

# BOOK OF RACES

Version 1

---

## Introduction

The following pages hold basic descriptions of fifteen races, including stat. modifications, modifications to resistance rolls, modifications to the effects of death and injuries, language details and hit point details. General guidelines on appearance, build and coloration are also given.

### STAT BONUS MODIFICATIONS

These racial modifications to stat. bonus are in addition to those gained from the Temporary stat. itself. For instance, a High Man and a Halfling can both have Strength stats. of 99. However, due to their racial stat. mods. The High Man has a total Strength bonus of +33, while the Halfling's is only +3. Stat. bonuses can become negative through such modification.

### RESISTANCE ROLL MODIFICATIONS

Racial resistance roll modifications are added directly to the resistance roll made against an appropriate spell, poison or disease.

### DEATH AND INJURY MODIFICATIONS

There are three different modifications to the effects of death and/or injury. Firstly, race determines the number of rounds after death that the soul leaves the body. Second, a number is given that is added to the column used for stat. deterioration roll. In effect, adding this factor to the column increases the rate at which the stats deteriorate after death. The third factor is a multiplier for recovery times from injuries. This number is multiplied by the normal recovery time, resulting in a recovery time for a particular race.

### LANGUAGES

The number of languages given is the number of starting languages for a character of that race. The rank to which these languages will be known depend somewhat on the character and his exact background, but the usual starting rank is 6/5.

## Aasimar

Aasimar are plane-touched creatures that can't quite be called human. In their veins flows the blood of both humankind and one of the races of the Upper Planes. Aasimar are beautiful creatures, with calm, serene features and an inner radiance that shines from their faces.

The Aasimar has been converted from the AD&D setting Planescape©, published by TSR.

### STAT BONUSES

<b>Constitution</b>	-10	<b>Strength</b>	+5
<b>Agility</b>	0	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	+5
<b>Memory</b>	0	<b>Intuition</b>	+5
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	+10
<b>Essence/Elementalism RR +;</b>	+10
<b>Mentalism RR +;</b>	+10
<b>Poison RR +;</b>	+10
<b>Disease RR +;</b>	+10

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	6
<b>Stat. Deterioration;</b>	+2
<b>Recovery Multiplier;</b>	0.7x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	8
<b>Maximum Base Hits;</b>	120

**Race Cost;** 25

### PHYSICAL CHARACTERISTICS

#### **Build;**

Aasimar can be of any build, but most tend to be tall and muscular.

#### **Colouring;**

Skin can be of any tone, though a permantly healthy tan seems to be most common. Hair is usually gold, blonde or white. Eyes are blue or amber.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

Heights of up to 7' are possible. Aasimar less than 5'10" are rare.

#### **Lifespan;**

Varies enormously. Some may even be immortal.

#### **Special Abilities/ Flaws;**

Infravision 60'

Gain +5 to Sense Ambush

Gain +20 to RR and DBs vs Cold, Heat and Fire.

+10 to all Fear rolls, and to all RRs vs. charm, fear, domination, possession and emotion effects.

## Bariaur, Female

The bariaur is a centaur - like creature native to the outer planes. Roughly human -sized, a female bariaur has the torso and arms of a human female and the body of a ewe. She lacks the horns grown by the males of the species.

Bariaur are a carefree lot. To some they appear irresponsible, but it's only a powerful wanderlust that makes them seem unsettled. There are no known Bariaur towns, and few make anything like a permanent homes. They do congregate in herds of their own kind, but the more dauntless range far and wide on their own or with adventuring parties. Sedentary Bariaur favor a pastoral life of tending sheep herds, and acting as the guardians of the wilderness.

Most Bariaur are found on the plains of Ysgard, with smaller populations on the Beastlands, Elysium and Arborea. Bariaur are social and outgoing, but not foolishly trusting.

Bariaur have been converted from the AD&D setting Planescape©, published by TSR.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	-5
<b>Agility</b>	-5	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	+5
<b>Reasoning</b>	0	<b>Empathy</b>	+5

### RR BONUSES

<b>Channeling RR +;</b>	+15
<b>Essence/Elementalism RR +;</b>	+15
<b>Mentalism RR +;</b>	+15
<b>Poison RR +;</b>	0
<b>Disease RR +;</b>	0

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	10
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	1x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D8
<b>Maximum Base Hits;</b>	120

**Race Cost;** 10

### PHYSICAL CHARACTERISTICS

#### **Build;**

The human features of a bariaur female tend to be slim but muscular. All bariaur tend to be fussy about their appearance and keep their coat well groomed. They may also dye, cut and shave their pelts in order to make themselves more attractive (to each other, at least).

#### **Colouring;**

Bariaur can be any colouration commonly found in humans, ranging from black skin and coat to white. Eye colouring includes yellows and greens as well as all the more common human colourations.

#### **Endurance;**

Normal. Note that all bariaur are herbivores.

#### **Sleep Requirements;**

Normal

#### **Height;**

5'4" - 6'

#### **Lifespan;**

100 years

#### **Special Abilities/ Flaws;**

Infravision 60'.

Base movement rate is 100' per round.

+10 to Sense Ambush

## Bariaur, Male

The bariaur is a centaur - like creature native to the outer planes. Roughly human -sized, a male bariaur has the torso and arms of a human male and the body of a ram. He also has a pair of ram's horns.

Bariaur are a carefree lot. To some they appear irresponsible, but it's only a powerful wanderlust that makes them seem unsettled. There are no known Bariaur towns, and few make anything like a permanent homes. They do congregate in herds of their own kind, but the more dauntless range far and wide on their own or with adventuring parties. Sedentary Bariaur favor a pastoral life of tending sheep herds, and acting as the guardians of the wilderness.

Most Bariaur are found on the plains of Ysgard, with smaller populations on the Beastlands, Elysium and Arborea. Bariaur are social and outgoing, but not foolishly trusting.

Bariaur have been converted from the AD&D setting Planescape©, published by TSR.

### STAT BONUSES

<b>Constitution</b>	+5	<b>Strength</b>	+5
<b>Agility</b>	-5	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	-5
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	0
<b>Disease RR +;</b>	0

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	10
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	1x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	160

**Race Cost;** 5

### PHYSICAL CHARACTERISTICS

#### **Build;**

The human features of the bariaur male tend to be broad and muscular. All bariaur tend to be fussy about their appearance and keep their coat well groomed. They may also dye, cut and shave their pelts in order to make themselves more attractive (to each other, at least).

#### **Colouring;**

Bariaur can be any coloration commonly found in humans, ranging from black skin and coat to white. Eye coloring includes yellows and greens as well as all the more common human colorations.

#### **Endurance;**

Normal. Note that all bariaur are herbivores.

#### **Sleep Requirements;**

Normal

#### **Height;**

5'8" - 6'6"

#### **Lifespan;**

100 years

#### **Special Abilities/ Flaws;**

Infravision 60'.

Base movement rate is 100' per round.

Can develop skill in Medium Butt. Each time a charging butt is made, the bariaur must make an RR vs. Con. or be stunned for D4 rounds.

## Elf, Drow

The sinister drow were once part of the community of elves that roved the forests. Now these dark elves inhabit black caves and winding tunnels under the earth, and harbour a deep hatred for the surface elves. Most stories agree that the drow were brought to their current condition by a divine curse.

While the vast majority of drow would be considered evil by most beings, a small group, dedicated to the goddess Eilistraee, are good.

Note that the statistics below are those for a drow that has become acclimatised to living on the surface, and has so lost their vulnerability to light, but many of their racial abilities as well. Fully underground dwelling drow are not available as PCs.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	0
<b>Agility</b>	+5	<b>Quickness</b>	+5
<b>Self-disc.</b>	-10	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	+5	<b>Empathy</b>	+10

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	+10
<b>Disease RR +;</b>	+10

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	2
<b>Stat. Deterioration;</b>	+4
<b>Recovery Multiplier;</b>	2x
<b># Starting Languages;</b>	3
<b>Hit Dice Type;</b>	D8
<b>Maximum Base Hits;</b>	110

**Race Cost;** 5

### PHYSICAL CHARACTERISTICS

#### **Build;**

Drow tend to be short, lithe and graceful. Females are larger than the males - males average 95 lb., females 110 lb..

#### **Colouring;**

Drow skin is uniformly jet black (although there are a few true albinos). Hair is usually white, and rarely silver or copper-hued. Most drow have red eyes, although green, brown and black are also seen. Grey, amber and rose coloured eyes are very rare but not unknown.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

8 hours.

#### **Height;**

Males average 5', females 5'4".

#### **Lifespan;**

400 - 750 years.

#### **Special Abilities/ Flaws;**

Drow elves are somewhat resistant to cold, receiving +10 to RR and DBs vs. Cold.

120' Infravision.

Gain +10 to all magic RRs - however, these bonuses do not apply to Will (That's why they are noted seperately).

Drow have a bad reputation (generally well deserved) and suffer -10 to all social skills used on non-drow.

## Githzerai

The Githzerai are now native to Limbo, but they are believed to be closely related to both humans and githyanki. Githzerai look almost exactly like humans, except that they tend to be thinner and taller. Their features are sharply cut and their faces are longer, but their most notable difference is their eyes, which range from grey to cat-like yellow. They are a severe lot who don't dress in bright colours and never wear jewelry. They also seem to have no sense of art - as any bard who's tried to entertain an crowd of them will tell you.

The Githzerai's history is almost forgotten, but at its roots is a long-standing hatred of mind flayers, and their cousin race, the Githyanki. Once, the Githzerai and the Githyanki were the same people, but bloody differences sundered them into two species. The cause of the split has long been lost, but the ageless blood-feuds and forays of revenge continue unabated.

The Githzerai have a single-minded dedication to the security of their own race, no doubt the result of their never ending war with the Githyanki. The githzerai say little of their fortresses on Limbo, lest they say too much, and they say even less of their activities.

Githzerai have been converted from the AD&D setting Planescape©, published by TSR.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	-5
<b>Agility</b>	+5	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	-5
<b>Reasoning</b>	0	<b>Empathy</b>	+5

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	0
<b>Disease RR +;</b>	0

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	12
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	1x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D8
<b>Maximum Base Hits;</b>	130

**Race Cost;** 10

### PHYSICAL CHARACTERISTICS

#### **Build;**

They tend to thin and tall. An over-weight githzerai is unheard of.

#### **Colouring;**

Their skin tends to have a grey tinge to it, and their hair is always dark. Eyes are grey or yellow.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

5'5" - 6'3" for females, 5'8" - 6'6" for males.

#### **Lifespan;**

100 years

#### **Special Abilities/ Flaws;**

60' Infravision.

10% Magic Resistance - this is always in effect and it can affect their ability to use magic items. Whenever a githzerai uses a magic item (even a constant one, like a weapon or adder) for the first time, he must roll against his magic resistance. If the roll is less than his magic resistance, the item is always inert while in his possession.

Githzerai spell casters lose their magic resistance.

## Half-Dragon, Bronze

Some dragons have the natural ability to assume human form. Very occasionally a dragon may form relationships with demi humans while in this form, and a rare half-dragon may result. Half-dragons are always the offspring of a male dragon (in this case, a bronze dragon) and a female demi human.

Half-Dragons have been converted from the Council of Wyrms© setting, published by TSR.

### STAT BONUSSES

<b>Constitution</b>	+5	<b>Strength</b>	+5
<b>Agility</b>	+5	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	+5
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSSES

<b>Channeling RR +;</b>	+10
<b>Essence/Elementalism RR +;</b>	+10
<b>Mentalism RR +;</b>	+10
<b>Poison RR +;</b>	+20
<b>Disease RR +;</b>	+50

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	6
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	0.7x
<b># Starting Languages;</b>	3
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	170

**Race Cost;** 25

### PHYSICAL CHARACTERISTICS

#### **Build;**

Usually very tall and lithe, with a slime frame, lean muscles and long limbs. Face has a distinctive draconic appearance; snakelike eyes, elongated features, and the barest hints of horns at the forehead.

#### **Colouring;**

Half Bronze dragons have bronze skin and hair and green or blue eyes.

#### **Endurance;**

They are capable of travelling 16-20 hours a day

#### **Sleep Requirements;**

Sleep for 2 hrs a day, though they can do without for a week.

#### **Height;**

Males range from 6'2" - 6'10", females are 5'8" - 6'6".

#### **Lifespan;**

400 years

#### **Special Abilities/ Flaws;**

At 1st level, a Half-dragon has any special abilities associated with their demi human parent (elf, dwarf or gnome). They can also strike with their claws as Small Claw attacks. As they gain more experience, their metamorphosis manifests.

At 4th, 8th and 12th level a Half Bronze Dragon selects one of the following abilities; Water Breathing (at will), Speak with Animals (at will), Banquet Table (2x/day), Mind Merge (1x/day), 2nd level Fear Effect, 10'R (3x/day), +30 to DBs & RRs vs. Electricity. Infravision 60 ft.

They loose one of their demi human abilities at the same time.

#### **In addition;**

At 10th level they gain Medium Claw attacks (same OB).

At 14th level they gain a Lightning breath weapon, 10 ft long, Strikes one target on the Greater Elemental Force table. Useable 2x/day

## Half-Dragon, Gold

Some dragons have the natural ability to assume human form. Very occasionally a dragon may form relationships with demi humans while in this form, and a rare half-dragon may result. Half-dragons are always the offspring of a male dragon (in this case, a gold dragon) and a female demi human.

Half-Dragons have been converted from the Council of Wyrms© setting, published by TSR.

### STAT BONUSES

<b>Constitution</b>	+5	<b>Strength</b>	+10
<b>Agility</b>	0	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	+5
<b>Memory</b>	0	<b>Intuition</b>	-10
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	+10
<b>Essence/Elementalism RR +;</b>	+10
<b>Mentalism RR +;</b>	+10
<b>Poison RR +;</b>	+20
<b>Disease RR +;</b>	+50

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	6
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	0.5x
<b># Starting Languages;</b>	3
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	180

**Race Cost;** 30

### PHYSICAL CHARACTERISTICS

#### Build;

Usually very tall and lithe, with a slim frame, lean muscles and long limbs. Face has a distinctive draconic appearance; snakelike eyes, elongated features, and the barest hints of horns at the forehead.

#### Colouring;

Half-Gold Dragons have golden skin and hair, and amber, green or purple eyes.

#### Endurance;

They are capable of travelling 16-20 hours a day

#### Sleep Requirements;

Sleep for 2 hrs a day, though they can do without for a week.

#### Height;

Males range from 6' 6" to 7' 10". Females are 6' to 7'4"

#### Lifespan;

400 years

#### Special Abilities/ Flaws;

At 1st level, a Half-dragon has any special abilities associated with their demi human parent (elf, dwarf or gnome). They can also strike with their claws as Small Claw attacks. As they gain more experience, their metamorphosis manifests.

At 4th, 8th and 12th level a Half Gold Dragon selects one of the following abilities;

Water Breathing (at will), Speak with Animals (at will), Resistance II (2x/day), Detect Lie (2x/day), Sleep (2x/day), 2nd level Fear Effect, 10'R (3x/day), +30 to DBs & RRs vs. Fire. Immune to poisonous gas. Infravision 90 ft.

They lose one of their demi human abilities at the same time.

In addition;

At 10th level they gain Medium Claw attacks (same OB).

At 14th level they gain a fire breath weapon, 10 ft long, Strikes one target on the Greater Elemental Force table. Useable 2x/day

## Half-Dragon, Silver

Some dragons have the natural ability to assume human form. Very occasionally a dragon may form relationships with demi humans while in this form, and a rare half-dragon may result. Half-dragons are always the offspring of a male dragon (in this case, a silver dragon) and a female demi human.

Half-Dragons have been converted from the Council of Wyrms© setting, published by TSR.

### STAT BONUSES

<b>Constitution</b>	+5	<b>Strength</b>	+5
<b>Agility</b>	+5	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	0	<b>Empathy</b>	-5

### RR BONUSES

<b>Channeling RR +;</b>	+10
<b>Essence/Elementalism RR +;</b>	+10
<b>Mentalism RR +;</b>	+10
<b>Poison RR +;</b>	+20
<b>Disease RR +;</b>	+50

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	6
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	0.5x
<b># Starting Languages;</b>	3
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	180

**Race Cost;** 25

### PHYSICAL CHARACTERISTICS

#### Build;

Usually very tall and lithe, with a slim frame, lean muscles and long limbs. Face has a distinctive draconic appearance; snakelike eyes, elongated features, and the barest hints of horns at the forehead.

#### Colouring;

Half-Silver Dragons have silver tinged skin and silver hair. Their eyes are blue, purple or red.

#### Endurance;

They are capable of travelling 16-20 hours a day

#### Sleep Requirements;

Sleep for 2 hrs a day, though they can do without for a week.

#### Height;

6'4" - 7'4" for males. Females can be 5'10" - 6'10"

#### Lifespan;

400 years

#### Special Abilities/ Flaws;

At 1st level, a Half-dragon has any special abilities associated with their demi human parent (elf, dwarf or gnome). They can also strike with their claws as Small Claw attacks. As they gain more experience, their metamorphosis manifests.

At 4th, 8th and 12th level a Half Silver Dragon selects one of the following abilities;

Landing (at will), Fog (1x/day), Wind Walking (1 hr per level per day), 2nd level Fear Effect, 10'R (3x/day), +30 to DBs & RRs vs. Cold. Infravision 90 ft.

They lose one of their demi human abilities at the same time.

In addition;

At 10th level they gain Medium Claw attacks (same OB).

At 14th level they gain a cold breath weapon, 10 ft long, Strikes one target on the Greater Elemental Force table. Useable 2x/day

## Ogre, Gaiahan

Ogres are carnivorous humanoids almost indistinguishable from humans. Their preferred food is sentient beings - with the brains being considered a particular delicacy. Ogres integrate themselves into human society to give themselves access to a good food supply, and given that their only distinguishing feature (their canine teeth) is difficult to spot, they usually get away with it.

The Gaiahan Ogre was created for the Gaiah world system.

### STAT BONUSES

<b>Constitution</b>	+10	<b>Strength</b>	+20
<b>Agility</b>	0	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	+5
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	+10
<b>Disease RR +;</b>	+20

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	6
<b>Stat. Deterioration;</b>	+2
<b>Recovery Multiplier;</b>	0.5x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	180

**Race Cost;** 10

### PHYSICAL CHARACTERISTICS

#### **Build;**

Ogres tend to be tall (5'10" - 6'2" for both sexes) and muscular. They never seem to actually get over-weight.

#### **Colouring;**

Ogres can be of any colouration possible for a human. Negroes are probably the most common, but all other colourations occur.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

8 hours a day.

#### **Height;**

5'10" - 6'2", both sexes.

#### **Lifespan;**

40 - 50 years.

#### **Special Abilities/ Flaws;**

Appearance of at least 85  
+10 to seduction

## Sidhe, Baine

The mortal sidhe are a group of races that have developed on some worlds with a faerie realm. They are generally recognized to be the descendents of the off-spring of humans and true faeries.

Of all the mortal sidhe, the Baine Sidhe are most like their faerie ancestors in both appearance and temperament. They are loners and travellers by nature - a fact that probably accounts for their being the rarest of the mortal sidhe races.

Baine Sidhe can be dangerous and unpredictable to be around. Like their faerie cousins they are largely amoral, though they do seem to recognise the error of physical violence.

The Sidhe were created for the Gaiah world system.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	0
<b>Agility</b>	+10	<b>Quickness</b>	+5
<b>Self-disc.</b>	0	<b>Presence</b>	+10
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	0	<b>Empathy</b>	+5

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	+20
<b>Disease RR +;</b>	+50

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	3
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	0.7x
<b># Starting Languages;</b>	4
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	150

**Race Cost;** 35

### PHYSICAL CHARACTERISTICS

#### **Build;**

Usually light of build, with long, elegant limbs.

#### **Colouring;**

Pale skin and dark hair. Their eyes (which are all one shade; no white/iris distinction) can be black, brown, hazel, purple, violet or blue.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

Males range from 5'10" to 6'5", females from 5'8" to 6'2".

#### **Lifespan;**

500 years

#### **Special Abilities/ Flaws;**

The Baine Sidhe are natural linguists; they all use the Bard costs for linguistic skills, regardless of their class.

All possess the special abilities Mana Sensing, Visions and Mana Reading.

Baine Sidhe are vulnerable to iron. Mere proximity to iron makes them uncomfortable. If forced to wear or carry it they take a C Shock critical every round. If they are struck with an iron weapon they take an additional Shock critical of two less severity than the original.

## Sidhe, Caer

The mortal sidhe are a group of races that have developed on some worlds with a faerie realm. They are generally recognized to be the descendents of the off-spring of humans and true faeries.

The Caer Sidhe are the mortal sidhe most like their human ancestors, particularly in their inclination to gather together in large settlements (their name means "sidhe of the stronghold or city"). They have inherited some of the human ability for adaptation, and are geographically the most widely dispersed of the sidhe sub-races.

The Sidhe were created for the Gaiah world system.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	+10
<b>Agility</b>	+10	<b>Quickness</b>	+5
<b>Self-disc.</b>	0	<b>Presence</b>	+5
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	0
<b>Disease RR +;</b>	+30

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	6
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	1x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	150

**Race Cost;** 10

### PHYSICAL CHARACTERISTICS

#### **Build;**

Caer sidhe can develop a very powerful build. They are generally compact and slim, but any build is possible.

#### **Colouring;**

Caer Sidhe colouration is very varied, depending on location. Complexions can vary from very pale to dark brown, with hair of platinum blonde through to black, with all the shades of blonde, red, auburn and brown inbetween. Eyes (which are all one shade; no white/iris distinction) can be amber, brown, black, grey, purple, violet or blue.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

5'5" - 6'2" for males, 5'0" - 6'0" for females.

#### **Lifespan;**

300 years.

#### **Special Abilities/ Flaws;**

Can use Presence (5'R per level) at will.

Caer Sidhe are vulnerable to iron. If forced to wear or carry it they operate at -10. If struck with an iron weapon, they suffer an additional Shock critical of three less severity than the original.

## Sidhe, Drow

The mortal sidhe are a group of races that have developed on some worlds with a faerie realm. They are generally recognized to be the descendents of the off-spring of humans and true faeries.

Drow are usually rumored to be descended from earth faeries. They excel in all manner of crafts, but particularly those involving metal, gems or stone. And although they build the most elegant towers and spires, some of their number also choose to live deep under the earth.

The Sidhe were created for the Gaiah world system.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	+10
<b>Agility</b>	+10	<b>Quickness</b>	+5
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	+50
<b>Disease RR +;</b>	+20

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	3
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	0.7x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	150

**Race Cost;** 10

### PHYSICAL CHARACTERISTICS

#### **Build;**

Drow are usually short and compact, and they can develop a very powerful build. The women are often very petite. However, they never seem to run to fat.

#### **Colouring;**

Drow always have very pale skin, though their hair is usually black, with an occasional redhead. Their eyes (which are all one shade; no white/iris distinction) are usually brown or black, with a few blues, reds and pinks. They occasionally produce a true albino.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

5'2" - 6'0" for males, 4'10" - 5'8" for females.

#### **Lifespan;**

350 years

#### **Special Abilities/ Flaws;**

Infravision 100'.

All have the special abilities of Mana Sensing and Mana Reading.

Drow are vulnerable to iron. They have no trouble handling it, but if struck with an iron weapon they suffer an additional Shock critical of three less severity than the original critical.

## Sidhe, Evald

The mortal sidhe are a group of races that have developed on some worlds with a faerie realm. They are generally recognized to be the descendents of the off-spring of humans and true faeries.

The Evald Sidhe are the most "primitive" of the sidhe races. Their cultural organisation is tribal, and their materialistic level is correspondingly low. The Evald Sidhe can be found in the forests and heaths of the world. Many of them are nomadic, while others employ semi-permanent wood or wattle dwellings. Their cultures are always hunting based.

The Sidhe were created for the Gaiah world system.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	0
<b>Agility</b>	+10	<b>Quickness</b>	+10
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	+20
<b>Disease RR +;</b>	+50

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	3
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	0.7x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D8
<b>Maximum Base Hits;</b>	120

**Race Cost;** 5

### PHYSICAL CHARACTERISTICS

#### **Build;**

Usually quite short and slim, but those that traditionally live in open plains can be very tall.

#### **Colouring;**

Due to their geographical distribution, most Evald Sidhe are dark skinned, with dark hair and eyes. It is possible to find paler skinned tribes in more temperate regions.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

5'0" - 7'0" for men, 4'10" - 6'8" for women (depends on environment)

#### **Lifespan;**

400 years

#### **Special Abilities/ Flaws;**

+20 to all perception rolls relying on hearing or smelling, and +10 to all Stalk/Hide manoeuvres.

Evald Sidhe are vulnerable to iron. They have no trouble handling or carrying it, but if struck with an iron weapon, they suffer an additional Shock critical of three less severity than the original critical.

## Sidhe, Meredydd

The mortal sidhe are a group of races that have developed on some worlds with a faerie realm. They are generally recognized to be the descendents of the off-spring of humans and true faeries.

The Meredydd make their homes by the rivers and seas, and some even build their homes on stilts in the water itself. Popular myth suggests that they are descended from water faeries. It's far more likely, however, that they are directly related to the Caer Sidhe, with whom they share many qualities.

The Sidhe were created for the Gaiah world system.

### STAT BONUSES

<b>Constitution</b>	+5	<b>Strength</b>	+10
<b>Agility</b>	+10	<b>Quickness</b>	+5
<b>Self-disc.</b>	0	<b>Presence</b>	0
<b>Memory</b>	0	<b>Intuition</b>	0
<b>Reasoning</b>	0	<b>Empathy</b>	0

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	+20
<b>Disease RR +;</b>	+5

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	3
<b>Stat. Deterioration;</b>	0
<b>Recovery Multiplier;</b>	0.7x
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	D10
<b>Maximum Base Hits;</b>	140

**Race Cost;** 5

### PHYSICAL CHARACTERISTICS

#### **Build;**

Varies considerably.

#### **Colouring;**

Meredydd are always very pale skinned, and often have a slightly bluish tinge to their complexions. They usually have white hair and blue eyes(no iris/white distinction), though blonde or pale brown hair is also seen.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

5'6" - 6'2" for males, 5'2" - 5'10" for females.

#### **Lifespan;**

400 years

#### **Special Abilities/ Flaws;**

+20 to swimming, boat pilot and sailing. Can use Presence (area of 3' R per level) at will.

Meredydd are vulnerable to iron. If forced to wear or carry it they operate at -10. If struck with an iron weapon, they suffer an additional Shock critical of three less severity than the original critical.

## Tiefling

Tieflings are humans with some fiend blood in their veins. Some look virtually human - others would look more at home in hell. All are accompanied by a faint whiff of ash and brimstone.

Tieflings live with both pride and shame of who and what they are. They have no culture of their own, and most are loners, which fits their backgrounds. Some slip into the edges of human society.

Humans don't trust tieflings much (and deep inside they fear them), but they remain inexplicably fascinated by them just the same. The plane-touched are often accused of secret plots and awful alliances - mostly without a shred of proof - because of who and what they are. A tiefling learns early on that life is cruel and hard. A tiefling will not take a friend until until he learns the measure of his companion, and even then he'll never fully trust anyone.

The Tiefling has been converted from the AD&D setting Planescape©, published by TSR.

### STAT BONUSES

<b>Constitution</b>	0	<b>Strength</b>	-5
<b>Agility</b>	+5	<b>Quickness</b>	0
<b>Self-disc.</b>	0	<b>Presence</b>	+5
<b>Memory</b>	0	<b>Intuition</b>	-5
<b>Reasoning</b>	0	<b>Empathy</b>	+5

### RR BONUSES

<b>Channeling RR +;</b>	0
<b>Essence/Elementalism RR +;</b>	0
<b>Mentalism RR +;</b>	0
<b>Poison RR +;</b>	+10
<b>Disease RR +;</b>	0

### OTHER STATISTICS

<b>#Rnds to Soul Departure;</b>	6
<b>Stat. Deterioration;</b>	+2
<b>Recovery Multiplier;</b>	x0.7
<b># Starting Languages;</b>	2
<b>Hit Dice Type;</b>	8
<b>Maximum Base Hits;</b>	140

**Race Cost;** 20

### PHYSICAL CHARACTERISTICS

#### **Build;**

Tieflings can be of any build you can imagine. All have a few features that distinguish them from humans - red eyes, a tail, claws, oddly coloured skin, fur, cloven hooves instead of feet etc.

#### **Colouring;**

Tieflings can be of any normal human colouring, and any others you'd like to imagine besides. Some are nearly human - others are completely weird.

#### **Endurance;**

Normal

#### **Sleep Requirements;**

Normal

#### **Height;**

Anything between 4'6" and 6'6".

#### **Lifespan;**

Varies enormously. Some may even be immortal.

#### **Special Abilities/ Flaws;**

Infravision 60'

Can create a darkness 15'R 1x/day.

Gain +20 to RR and DBs vs Cold.

+10 to RR and DBs vs. Fire and Heat.

+10 to RR and DBs vs. Electricity.