

ADVANTAGES

- 370 Extra Hit Points: +74
- 20 Enhanced move: running (2 levels) (due to their long limbs)
- 20 Enhanced move: flight (2 levels) (Strong fliers)
- 80 Extra Reach: 4 yard (total 5 yards) with their two forelimbs
- 55 Long Talons
- 10 Fangs (inflict impaling damage and deliver a Corrosive Venom (see below))
- 45 Corrosive venom: level 3
- 30 Tail Striker with 5 yards of reach
- 38 Breathe fire (roll vs. DX) for 4d damage at up to 12 yards of range
- 100 PD 4 (due to hide)
- 33 DR 11 (due to hide)
- 9 *Extra* DR 9: versus fire only
- 30 Eyes are protected by a Nictating Membrane: PD 6 / DR 3
- 15 Unfazeable
- 15 Danger sense

DISADVANTAGES

- 30 Horrifying Appearance: -6 on reaction rolls (requires a Fright Check)

Average Ancient Dragon:

ST 90, **DX** 10, **IQ** 13, **HT** 16/90, **PD** 4, **DR** 11

Speed: 6.5, **Move:** 18 (**land**), 36 (**air**)

Th: 10d / **Sw:** 12d

Claw: Imp 10d+2/Cut 12d+2, **Bite:** Cut 4d+2 + 3d venom

Tail Smash: Cr 10d, **Flame:** 4d

IFRITS (COSTS = 95)

A New PC Race for Fantasy or SF Games by Chris McCubbin

Note: This race was designed for the new [GURPS Fantasy Folk](#), but we ran out of room in the book... and this was the one that got cut. But the Ifrits were too good not to publish, so here they are! exactly as they were meant to be in the *Fantasy Folk* book.

ST +2, DX +2, IQ +2, HT+2 (20 points each for a total of 80 points)

ADVANTAGES

- 5 Extended Lifespan
- 15 Magical Aptitude
- 10 Night Vision
- 35 Winged Flight: Small Wings

DISADVANTAGES

- 10 Bad Temper
- 15 Lecherousness
- 10 Overconfidence
- 15 Reputation -3 on the average

DESCRIPTION

Ifrits are a rare and mysterious race. Some whisper that they are demonic; others say they are simply a very strange type of human. They can have the features and coloration of any human race, and their appearance is usually attractive and healthy (although a small minority are monstrously deformed). Ifrits have normal height for their ST without the racial ST bonus, and normal weight for their ST with the racial bonus. This extra weight is mostly in the wings and muscles -- Ifrits are usually slender. They are distinguished by their small horns, distinctly pointed canine teeth, and small wings (typical wingspan: 4 or 5 feet) which they can fold across their back so they make hardly a bulge under clothing. Some individuals are also said to have barbed tails, cloven hooves and other diabolical accoutrements, but this may just be a tall tale.

PSYCHOLOGY

All Ifrits share a strong ego, a fiery temperament and an unquellably mercurial nature. It is most unhealthy to deliberately insult even the most high-minded of Ifrits. Their natures are intrinsically passionate; an Ifrit is the most ardent of lovers, the most loyal of friends, and the most relentless of enemies. Some philosophers say that an Ifrit is naturally inclined towards destruction, and is innately better suited to slaying and hindering than healing and helping. However, whether the individual's destructive energies are directed against good, evil or both indiscriminately appears to be his or her own choice.

Because all Ifrits are violent, and many are evil, they are widely feared. This is an unfortunate oversimplification. Ifrits have the human power to choose. If many of them are evil, it's because they have been raised in secret by dark cults, to become dark messiahs -- champions of evil upon the earth. Such specially conditioned Ifrits are often more evil... or at least more creatively so... than real demons. But often a new-born Ifrit escapes such a fate, and is raised by good people. Just as with humans, a virtuous upbringing is no guarantee of a virtuous adulthood, but most Ifrits raised in a loving environment become very admirable people . . . in a fiery, inflexible, violent way. They become paladins, adventurers, heroes or martyrs.

Ifrits live twice as long as humans, and mature twice as slowly. The extended adolescence of an Ifrit is a terrifying time -- consider a young woman with the keen intelligence and magical ability of an Ifrit, the experience of a 30-year old, and the mind, body and personality of a 15-year old. The opportunities for severe mischief boggle the mind.

They are intensely magical creatures, and almost all are accomplished spellcasters. Many have become mighty wizards. They can master all of the various schools of magic, but usually avoid Healing and Enchantment spells as unsuited to their temperaments. As might be expected, spells of elemental fire are tremendously favored by all Ifrits. Those of evil intent often excel at necromancy.

Their natural strength, speed and vigor, combined with their fiery temper, make them opponents to be feared in battle. They favor edged weapons -- swords and knives -- both because these are the best weapons to take advantage of their overall physical prowess, and because they are the most common enchanted weapons. Ifrits are fascinated by enchanted weapons, and few members of the race will reach adulthood without having acquired a powerful weapon. Other magical objects are also of interest to an Ifrit, of course, but their most profound obsession is reserved for those items capable of dealing destruction to an enemy.

Few Ifrits excel at craft, art or music. This may be evidence of their intrinsically destructive nature, or they may simply lack the requisite patience for such pursuits. Although they are not themselves artistic, often they are connoisseurs, who surround themselves with rare and valuable things of craft and beauty.

Ifrits, as a group, love learning and new knowledge, and almost all are literate. Many will also write, and some have produced notable literary classics, an exception to the racial tendency against creative pursuits. Rarely, however, is an Ifrit book poetry or a story. Usually they're factual works on learned subjects. The arts of war and magic are by far the most popular subjects, but Ifrits have also produced notable works of science, engineering, history, artistic criticism and philosophy.

Many Ifrits are profoundly religious. They worship, as a rule, according to how they were raised. Thus, an evil Ifrit will loyally serve dark masters -- which encourages those who say the race is demonic -- but a good Ifrit is likely to be a passionate champion of some *non-pacifistic* "good" religion.

ECOLOGY

The genesis of the Ifrits presents many mysteries. Almost all Ifrits are born to human parents. This happens *very* rarely -- perhaps one birth in a million! Ifrits can breed with mankind, though they are not very fertile. The child of an Ifrit and a human will always appear human . . . with a tendency to be attractive, healthy, and mageborn. When two Ifrits breed, the child will always be an Ifrit. However, the race is so uncommon, and Ifrits get along with each other so badly, that most Ifrits come of human stock.

Thus, it seems likely that Ifrits represent a very rare recessive gene combination among humanity. The great-great-great-grandchild of an Ifrit, while appearing fully human, may give birth to another Ifrit. But some religions, both good and evil, teach that the Ifrits are not human at all... they are the children of demons! Some who believe this will seek to slay any Ifrit they encounter. Others will wish to worship or control this "demonic" force.

This belief makes the race rarer still. Many newborn Ifrits put to death immediately by terrified or superstitious parents. Most of the survivors are given up by their parents at an early age and raised under the auspices of a religious organization. Evil cults want to insure that their child grows up, as much as possible, with a demonic disposition, free from any moderating love or human emotion. On the other hand, when a benign religion stumbles upon a young Ifrit, they will do their best to raise the strange child as a power for Good.

A very few Ifrits have tails, hooves, and horrible, mask-like visages. It is notable, however, that all these spent their earliest life under the direct care of an evil cult. Some scholars believe that such features are not born to the individual at all, but are produced by magical operations immediately after the birth, and designed to enhance the demonic appearance of the child. Others say that an evil Ifrit grows to look evil . . . but some of the worst villains of history have been beautiful Ifrits.

Ifrits age very slowly, not reaching puberty until after age 20, and achieving their full growth at about age 35. They begin to age at 100, but twice as slowly as human beings. Curiously, while Ifrits become weaker and more unstable as they age, their outward appearance changes little.

Ifrits can eat anything a human can, but usually prefer red meat, either very rare or raw. Some have a distinct affinity for the taste of blood.

CULTURE

Ifrits have no indigenous culture. This is hardly surprising, since there are seldom more than a few dozen alive at any one time. There are tales of a land of Ifrits, but few believe them . . . because Ifrits do not get along at all well with one another. Even when two Ifrits happen to have identical ethics and world-views (which is very unlikely), they usually still prefer to carry out their respective life-missions far away from one another.

More often two Ifrits will instinctively hate one another and become lifelong enemies; roll any reaction between Ifrits at -6. If they team up temporarily to accomplish some short-term objective, that simply means they will hate each other all the more fiercely later on. Enmity between female and male Ifrits runs particularly hot, though there is sometimes also mutual passion. A Ifrit's interpersonal relationships are usually complex.

Whatever the Ifrits' own true origin, they have little fear of true demons. Indeed, they seem to hold them in contempt, bullying or destroying the lesser spirits, and behaving as impudently as they dare to the greater.

POLITICS

Most races, especially humans, fear the Ifrits. In many human kingdoms, it is a capital crime to bear or to be an Ifrit. Local reaction to Ifrits will vary from -1 to -4. However, the human stories about Ifrits always portray them as mighty warriors and mages, so many humans will react at +2 to an Ifrit in a situation where combat is imminent. Dwarves scorn the Ifrits as an abomination, reacting at -4 with a strong tendency toward violence. The sylvan races also react at -4, but they will flee or avoid rather than attack. Some Elven tribes, however, have been known to raise Ifrit children, ensuring that they remain free of evil influences during their early years.

Of the major races, only the Goblins truly admire the Ifrits. Their fascination with all things magical and mysterious gives them an intense curiosity about the race -- sometimes to their detriment. Goblins will always react at + 1 to an Ifrit.

Of course, evil races tend to prize the Ifrits. Dark Elves and Bales both seek out Ifrits as slaves and champions. Orcs look up to them with an almost worshipful fear. Gargoyles feel a certain kinship with the winged, horned Ifrits, and can easily be led from their usual indolent lives into evil ways by a charismatic and unscrupulous Ifrit.

[Sidebars]

IFRITS IN THE CAMPAIGN

Ifrits should keep the adventurers guessing. They can be built on anything from 150 to 1,000 points, so the characters never know exactly how powerful they are. More importantly, the party should never know exactly where the Ifrit stands or what he's thinking. No matter how long the party's known the Ifrit, or how many favors he's done for them, they should never be entirely sure of his friendship and good will. If the party seems to be becoming complacent about their relationship to an NPC Ifrit, the GM should take it upon himself to teach them the error of their ways.

Meeting a Ifrit is very unusual -- even a traveler can go a lifetime without meeting one. The GM should see that his PCs are suitably impressed upon encountering their first Ifrit.

Ifrits react normally to all other races. Most other races react to them badly; see *Politics* in the main text. An individual Ifrit may eventually gain a Reputation which will outweigh his racial reaction penalty. Individuals who happen to know one Ifrit are likely to assume that any other one they meet is a similar individual... which is usually a bad mistake.

The Ifrits are the ultimate generalists. They can be equally outstanding as wizards, warriors, thieves, rangers, bounty hunters, bodyguards and assassins. There are a few professions they'll be much less likely to succeed in -- trader, because of other races' prejudices, and healer, because it goes against their temperament -- but designing an exception to those rules could be an entertaining challenge. One thing about all sorts of Ifrits: they'll all be at least a little magical.

They are outstanding as Allies, Enemies and Patrons. Of course, if the Ifrit is an "official" Patron, Ally or Enemy, the players are entitled to know a little more about his motivations... a little.

Ifrits can also work, with few or no changes, in a *science fiction* campaign. They can represent a mutation, a "created" form of human, or simply an alien race.

IFRIT PCS

Despite the high racial point cost, it is actually quite possible to have a viable Ifrit PC in a 100-point campaign. The player should simply leave the characteristics and advantages alone (Ifrits already have plenty of both), take the full amount of disadvantages, and split the remaining points between combat skills and spells. The result will be a reasonably well-rounded fighter/mage type who can also fly and see in the dark. He would probably be a very young and inexperienced member of his race.

However, Ifrits can be used to much greater advantage in a cinematic or higher-level campaign. Such a flamboyant race also fits in much better in a more extravagant setting. As mentioned above, once they have the requisite points, an Ifrit PC can excel at almost anything.

The GM does not have to allow Ifrits to exist at all. If he decides they do exist, and that he will allow them to be PCs, he should not allow more than one Ifrit in the party at any given time. Remember, there are very few of them, and they do not get along well with one another.

Finally, the race's advantages and disadvantages have been deliberately written so they never *have* to behave in either an evil or a dangerously erratic manner. Ifrits are unpredictable, but that does not mean they have to be loose cannons. If the character is endangering the party or indulging in sociopathic behavior under the player's excuse that it is in his racial character to do so, the GM should correct the misconception.

NIGHT CRAWLERS (COST 30)

RACIAL ADVANTAGE: 95

5 BODY SAC

A small skin pouch in a Night Crawlers stomach allows them to swallow up to 60 cubic inches (must fit through a 3x3 square opening) of objects. Without skill, they can be brought back up in a random order. With a specific skill the order can be chosen.

15 MAGICAL APTITUDE

All Night Crawlers are mages. Although some practice other arts also, they always aid themselves by magic. A non-magic using Night Crawler would be considered a mutant or possibly even demonic.

40 PARTIAL INSUBSTANTIALITY (Non Moving Obj Only)

Insubstantiality to stationary objects (more specifically objects that have a 0 relative motion with respect to the character. So if both the character and a tree are travelling at the same speed, even though the tree is moving, the character can pass through it. But a weapon swung at the character will not pass through)

40 MODIFIED INSUBSTANTIALITY FOR SPELLS

Mage casts all spells from home dimension/area. Spells do not follow local magic levels until they interface with the local area. For example, a fireball could be cast and it would follow home magic rules until it hit someone (actually a split second before, so if it was a no mana area it still would not hit) but a spell that creates boulders and then throws them would work all the way because once it interfaces with the local dimension/area it is no longer magic. This allows limited casting in low or even no manna areas. It also means that anything affecting manna or spells in the local area is not applicable to the caster until the spell interfaces.

Defining a new "home" location takes 1 hour and drains the mage of all fatigue. If only some fatigue is used during this process, only that amount of fatigue will be available for casting.

RACIAL DISADVANTAGE: 65

15 FANATICISM: Magic Lore

15 VOW: Use No (Official) Weapons

Night Crawlers can pick up a stone or branch and throw it or swing it, but they can not use any official weapon like a sword, sling, staff or bow.

15 VOW: Use No Armour (Inc Shields, Not Inc Magical Bonuses)

25 Powers In Item

All of the Night Crawler's powers stem from an item. The item must be at least ring sized. The item has no power of its own and is completely useless to other people but without it the Night Crawler loses all its Racial Advantage, Magery and Spells (other non spell skills are retained as are stats). A Night Crawler can recreate his/her power item with 100 hours of work (no special tools needed). If a Night Crawler finds another Night Crawler ring, he/she can use it to cast all of the owners spells - sometimes Night Crawlers lend spells among themselves using this method (obviously once the ring is returned, the spells disappears from the Night Crawler's memory).

OTHER NOTES:

Night Crawlers have a special swapped vision. There are two degrees of this swapped vision. A Night Crawler must take one of the following vision packages:

- 1) Their night vision is as good as a normal person's day vision (Night Vision Adv) but their day vision is reduced to a normal person's night vision. Shadows act like light (ie. Shadows instead of light will improve a Night Crawler's vision). They do not have Dark Vision.
- 2) Their night vision is perfect even in absolute darkness (Dark Vision Adv) but their day vision, not in direct sunlight, is reduced to a normal person's night vision. In direct sunlight the character becomes blind (as per GURPS Blind Diaadv). This means on a sunny day the character is blind while on a cloudy day the character has reduced vision.

APPEARANCE: Night Crawlers appear relatively like humans. They tend to be taller ranging from 5'10" to 6'10". The race is racially skinny (compared to humans) so a fat Night Crawler would be normal human. A Night Crawler does not have toes on its feet but otherwise the feet are human like. Night Crawlers have 2 fingers and a thumb on each hand which tend to be slightly longer and more slender than human fingers. Night Crawlers can grow bodily hair (hair, beards and other) but because of a strange bodily chemical imbalance it never grows evenly (ie. beards that are full on one side and half full on the other. If one side is trimmed until the other side grows in, the other side will also stop growing). For this reason, most Night Crawlers tend to cut off all bodily hair. Night Crawler eyes usually appear in strange colors like red, yellow, orange, purple, black or white.

HIDE FACTOR: 3 A nightcrawler must ensure that his/her eyes are not seen. This can be accomplished by a deep hood. The hands must remain hidden at all times, possibly by long sleeves which cover the hands, and lastly the feet must remain covered. Care should be taken not to give away that they are blind in direct sunlight.

SKULLDRAKES (DRAGON MEN) (COST = 72) (OFFICIAL)

A draconic PC race for GURPS Fantasy by S.D. Anderson

DX + 1 (10), IQ + 1 (10), HT+4 (45)

ADVANTAGES

- 30 Winged Flight
- 9 DR+3
- 15 Claws
- 50 Increased ST
- 10 Extended Lifespan (5) & Longevity (5)
- 10 Alertness + 2
- 10 Metabolism Control 2
- 5 Striker (tail)
- 35 Magery 3
- 2 +1 Reaction from Rep Men
- 4 Strong Will +1

DISADVANTAGES

- 10 Dying Race
- 25 Mana Dependent
- 22 -4 reaction modifier / -1 reaction from firedrakes
- 25 Greedy (15) & Miserly (10)
- 5 Glutton
- 5 Keeps Oaths (when given!)
- 30 No fine Manipulators
- 20 Sleepy 66% of the time
- 05 Reduced Move -1
- 20 Hideous Appearance -4
- 10 Inconvenient Size (3 hexes)

RACIAL INNATE SPELLS

- 4 Breathe Fire

DESCRIPTION

Skulldrakes are a subspecies of dragon. They get their names because their heads bear a strong resemblance to a humanoid skull, especially at angles that obscure the length of their snouts. They are relatively weak as dragons go. They are definitely long lived, but not immortal. The aging process that hardens their hides hardens their arteries. Natural deaths occur due to heart failure and stroke. When age kicks in, they become "Old Skulldrakes". An Old Skulldrake acquires the "fragile" disadvantage. Soon afterwards (5 x HT years) the old one becomes "antique", and death generally follows in 1d6+2 years.

Skulldrakes are a dying race. They are easier to kill than firedrakes, whom they must compete with for territory. Their monstrous head makes a superb trophy for hunters, and the relative ease by which they can be vanquished encourages hunters.

But they are far from helpless, let alone finished. Because of their smaller size, they can live off less productive lands than their larger cousins. If enough such lands existed, unclaimed by other dragons, beasts or humans, they could flourish. But there aren't near enough such places.

TROLLS (COST = 215 MALES / 225 FEMALES)

ST +5 (60), IQ-2 (-20), DX+1 (10), HT +3 (30)

ADVANTAGES

- 10 Fearlessness (+5)
- 15 Claws (+2 dam)
- 5 Sharp teeth
- 9 DR+3 (from their rubbery hide)
- 15 Infravision
- 15 Acute smell: can smell a prey or person with an smell of IQ +8 (normal range modif. apply)
- 60 Fast regeneration: 3 HT per minute
- 40 Regrowth (regrow lost limbs and organs, even the head)
- 75 Resurrection (Fire & acid prevent resurrection-30% and cannot be healed-20%; death -25pt)
- Var Magery 1: Females only (cost 10) (the spell darkness, weather spells, knowledge college & mind control college)

DISADVANTAGES

- 10 Gluttony (5pts): will attack unceasingly when hungry (5pts)
- 15 Bad reputation: attack
- 25 Apperance: Monstrous (reaction -5, people consider you as a monster not a sentient being)
- 4 Poor Hearing: -2 to IQ
- 15 No language (only 25% chance to be understood by other players; roleplay it!).
- 15 On the edge
- 15 Berserk
- 15 Odious Racial Habit: Eats Sentient
- Var Many Trolls are impulsive but not all (this is a optional disadvantage worth 10 pts)

SKILLS

- 4 Climbing DX+1
- 2 Camouflage IQ+1
- 1 Stone Throwing DX

DESCRIPTION

Trolls are horrid carnivores found in all climates. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess extraordinary strength. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. Trolls have rubbery green-grey hide, black or silvery grey hair and dull sunken black eyes with infravision. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. The trolls' gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, trolls are very agile. They are masterful climbers and can scale even sheer cliffs. Trolls have a poor hearing, but their sense of smell is superior.

Trolls have no language of their own, using ``trollspeak'', a guttural mishmash of common, giant, goblin, orc, and hobgoblin. Trollspeak is highly transient and trolls from one area are only 25% likely to be able to communicate with trolls from another.

COMBAT

Trolls attack with two clawed hands and their bite and in some rare case they wield weapons. Trolls regenerate at an amazing rate. Starting three rounds after first blood, the creatures recovers 3 hit points per minute until healed. Trolls reduced to HT-5 fall to the ground, incapacitated but not slain unless immersed in acid or burned with fire (they still lose 25 character points). Incapacitated trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points (see the resurrection advantage for more details). When a Troll's limb is severed it regenerates as described by the regrowth advantage or can be rebinded (even the head) on to the body within 24 hours. After that time new ones will have to be regrown. Only fire and acid cause permanent damage.

Trolls have no fear of death, and launch themselves into combat, flailing wildly at their opponents and biting whoever comes closest. They occasionally throw stones before closing with their victims. If confronted by a large natural or magical fire, trolls try to find some way around the flames. A good way to flee charging Trolls is to drop food and run. They will break off pursuit to pick up the food 50% of the time.

HABITAT / SOCIETY

Trolls can survive in all climes, but prefer dense forests and subterranean locales, since bright sunlight hurts their eyes; they suffer no combat penalties because of this. They usually make their lairs in caves, using great boulders to block the entrances. Inside a troll cave are a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a trollhole and cover its opening with twigs and leaves. Trollholes are usually built near trees and greatly camouflaged. Anyone who steps on a trollhole is 75% likely to fall through the leafy door and tumble into the den below.

Trolls live in small packs of 3 to 12 trolls led by a dominant female who acts as shaman/chieftain with limited magery. Leadership is only retained by combat, so fights for pack control are frequent. Often trolls rend each other limb from limb, but these battles are never fatal. Still, it is the custom of trolls to toss the loser's head a great distance from the fight scene, and frequently losers must sit and stew for a week until their new head grows in.

The pack chieftain's duties are few. She leads the trolls on nightly forages, loping along, sniffing the air for prey. If a scent is found, the trolls charge, racing to get there first, and letting out a great cry once prey is spotted. In return for being the hunt leader, the shaman gets her choice of mates in the pack. Females give birth to a single troll about once every five years.

Trolls have ravenous appetites, devouring everything from simple grubs to bears and humans. Their lairs are often located near human settlements or along well travelled roads, but not too near, for even trolls respect organised resistance by fire-bearing humans. Wandering trolls, in search of a new lair, travel by night and sleep by day. Ravenous from walking, these packs, on occasion, attack and devour entire humanoid villages.

ECOLOGY

Trolls prey on all but the most powerful of creatures. They respect and fear dragons, but they hate giants of good alignment and wage war with them frequently. The troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one troll, worth 400gp, can make three such potions.

Source: *Converted from AD&D 2nd Ed. by Claude Bourque* bourqueclaude@hotmail.com
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