

2.4 Races

There are many races for the player to choose from. The race the player chooses determines the number of vitality and mana the character has. Thus, it is important to make sure the race will work well for the class (warriors need a great deal of vitality and wizards need mana). Races also have special attributes or abilities and some have restrictions on what alignment they can be. Below is a brief summary of the races.

- Humans- Sturdy adventures that lack many advantages or disadvantages. They gain a fair amount of vitality and mana, making them good for all types of classes. This is the best race for beginners.
- Orcs- Powerful green skinned warriors, having a great deal of vitality, strength, and some regeneration of lost vitality. However, they have bad spell immunities and knowledge making them poor both as and against magic users.
- Minotaurs- Large and muscular creatures with the head of a bull and the body of a powerful man. They aren't especially bright and can't use magic abilities but make great warriors.
- Halflings- These are like humans, just shorter and stealthier. Their small stature makes them a bit weaker physically.
- Dwarf- Sturdy bearded characters with a very high strength for their size and a spell resistance. They are very resilient but have poor magic abilities and senses.
- Merfolk- Creatures that usually live underwater but are very capable on land. They are excellent in anything dealing with water and have well-rounded stats.
- Gnomes- Short creatures that are very wise and know a great deal of magic. They have poor combat skills and low numbers of vitality making them better as magic users.
- Mystic- Mysterious spell casters who are deeply connected with the very roots of magic.
- Centaur- Large creatures with a form that's half horse and half man. They are disciplined and wise, making excellent fighters.
- Naga- Six armed, half serpent creatures that are saturated with magic. Their multiple arms allow them to carry and use multiple weapons at the same time, making for devastating attacks.

Elves are very observant characters that make great spell casters and archers. Since they have slightly lower vitality and defense they don't do very well in melee combat. There are several varieties each requiring that the character is a certain alignment.

High Elves- Good characters whose arrogant attitude make them difficult to relate to. They are versatile spell casters, getting more spells than other races.

Drow- Shadowy and evil elves favoring the assassin class the most due to their interest in poisons. Other races always watch their backs when a drow is about.

Night Elves- A secretive race of elves whose strength waxes and wanes with the moon. They are very knowledgeable about the stars and have learned to tap into ancient magics related to it.

Wood Elves- Elven protectors of the woods. They have excellent senses and make good trackers and rangers.

The fey are immortal spirits that represent different aspects of the world. They have special abilities but conditions for being played as well. They have a lot of requirements and abilities to them. Their personality is largely set by their race and shouldn't be played by beginners.

Nymph- Spirits that represent beauty and goodness. They avoid conflict where possible and have many passive abilities to protect themselves. Usually they join and aid parties rather than adventure alone since they can't attack others and their abilities can only protect them a set amount each day. Their non-violent nature favors the cleric class.

Dryad- Strict guardians and spirits of the forest. That are blessed by the woods and work tirelessly to protect it. Since their abilities entirely concern nature they are best as either rangers or summoners.

Vampire- Undead character that some call the spirit of death. They are forced to suck the blood of others to maintain their great strength. Though not necessarily evil, they greatly favor the evil alignment. They are very difficult to kill making them especially good warriors.

Half-blooded characters are part human and part of another race. Like the fey they have requirements and abilities making them unwise for beginners to choose. As the character gains levels they reflect more and more of their non-human parent.

High Born- Half deity, having a great deal of favor among the gods. This race's abilities all concern their rank and benefits from deities and shouldn't be played if the game master isn't including deities.

Wind Dancer- Character with wings that either takes the form of an angel, half falcon, or harpy spawn. They don't make especially good warriors, having a low number of vitality. However, since they can fly they make excellent archers outdoors.

Werewolf- Madmen infected with a disease that transforms them into a powerful monster in the light of the full moon. As time goes on they gain a measure of control over when and even how they transform.

Fiend- Half demonic characters, they are initially evil. They are heavily influenced by their demonic parent, both having urges to do evil things and having dark magic of one of four themes: blood, bone, night, or poison.

+1 Knowledge at level one, ten, and every ten levels afterward.
 +5 Wisdom when used for a discipline May start with any one wisdom based discipline
 When using magic subtract their arcane roll from the target's magic resistance (this can't lower resistance below 0%)
 Must have the interest of traveling, adventuring, experience, or something else having to do with travels
 -5 Agility and required roll to be hit -1 Combat and strength
 Starts with 5 vitality and 15 mana. They gain 1d6 vitality (minimum of three) and 1d10 mana (minimum of six) each level.

Mystic- Though rare, there are some who are especially in tune with the forces of magic. Some say they are direct decedents of the first ones to use magic. Others think that they are were raised in the wilds among fairies and other fanciful creatures. Regardless of their past, they don't quite fit in with humans. Mystics are very rare and always wanderers, often speaking in riddles. They carry an aloof personality, never seeming especially concerned with worldly matters, caring more about dreams, the Earth at large, and other abstract things.

Mystics always have a characteristic that sets them apart from humans such as memorizing eyes, especially graceful movements that doesn't seem quite human, or hair that changes color with their mood. They make for especially powerful magicians and know a great deal of the inner workings of the arcane arts, having an attuned intuition into the workings of magic. Any played mystics are said to either have been raised among another race or somehow forgotten the secrets of who or what the mystics are. All beings that are of magical origins (elementals, golems, most undead, etc) carry a great deal of respect for the mystic. As long as the mystic doesn't attack them they will avoid causing them harm. The game master may disregard this for certain beings, especially those of a much higher level than the mystic.

Level Offset: 1 Starting Discipline: Spellcraft
 Mana costs of spells (not upkeep) and abilities are reduced by their level in percent (round saved mana down)
 Magic subskills are rolled in d8s when used to cast spells
 They gain a spell specialization in any spell at level five and every five levels afterward
 Starts with 8 vitality and 10 mana. They gain 1d6 vitality (minimum of three) and 1d10 mana (minimum of five)each level.

Centaur- These are mythical beings that have the lower body of a horse and that of a large human from the waist up. The offspring of Ixion, in some myths centaurs were crude and savage while in others they carried deep wisdom about the world. Centaurs that are played as characters are among the civilized variety, knowing a great deal about the stars and the natural world.

Centaur are generally hostile to outsiders, either viewing them as ignorant or a threat. However, they carry a great deal of respect for anyone that they perceive to be both good and wiser than them. Their society is that of a hunter-gatherer culture, leading them to be especially skilled with the bow and to feel more comfortable outside of structured civilization (must be of the chaotic alignment).

Since centaurs are so large they make for very powerful warriors. When fighting they can be treated as a mounted fighter (without being able to be dismounted). However, unlike a mounted rider attacks against their lower body still hurt them. This has many benefits associated with it, such as the ability to use the lance (if there's room to run) and the increased difficulty for melee weapons to strike the centaur's head or neck. Any body or leg armor that the centaur gets must be usable on a horse. One of the main drawbacks to being a centaur, however, is that they have difficulty or an inability to transverse some areas that other characters could, such as climb ladders or move through very narrow openings. These drawbacks may make the centaur difficult, if not impossible to have on some quests. It may be a good idea for the game master to say ahead of time if these sort of problems would make a centaur unplayable in their quest before starting. Their weight might also be an issue in some situations.

+1 Strength at level one, ten, and every twelve levels afterward
 +10 Physique and an additional +15 when used to run
 Starting Disciplines: Astrology, Herb Lore, Running, and Bow Proficiency
 Hide and agility rolls are reduced to the maximum amount of ten
 Starts with 30 vitality and 5 mana. They gain 1d12 vitality (minimum of five) and 1d6 mana each level.

Naga- These were mythical creatures that carried a variety of forms. Some were serpents with a human head while others were beautiful to behold, being able to shift between a serpent and human form. They prefer to dwell by water (lakes, wells, seas) and are fabled in Hindu mythology as guardians of treasure. The nagas which players can use are powerful creatures that were once guardians but have since become independent to do as they wish. They have the lower body of a massive snake and from the waist up they appear as a powerful human with six arms. Like centaurs their odd shape may make it difficult or impossible for them to pass over certain terrain, and the game master may wish to advise the player if this will be a problem. Also like centaurs, they need armor that has been built specifically for them (costing the same as armor for horses).

Their six arms are their greatest asset, allowing them to use six weapons at once. The arms are spaced such that they are useful for using multiple single handed melee weapons, but not missile, two handed weapons, or shields.

In most things, such as disciplines, the two rows of arms can be treated as two arms (such as the ambidextrous discipline doesn't need to be taken multiple times for each pair of arms). It is the easiest to use the weapons if they are of the same type. In this case they get +3 melee for each weapon they carry beyond the first (so it's up to +15). If any of the weapons are of a different type, but they are all of the same weight class then there isn't any benefit or penalty. However, if they are of different weight classes then they suffer -10 melee for each weapon that differs from the rest. For an example, two heavy, one light, and three medium weapons would cause the naga to have -30 melee (since three weapons differ from the majority, which is the medium weight).

Though nagas are able to speak, they are of such a different nature from other beings that it is difficult to carry on much of a conversation. However, when they do speak it is always the truth. They are utterly unable to show or understand emotions, nor are they able to focus on things separate from what is directly related to their current task (it is confusing for them to hear others speak of things that are off topic). For these reasons they generally don't associate themselves with others until they are confronted with a task that they can't handle alone.

Nagas were born of magic and their life force is still dependent on the mystical forces that flow through them. For this reason, anything that disrupts or harms summoned creatures can affect them as well (these must specifically target summoned creatures, not just magic in general). Things that instantly destroy summoned creatures only reduce the naga's current health by half. However, their mystical nature does afford them some protection as well, keeping them from being harmed by mind altering effects.

+1 Strength at level one, twenty, and every twenty levels afterward

Level Offset: 2

Starting Discipline: Ambidextrous

-10 Combat subskills when not used for brawling (without small weapons) or single handed melee weapons

Hide, sneak, social, and agility rolls are reduced to the maximum amount of ten

Starts with 25 vitality and 25 mana. The character gets to choose which stat (vitality or mana) gets 1d12 (minimum of five) and the other gets 1d6 (minimum of three). This may alternate between levels.

There are a variety of elves that the player can choose from. Each of them has a requirement on what alignment they can be and have unique advantages and disadvantages. There are several things that all elves have in common such as the rate at which they gain vitality and mana. All elves have the same general characteristics; pointed ears, long lifespans (compared to humans), heightened senses, and an aloof personality. Players must start as the specified alignment and if they change then they're an outcast of their own race as well as most everyone else. The following are the characteristics elves have in common:

Immune to accelerated aging

+1d4 in rolls including the use of the character's senses

-1 strength when attacking with a melee weapon or defending against attacks

Starts with 7 vitality and 12 mana. They gain 1d6 every level (minimum of three each).

High Elf- These are tall elves, beautiful to behold and holders of powerful magic. Toward other races they're arrogant, thinking of themselves as wiser and better than most anyone else which they justify with the age and history of their race. Other good societies will most often overlook this arrogance since high elves have banished so much evil from the world (character must be of the good alignment). Most everyone else, however, detests high elves. High elves find it very difficult to work with evil characters and will, at best, be distrustful of their dark companions.

+7 Social when used with good characters Starting Discipline: Persuasion

May start with two spell orders instead of one Can't use scourge magic

Drow- Also known as dark elves, they are a subterranean race that has given themselves to evil (may only be of the evil alignment). Their skin is jet black with light hair. Detested by other races, they are the inventors of the repeating crossbow (listed on the artifacts section (2.X)) and a wide variety of poisons. Their subterranean lifestyle has led them to be more effective in the dark than light and be most comfortable in stone, cold places. All good characters hate drow and most neutral distrust them.

Dark Vision (100 ft)

Starting Discipline: Poisons

+10 Missile weapons against flat footed enemies +5 Hide when in darkness

-3 Combat and observation subskills when in daylight

May start with a dark elf crossbow (see the artifacts section (2.X))

Night Elf- These are worshipers of the moon and night sky, drawing powers from the celestial bodies. Among the elf community they are outcasts, practicing their arts deep in the woods where they can be undisturbed. They distrust outsiders and are known for their secretiveness. Though not as dark in appearance as drow, they are occasionally mistaken for their dark elf relatives (their skin is a dark shade of blue). They uphold strict discipline and ritual among their members, viewing order as the necessary civilizing factor (characters must be lawful). During their long years of study of the night sky they have learned to harness some of the forgotten magic of the stars. Their magical powers wax and wane with the moon's phases.

Low Light Vision (x5)

Starting Discipline: Astrology

+0-200% to their magic subskills during the night, depending on the moon's phase. The full bonus is provided on full

moons, while no bonus is gained on new moons.

-5 Magic subskills during the day +1r to the blinding effects of flashes

Wood Elf- These are protectors of forests and jungles, having a deep connection to the wilderness. Though their strength and skill are respected, their sanity has been questioned by their fellow elves who view their attachment with the natural world to be a bit excessive. Wood elves exact harsh revenge on any who harm the wilderness, removing limbs for branch and life for life without exceptions. Their empathetic bond with the forest means that they can tell when it's been done harm (even if it's not visible). When they use materials from the forest they always use dead wood or foliage, strengthening it with secret techniques and magic. They are roughly organized in tribes or clans and hold contempt for large organized groups (characters must be chaotic).

+5 Observation subskills when in a forest Starting Discipline: Tracking

They know techniques that can modify natural materials to have the strength of tempered metal (for wood shields and weapons)

Can't be caught off guard by sneaking characters in the woods. This doesn't apply to other wood elves, dryads, nature magic classes (like rangers and druids), or night elves during the night.

The fey are a variety of spirits representing different aspects of the world. Unlike the other races their temperaments and required alignment (if any) must be followed closely (the character can't be an outcast like the elves). Most have magic based special abilities so they're best played as a magi or wizard class. They all have the same vitality and mana growth.

Starts with 5 vitality and 15 mana. They gain 1d6 each level (minimum of two each).

Nymph- These are charming and happy spirits that are the embodiment of physical beauty. They inhabit the most secluded and peaceful areas of the world such as springs and bright meadows. They find evil and ugliness repulsive (they must be of the good alignment) and avoid conflict when they can (fleeing when challenged, especially by higher level enemies). When the situation is desperate nymphs have magic powers to defend themselves, blinding or confusing attackers. They look very similar to elves except that they are always female and universally beautiful to anyone who looks upon them. Though not tricksters, they are witty and cheerful, never having a darkened mood or telling a lie. Nymphs must be users of light magic (paladins, clerics, and the such) since they use this skill for all their special abilities. All the abilities are all based on light magic (of any type) and can't be used during the night.

Level: Ability:

1 Enrapturing Beauty- Any thoughts of harming the nymph fade away when they see her charm and grace. If a character's willpower is below the nymph's light magic roll then they may not harm the nymph either directly or indirectly. If the willpower roll is less than half the light magic roll then they must also speak the truth whenever talking with the nymph. This only effects demi-humans and has halved effects against those of the evil alignment.

7 Illumination- The nymph can create small lights that hover around them and have the same effect as sunlight (this may harm certain undead or creatures of the night). Unlike the other abilities, this can be used during the night as well though only for a total of a number of rounds equal to their level each night. Undead and transparent creatures can't come within the range of the magical light. By focusing for a round the nymph can make the hovering lights burst in a brilliant flash. This will blind anyone looking at the nymph for 1d4 rounds and the lights can't return for five rounds.

15 Invisibility- The nymph can turn perfectly invisible a number of times each day equal to a tenth of their level (round down). She can stay invisible for a number of rounds equal to a third of the light magic roll. If the nymph attacks, casts a spell, or uses an ability that requires their concentration they will immediately become visible.

25 Protected Slumber- The nymph can touch any character lightly to send them into a deep slumber. The duration of the sleep is a third of the nymph's light magic roll in rounds and during this slumber the character can't be harmed in any way (magically or physically). This can be helpful to use against allies who are in great danger as well as to disable enemies. Characters may resist this sleep, rolling their willpower (resolve) to reduce the duration of the slumber by a number of rounds equal to half the roll.

+10 Social when used to persuade

Starting Discipline: Pacifism

+5 Light magic and an additional +1 every odd level if used during the day

Dryad- These are green skinned female spirits of the forests, sharing an empathetic bond with all plants, especially trees. Some dryads, though not the ones that are played as characters, are connected with a certain tree which they're born from and will only live as long as the tree stands. Even in appearance their link with the forest is plain, having moss, twigs, and other plant life in their hair and clothing of earth tones. This makes them incredibly hard to spot in the forest where they seem to be able to disappear at will.

They are essentially an incarnation of nature, having nature magic (flora) based abilities and protecting woodlands even more fervently than wood elves. Dryads will invariably get revenge on those who harm the forest, especially when they view the damage as wasteful (they'll overlook things where a character's simply trying to survive).

Any spell or ability that can harm plants can also be used to harm the dryad. These spells and abilities can

deal a great deal of damage but they won't instantly kill the dryad (the game master will need to determine an appropriate amount of damage).

Dryads feel uneasy in places without plants since they're her primary source of protection. When in urban areas or anywhere with very few plants their nature magic and abilities are halved. During the spring and summer their magic strength is one and a half times its normal amount and during the winter it's half of its normal amount (this stacks with the loss for being in urban areas). Like plants, they perform photosynthesis, collecting nutrients from the soil and sun rather than eating. No plant will purposefully harm the dryad (such as releasing toxic spores near them).

Level: Ability:

1 Nature's Gift- With the dryad's nature magic they can form trees into anything they need. Trees always give themselves willingly to the dryad's cause and the dryad will never take so much as to kill the tree. Any item or piece of equipment can be formed this way but not artifacts. With the dryad's mystical arts they can craft it to have the same stats and toughness as they would if made of tempered metal or any other material. Items and equipment made from old growth or special (perhaps magical) trees have special stats and attributes (the game master decides these, essentially making an artifact). The wood will become brittle and weak if used by anyone other than the dryad.

7 Whispering of Leaves- The dryad carries a mystical connection with trees, able to pick up small bits of wisdom and find out anything of interest that has occurred in the area. Though trees have no conventional senses they can feel when others are near (especially when they touch the bark). They can determine a character's alignment and distinguish people (identifying people they've felt the presence of before). Trees may refuse to give information of other dryads but they don't have such qualm about other races, even servants of the forest like rangers, dryads, and wood elves.

15 Natural Meld- The dryad can enter a tree and become one with it in order to hide or protect themselves (using the tree's higher defense). This can only be done with trees that have the diameter of a couple of feet or more. While in the tree, they share their vitality with the tree and regenerate vitality faster (they heal a tenth their level in vitality each round, double this in old growth but in either case round down). If the tree's harmed while they're in it the dryad will lose a percent of their health equal of the percent of the tree's health lost. Thus, they can be very well protected if they enter old growth. They can't use their normal senses while in the tree but do have the senses of the tree described under the fifth level ability. They can exit the tree any time and from any spot on the tree (including onto high branches).

25 Second Life- If the dryad dies and isn't resurrected their spirit will regrow as a sapling in a far off forest. It will take 1d4 quests for the tree to grow into maturity and for the dryad to emerge. When reborn they are as they were before their death, except that they don't retain any of their equipment. With this ability they essentially have **immortality**, only able to be killed by something that would kill an immortal.

+10 Observation subskills when in forests +5 Nature magic (flora) and +1 during every odd level

Recovers 1 hp/r when touching water and in sunlight or within five feet of a tree (otherwise can't heal)

Vampire- These are undead characters that some say are inhabited by demons or perhaps the spirits of death. They carry a human appearance except that they are deathly pail, have red eyes, and fangs. Since their death they have grown more deadly, being faster and having flawless reflexes.

They are also incredibly difficult to kill, already being dead and possessing powerful regenerative abilities. In fact, their ability to regenerate nearly makes them invulnerable to physical harm. There are only a few things that can harm a vampire, and fewer still that can kill one. However, if a vampire is actually vanquished, then it has no soul or other remnant that can ever be revived, in a sense making them even more vulnerable to permanent death than any other race.

Vampires are creatures of the night and one of their few great vulnerabilities is sunlight, which incinerates their flesh at contact. The vampire has the innate ability to tell when it's day or night, and during the day vampires sleep in coffins or some other place out of the sun. When they slumber, they are dead to the world. It is then that they regenerate from any harm that was too extensive to be healed during the night (these sort of injuries are described later). This regeneration is so complete that they revert to the exact same image as they were the time they turned into a vampire. However, they can draw little joy from this eternal youth, for they have no reflection.

They need to feed upon the blood of the living to sustain themselves. Every night they need to drink, at least, the blood of a demi-human or an equivalent amount of smaller creatures. If they don't the vampire will wake the next night with half their normal stats and unable to use any of the abilities they get by leveling. Though they can live without drinking the blood of demi-humans it isn't fulfilling. To continue to refrain from drinking the blood of demi-humans the vampire must make a willpower roll at least twice as large as the number of days they've refrained so far (up to the required roll of thirty). If they fail this roll then they go into a bloodlust, drinking from the first demi-human they meet.

The blood the vampire drinks must be directly from a living creature or character. Dead blood is like poison to the vampire and if they drink any then they will no longer regenerate for three days. This makes the vampire very vulnerable to being killed through conventional means for this period of time.

Vampires don't reproduce normally. Instead, a human (doesn't work on other demi-humans) must be bit by a vampire and then a strict ritual followed. After being bit but not fully drained of blood the character will begin to weaken and die. Right before losing all life, they must drink the blood of the vampire who bit them. They will then sleep until the next night and wake a vampire. From that day on, they can never change in appearance since every day while the vampire sleeps hair will regrow and wounds will heal to make the character look the exact same as when they were first bitten. They have the racial attributes of a first level vampire, growing in levels as a vampire as they gain levels as a character.

The vampire has keener senses than humans, especially when it comes to sensing blood. They are able to see normally except that they are color blind and can see perfectly well in the darkness or dim light. When needed, they can chose to primarily see motion, granting them a bonus to their searches. If within twenty yards, this can pick up characters and creatures if they stay still just as well as if they don't because the vampire's senses are able to detect the small movements of breathing and the hearth pounding. This doesn't work if their's a large amount of other movement like wind blowing leaves or a character hiding behind a waterfall.

For the first several levels the character's body is still adjusting to being a vampire. They aren't quite undead, and can still be healed or have the benefits of being alive. However, they can also easily die from physical harm, just like other living races. After they finally become one of the dead they are nearly impossible to kill directly. However, there are several methods in which they can be weakened, and others by which they can be finished.

Weaknesses and harm that can only be regenerated by hibernation (the higher the level, the more resistant to harm):

-Blessed things like holy water, which burns a vampire like a potent acid (or other things that deal **holy damage**).

Unlike most undead, they are neither aided nor harmed by healing magic.

-Garlic irritates their skin and causing them to lose the ability to smell. They lose the ability to feel or move any part of their body as long as it's in contact with it.

-It's been rumored that they are unable to come near any holy crosses (the game master can set a range and effect or dismiss this as a rumor).

-Vampires are very flammable, and should avoid **fire damage** at all costs. Though they can regenerate from burns without hibernation, it is very difficult for the vampire to put themselves out. Thus, fire can easily reduce a vampire to a point where they are totally helpless before long.

-The final weakness is that they can't cross moving rivers, even over bridges, boats, or other such things. They can, however, cross still water (like moats). They can also cross any water if they're hibernating.

The ways in which vampires can be killed are:

-A stake through the heart, though this requires great precision and is impossible unless the vampire is immobile. There's something special about large, wooden spikes that has the ability to end the vampire's life so an arrow or wooden sword won't suffice.

-Decapitation, which like a stake requires incredible precision, but is easier to perform in combat. With other races it's suffices to strike at the head area, dealing roughly the same damage if you strike the face or the forehead. To decapitate a vampire the cut must take the vampire's head cleanly off, requiring a very high accuracy and considerable damage by a bladed weapon. The penalty for this sort of targeted shot is double the vampire's level. No hit x is applied to this attack (may only strike once) and the attack must deal a tenth of the vampire's total hit points in damage (after defense has been applied).

-To be exposed to sunlight for a time. The sun incinerates the vampire to ash, though they can still stand to take actions (preferably finding shade) for a number of rounds equal to their level before finally succumbing to their fate.

-The final method to kill a vampire is to deal so much damage to the vampire that they can't regenerate from it. This must be enough damage to kill the vampire in a single round and most also cover their entire body (such as a cave in).

Level: Ability:

1 The vampire recovers an amount of vitality each round equal to their level. For this time the vampire is between living and dead and thus not subject to any spells or abilities that only effect undead.

5 The vampire is able to control wild creatures of the night like wolves and bats. This is done by looking straight into the creature's eyes and putting them under a trance. If for some reason the animal won't look into the vampire's eyes, they have no control over the animal. Direct eye contact must be made in order to issue orders and after the animal's directions are finished the trance is broken. All sorts of simple orders like 'attack the person in the robe', 'unlock the door', 'protect me', etc can be issued. This takes a full round to issue the orders to a single creature.

10 The vampire is now fully undead with all the protection it offers. While they are now subject to any spells or abilities that effect undead they are also now nearly invulnerable to physical harm. The vampire will recover all of their vitality every round, only able to be killed through the methods stated above. Since the vampire's undead they are immune to any mind altering or spells that would manipulate their bodies like paralysis or hypnosis. Any spells that

effect undead will only work on the vampire if cast by a character who's level is higher than the vampire.

15 The vampire can delay magically created sunlight. This includes spells that change night to day or create light that is as powerful as the sun. The vampire can delay the spell for a number of rounds equal to a third of their level. If the spell was successfully cast and simply being delayed, then once this time is up the spell will take effect, even if it's caster is no longer trying to cast the spell or is unable to.

20 As long as the vampire's uninjured (wasn't dealt any injury requiring hibernation) the vampire can turn into a cloud of bats. Transforming only takes a single round, during which the vampire appears to fall apart into thirty or so vampire bats as if the character was always only made of the creatures. The reverse occurs when changing back into a vampire. If several of those bats are injured or killed, then the vampire is forced to resume their true form and can't transform again until they've hibernated. This also happens if the bats are scattered (they must stay as a tight swarm). As a cloud of bats the vampire can make use of echolocation as well as their normal, powerful senses. The bat's flying speed and maneuverability is only a tenth of the vampire's level in d6s and aren't able to deal any harm. Still, it's a useful ability for reaching places that are usually out of reach.

25 The final ability the vampire gets is to transfix their victims, placing them in a character under their control. This is the same as using the trance spell, only requiring that the vampire and victim's eyes meet. This doesn't cost the vampire any mana nor does it require that they are able to use magic. The effect of this ability is equal to double the vampire's level and can only be used on one character or creature at a time.

+1/3 Level to agility and combat subskills

+1/2 Level when searching for movement or those with a heart beat when within twenty yards

Starts with 10 vitality and 10 mana. They gain 1d8 in each every level (minimum of four).

Half-Bloods are part human and part something else. At the start they resemble their human parent but as they grow they display more and more of their other lineage. They behave differently from humans and usually look differently as well. Because of this, they never fit in with humans or non-human relatives. For the first four levels they have the same stats as humans (same vitality and mana generation but not getting the bonus disciplines). Starting at level five they have special attributes of their non-human parent and they gain vitality and mana at a different rate.

High Born- Occasionally deities visit and fall in love with mortals. The children that result from these unions are called high born, having the blood of both a deity and mortal. They are almost always emulate their godly parent, having the same alignment, interests, and being the closest class to what the deity represents (such as a ranger or druid for gods of the harvest or nature). They are the most fanatical followers and have very special relationships with the deity, being granted favors that others would not. Like any follower, however, they can fall out of favor or the game master might choose not to include deities, removing any advantage the high born might have. They should only play in games which deities are included.

High born are often hunted down by the followers of other deities and have a great deal of trouble staying alive long enough to realize all the benefits for being a high born. high born must be able to cast magic (being of a maji or wizard class) and if a wizard, the first champion class they have must be of the priest or priestess. They also must be the inquisitor as their first ancient class.

The character's special relationship with the deity gives them a boost in their rank equal to a fifth of their level (round down). This bonus will almost never be taken away by the god (with the exception of outright treason), giving the character something others don't have: a minimum rank. For an example, at level fifty a high born is a rank ten and can't have their rank reduced unless they betray their god or goddess. This gives the character a great deal of freedom to act how they want without needing to fret over a god's mood or punishments if the high born fails a quest.

Level: Ability:

5 Once for every five levels the high born gains (round down) their godly parent will revive them if they die. This revival occurs a few hours after the character was killed in a safe location. This sort of revival doesn't carry the normal penalty for dying but any equipment and items that was on the character are still on the corpse.

15 There's small differences in how the character looks. For an example they might have mesmerizing eyes, blue tinted skin, bulging muscles, etc. They reflect an attribute of their godly parent, being granted a special ability or bonus to stats that represents the god or goddess in some way. For examples, a child of Zeus might be able to cast the spell of thunderbolt, a child of Hermes might get a boost to running, and a child of Hades can tell where control over undead is coming from (the location of the necromancer if any). It's up to the game master to figure out what minor special ability is appropriate for the character. Any stat bonuses should grow with the character, being based off their level.

25 The character gets a bit more substantial bonus for being the child of a god. At this point they get an ability, one that reflects the godly parent and may be reserved for a certain class. For example, the child of Aphrodite could memorize others with their stare (using properties from the hypnosis spell), Poseidon's children might be able to breath underwater like merfolk, and the children of Asclepias could have the ability to use their skill to cast healing

spells (if they usually couldn't).

40 The character gets a substantial new attribute (again, decided by the game master) that reflects their own characteristics rather than those of their godly parent. This bonus is very substantial and is similar to the strength that Hercules was endowed with or the skillfulness of Perseus. This attribute should be chosen with the player, figuring something that is both fair and useful to the character. If this seems too powerful or for some other reason inappropriate to other game masters, then they can refuse to let the character participate in their quests or give a different bonus that they feel is more appropriate when the character is playing in their games.

Upon level five the high born gets:

+5 Magic subskill and +1 every odd level when used for divine magic based abilities or spells

The character gets to choose which stat (vitality or mana) gets 1d8 (minimum four) and the other gets 1d4 (minimum two). This may alternate when gaining levels.

Wind Dancer- These are beings much like other demi-humans except that they have wings. Their alignment determines their form and a small bit of their attributes. With the exception of the wings none of the characters have any problems using equipment designed for other demi-humans.

Good characters are partly angelic beings, having a fair appearance in peace and terrible fury when angered. At level ten they provide a **moral (1/3 level)** bonus to their allies when battle goes well. At level twenty five weak evil cowers at their approach, inflicted with **fear (triple level difference)**. This only effects characters and creatures of a lower level than them.

Neutral characters are half bird, standing a head taller than most humans. Having a strange and noble appearance, their head and wings are of a falcon while their body holds the form of a human. Despite these changes they have no trouble speaking in common tongues. At level ten their eyes can see far further than others, having no loss to search rolls for distance up to a third their level in miles. This can be very helpful when looking for something or someone from the air, but when they do this they are blind to anything nearby. At level twenty five their eyes take note of any movement that they can see. Thus, any sneaking or partially invisible foe is detected, regardless of camouflage or stealth. However, this is of little use when there's other movement (such as blowing leaves, dust clouds, crowds, etc.) since their sight may be distracted by these things.

Unlike the others wind dangers, those who are evil are not fair to look upon, being the spawn of harpies. A shrunken figure with a human head and vulture wings, their speech comes out as a high pitch screech which they often do when flying down at their victims. At level ten this screech is painful to hear, making all cover their ears in pain unless they can make a stamina roll equal to the harpy's level. This takes part of the harpy's concentration, reducing their subskill rolls by twenty five minus their level. At level twenty five the harpy may be universally beautiful when they desire to be. The charm they have is no ordinary beauty. Rather it puts any who see them into a mind numbing trance in which all they care for it to stay in the harpy's presence and gaze upon them. For each character, a threatening gesture toward them or a willpower of the harpy's level can break the trance.

Level: Ability:

5 Though they always had wing, they have now matured enough to allow **flight (half level in d6s)**. They need to be extremely weary of carrying heavy items, for as stated under the weight description of items this can easily make them earthbound. Initially they can only fly for a number of rounds equal to their tolerance (endurance) roll before needing to rest for a few minutes. They can't take actions in the air that require concentration or great dexterity (like shooting a bow).

15 They are able to hover in the air, dive at enemies, and are steady enough to do dexterous actions in the air. The character will need to be careful to state how far they are if using missile weapons (due to range and loss of accuracy due to range).

25 They have flown enough that they no longer require much concentration in order to fly. This means that they can now cast spells and use most abilities while in the air. They have also built up their muscles and endurance for flight, able to stay in the air for a fifth their endurance roll in hours before needing rest.

From level five on up they gain 1d6 vitality and 1d10 mana each every level without any minimum roll.

Werewolf- Tales of men that turned into beasts are among the oldest of legends. Dozens of countries have myths regarding werewolves, such as in Greece, Zeus turned Lykanon into a wolf and in Northern Europe the tales are thought to originate from berserkers who wore wolf or bear pelts. Invariably, those who change into wolves are vicious and savage, merciless fighters who seem to feel no pain or fear.

Werewolves are another name for those who have been infected with Lycanthropy, a disease that causes them to change shape with the full moon. Characters are infected with this by being bitten by a werewolf. For most this is a maddening disease, living a normal life until, one night a month, they turn into a monster and kill whoever is near (sometimes people they care about).

The form the Lycrothamp (werewolf) takes upon a full moon is a mixture between a man and a wolf. They stand upright, but have large claws, a wolf's head, and a muscular, furry body. While in this form they have little or no control. The mind of a savage wolf takes over and the character goes on a murderous rampage. They are far stronger

and more dangerous than others, having quick reflexes and deadly attacks. However, since their mind has digressed they can't use weapons, items, or anything that requires for them to concentrate.

Those who play as werewolves are assumed to have either been born with the illness or have grown up with it from a very early age. When the character is first starting (levels one through four) they are just entering maturity and feeling the full onset of the disease. However, they have had years to come to terms with the illness and have some measure of control over it. Still, Lycrothamps are invariably madmen, driven insane in one sense or another, and find it impossible to fit in with other humans (must be of the chaotic alignment).

For a time the character can make little use of changing into a werewolf, for they only transform with the full moon and have little or no control when they have transformed. However, as time goes on the character gains greater and greater control over themselves and their condition until it is more a blessing than a curse.

The werewolf can't use the social subskill since they are, though not necessarily foolish, definitely insane and have difficulty hiding it. Their speech tends to be slurred and they tend to misspeak, missing articles or taking roundabout ways to describe a relatively simple thing due to a small vocabulary.

Level: Ability:

1 Each full moon the character turns into a werewolf for the night, going on a murderous rampage against anyone they can find. The player loses all control and doesn't even remember what happened the next day. These uncontrolled rampages represent the height of the werewolf's strength, unable to be harmed by anything that isn't either made of silver or at least laced with it. They attack by clawing and biting, using their largest combat subskill for accuracy and striking a number of times each round equal to a tenth of their level (round up). Their attacks deal double their level in d12s of damage and have a critical range of fourteen, doubling their damage or the critical range of nineteen tripling their damage. Their physique is also boosted to their level in d8s. These rages continue, without any sort of control regardless of the werewolve's level or willpower.

10 The character has some measure semblance of control over their rages, able to go into them at will when they can see the moon or feel extremely intense anger during the day. These aren't as powerful as they become during the full moon and only last a number of rounds equal to double their level. They may do this a number of times each night equal to a tenth of their level (round down). When level fifty they can do this as often as they wish. When in the rage the only differences are that they...

... have damage resistance equal to double their level to non-silver weapons rather than full immunity.

... deal their level in d12s of damage rather than double their level.

... they can remember what happened afterward.

15 The Lycanthropy disease has reached its maturity and can now be transmitted by the character's bite when a werewolf. This only happens upon a critical roll of nineteen or twenty. Others don't manifest the condition quite like this character. For them, it is a permanent disease (can't be cured except by divine powers or extremely powerful and specific healing) and never progress beyond the level one effects.

20 Their fury as a werewolf can now be targeted (at least initially) at someone they feel a very great enmity toward (the game master should judge this strictly). As a werewolf they will first kill that person (and whoever gets in their way) before staying to kill everyone else around.

From level five on up they gain 1d20 vitality (minimum of 4) and 2 mana each every level.

Fiends- These are dark half-demons and incarnations of many aspects of the underworld. There are four types of fiends, each based on a different type of scourge magic and having their own characteristics and abilities.

Their part infernal nature makes them vulnerable to being harmed, rather than cured by healing spells. This is both a great vulnerability as well as an inconvenience, since they can only be healed or revived by potions.

Like the other half-bloods they initially start with the stats of a human (except that in the fiend's case they have abilities and limitations as well). The character gets to choose which stat (vitality or mana) gets 1d12 and the other gets 1d6 (no minimums). This may alternate between levels.

Sanguine Fiend- The embodiment of reckless slaughter and hate, they revel in carnage or have a taste for blood, especially that of the good. Often they go into a killing rampage against any they meet unless the make a willpower roll with the total of the following:

Five if the character's neutral, ten if good.

One to fifteen if covered with blood, depending on how much and if it's theirs.

Five if they are the fiend thinks they're within their ability to kill, fifteen if they are totally helpless.

One to twenty five if there wouldn't be any outside consequences, such as the loss of information that they need or calling guards. This depends on how dire the consequences are.

Fittingly, the fiend has red skin and fangs like that of a vampire. Preferring to feel the gore they make with their own hands, they rare use weapons but rather have very dangerous claws. Because of their attributes they heavily favor brawling over weapons.

The fiend may drink the blood of other demi-humans to regain health. Their victim must be too weak to defend

themselves but still alive for this to have any benefit. Each round they drink enough blood to recover their level in vitality. Unlike most other life gaining abilities, this can raise the fiend over their maximum vitality.

+10 Social when used to intimidate

+Level to scourge magic (infernal)

Level: Ability:

Life Blood-

10 Bloodlust- The fiend is invigorated by the sense of carnage about them. For each kill that they get all their combat subskills, defense methods, and damage get a five percent bonus. This is improved to ten percent if they were killed in an especially brutal or bloody manner. However, this bonus only lasts near the corpses (just a few yards).

15 Claws of Blood- By wetting the claws with blood, fresh or not, the fiend can channel evil energies and make a ranged claw attack. By making this attack the blood dries and is no longer useful for further attacks. If the blood used belongs to the character or creature being struck then add the fiend's level to the damage. Despite being ranged this still uses the fiend's brawling skill for accuracy, though they can't make targeted strikes this way. The range of the attack can be up to the fiend's level in yards away.

25 **Unknown**

Grim Fiend- A gatekeeper of death, these are demons of bones and souls. They have an ever gnawing hunger for the souls of the living and die in a most agonizing way if they fail to devour a life each day. Though they don't need to be the one to kill the person, they do need to be present at their death.

Oddly they could be considered to be the least evil of the fiends, for they are servants of the fates and can tell when a mortal's 'time has come'. Thus, they are drawn to the aged and dying, watching over their final moments and easing the way if desired. They have a great aversion to killing any the don't sense the presence of death lingering. If within their ability, they bestow the most peaceful death they can and thus, though feared, not hated.

Living to their name, they are deathly pale with eyes of black with white pupils. Their skin is cold and often illuminated by ghostly lights that hover about them. These lights are the souls of the dead that they carry with them, a very necessary attribute of theirs for when on journeys or otherwise unable to take life.

When they wish they can become the visage of death, turning their skin partly transparent to reveal a skeletal form, thus often scaring their enemies away rather than needing to kill. Because of their attributes they heavily favor the use of missile weapons.

They must devour a soul each day or they die. They may carry, at most, a number of souls equal to their level with them.

Must avoid killing those who the fates deem should still live, though they may skill slay in self defense.

May shape, mend, or extract bones as if they were soft clay. This can be useful to make arrows or other such things.

They may channel their dark magic through bone weapons that they craft to improve the damage by their average scourge magic (sectoral) roll in percent. This cost three mana for each attack.

+10 Social when used to intimidate

+Level to scourge magic (sectoral)

Level: Ability:

Shaded Fiend- A creature of darkness, the shaded fiend has jet black skin and dark eyes without pupils. Irritated by light, they are naturally nocturnal and avoid the bright lights of torches and lamps when able. If especially bright it causes them discomfort, if not pain. When they speak their voice always sounds distant, like it's actually coming from somewhere far off.

Their form is quite like the shadows in which they live: insubstantial. Comparable in nature to a wraith, they are very limited in how much weight they can be burdened with. Because of their attributes they heavily favor stealthy classes.

May only carry an amount of weight equal to their strength base.

Double the blinding effects of flashes and can't look directly at very bright lights.

Dark vision (double level in feet), unlimited range if used to see through the pitch black of night (any place that would be illuminated during the day, for an example not in caves).

Low light vision (x3)

+10 Sneak and hide when in darkness

+Level to scourge magic (void)

Level: Ability:

5 Dim- The fiend has the ability to dim sources of light that are within a hundred yards of them. This lowers the light's range by a third of the fiend's level in feet (if more than the range, then the light's still there, but

not illuminating anything around it). This is an innate ability, not requiring any of the fiend's concentration (though they can control when it's active or not). This can be very useful in fighting at night against those that can't see in darkness.

- 15 Stab in the Dark- For the fiend, shadows and form are one and the same. They are able to strike the shadows of their enemies, dealing harm just as if they had made that blow against their body. This can even allow for targeted strikes and sneak attacks.
- 25 Spirit of the Night- When they wish the shaded fiend may meld with the shadows, blending with them perfectly. While with the shadows they have no physical form that can be attacked. The only way to give them form again is if a light shines where they are, removing the shadows and revealing them. As long as they don't make noise they can hide in shadows this way as if they were **invisible (perfect)**.

- 10 Darken- The fiend has the ability to make unnatural darkness emanate from a location of their choice. This darkness is inky black and absorbs any light that touches it without revealing what's inside. Dark vision (including the fiend's) can't see through the magically created darkness. The range at which this can be used is the fiend's level in yards and has a radius equal to half the fiend's level in feet. The darkness can be made around the fiend or other characters though by doing so they won't be able to see and all everyone else can only see is a big orb of darkness moving about. This can be countered or can counter any magically created light (usually light magic and not including things like the fire magic's flair spell). This lasts for a number of rounds equal to a third of the fiend's level and can be used a number of times each day equal to a tenth of the fiend's level (round down).

- 15 Devouring Shade- Once the sun sets innate powers in the fiend awaken. The types of abilities the fiend gets depends on the moon's phase, getting more and better abilities with a darker night sky. It doesn't matter if the fiend can see the moon or not and they are always aware when it is night and what moon phase it is. The fiend has the effect provided by the current moon phase as well as all those that are closer to being a full moon.

New Moon- The fiend's attacks have **life steal (10%)**. This only effects melee or brawling attacks.

Quarter Moon- The fiend can drain a character's life by placing their hand on the target's head and holding it there. It drains a number of vitality each round equal to the fiend's level. This can only be done if the target is defenseless and unable to move. No life is drained the first round this is used and it can only drain until the target is reduced to zero vitality. This can only be used on demi-humans.

Half Moon- All light magic (healing) spells and abilities used with its source or target within a radius around the half-

demon equal to the their level in yards is countered. This won't effect spells and abilities by characters who are a higher level than the fiend. The fiend doesn't have control over which spells and abilities this blocks so it may stop their allies from using their abilities as well as the fiend's enemies.

Full Moon- No effect.

25 Spirit of the Night- Like the previous ability this is based on the moon phases. It has all the same attributes about when it is in effect and such except that rather than draining life this has to do with awakening the fear everyone has in darkness. This won't effect night elves, vampires, or anyone else who are nocturnal or has a special connection with the night.

New Moon- This modifies the quarter moon's effect. For those who see the fiend's terrifying form it is as real as anything is. Any harm the hallucination does to the character they feel and take the damage of. The form the hallucination takes is the same as before and it still isn't real. However, it appears so real that the mind thinks that its harmed when it really isn't. If the hallucination kills a character their mind shuts down and die, just as if it was real (without the physical wounds).

Quarter Moon- The fiend appears to be whatever each character fears the most (appearing as something different for everyone around). This is a hallucination and the fiend doesn't actually change their form. This effects friends and foes alike but the fiend may chose if this ability is in use or not. The hallucinations can't appear be of multiple things (such as a sea of spiders) and it can't exist outside of a three foot radius around the fallen. The causes **fear (double fiend's level)** and if the fiend's allies are warned ahead of time their willpower is doubled against the fear's effects. The hallucination will disappear if their willpower is higher than the hallucination effect.

Half Moon- Every time the fiend speaks characters can hear the sounds of a thousand screaming voices. They can still clearly hear the fiend's voice though it sounds unnaturally terrifying. This causes **fear (fiend's level)** in others and if anything else is causing fear at the same time this stacks with the other fear effect.

Full Moon- No effect.

Poison Skills- The fiend's skin has a slight green tint. This green tint is powdered that's shed like dead skin. When shed it is a **poison (double fiend's level, any)**. When the character is first made the fiend picks any of the four effects for their poisonous skin to cause. This can't be changed once picked.

Level: Ability:

5 Infection- The half demon can rub some of the powder from their skin onto any non-missile weapon to cause it to poison characters. The powder on the weapon is scraped off after one strike and must be re-applied in order to be used again. Brawling attacks will poison as well and are always in effect (not needing to be applied). In addition to the normal poisoning effects this causes the wound to fester and keeps it from healing. After a couple of days it turns red with infection and the character will break out in a fever. If not treated within a week the character rolls their constitution (health). If the constitution roll is lower than the fiend's level the character dies. Bandages can slow but not stop the bleeding. Herbs, potions, and magic have half their normal effect when both curing the infection and healing the vitality lost, but once the wound is cured the ability has no further effect. Unless cured by a powerful healer the wound will leave a very obvious, permanent scar where it once was. This is a innate ability and doesn't cost the fiend any magic points or require any concentration.

10 Toxin- The blood of the fiend is a toxin, having double the potency of their skin and the same effect. If any other character simply touches a surface that the fiend has bleed on (while the blood is still wet) they will be poisoned. Brawling attacks are too abrupt to poison characters. The blood also has its effect if mixed with food or drink. If the fiend bleeds directly on a character then the poison's effect is tripled.

15 Kiss of Death- The fiend's breath is toxic when they want it to be one. It disintegrates quickly in the air, making it impossible to preserved for later use or use at long range. The poison has half the potency as normal (is equal to the fiend's level) with the same effect. It effects all characters within a five feet of the general direction the fiend is breathing. This doesn't take any effort on the fiend's part so the character can continue to fight or take other actions while harming their enemies with this ability. The most useful thing to do with this ability is the 'kiss of death'. To do this, the fiend must be at least level twenty and facing a demi-human enemy that's no longer able to defend itself (this can be due to injury or other methods like paralysis). With this ability the fiend breaths all of the round's toxins directly into their victim, looking much like a kiss. This will kill the character within three rounds regardless of remaining vitality. This has no effect against immortal characters. The only way they can survive without an antidote or other anti-poison potion or ability is with a constitution (health) roll at least as high as double the fiend's level.

25 Terror- All the poisoning effects the fiend can cause is in part a powerful hallucinogenic. A few rounds after being poisoned characters will break into a sweat, seeing anything their imagination can create. The extent of

the hallucinations depend on the potency of the poisoning against them, causing **fear (potency of the poison)**. If poisoned in multiple ways (such as touching the blood and a poisoned weapon) the character's constitution is halved against the poison's effects and willpower is halved against the fear.