

Races of Gurn

All races get advantages and disadvantages.

Within these pages are some basic information about the races of people that inhabit Gurn. These are always a general guideline, of course not all of one race is going to act the same but most of them have some tendencies to act a certain way. It is always up to you to flesh out your particular character and role-play them in the way that is fun for you. But always remember this is a game for multiple people and always you must be respectful of other people boundaries. And this is VERY much a family game.

A few things to know about the world of Gurn, most things on the world of Gurn do not resurrect. They only get one shot and when they die they do not come back to life. Only those who carry "Shards" of power come back from actual death. And by the tales they tell they actually have to defeat death in order to do this. Most people do not know for sure if they are sharded until they actually die once. Although sometimes they might feel something is different about them but they do not know for sure until they actually die and come back.

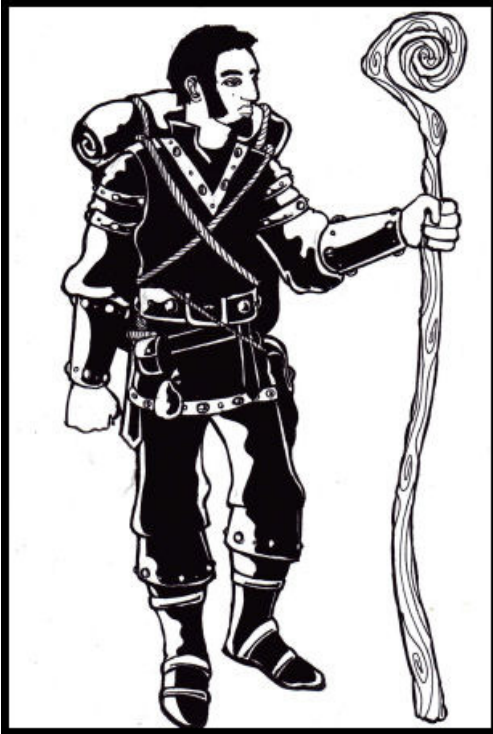
These descriptions are the basic descriptions of the races. There may be more abilities that Races have but those must be found out in game. And it is even rumored they are "Elders" of the races.

***Updated rules in this version (1.02):

- a) Updated the costs of racial skills to a single cost; there is no limit to the number of a certain racial skill that you may purchase (i.e. some skills Max out the number of times it could be bought at a certain amount).
- b) Strength has been added to each race. In doing so this will differentiate the actual physical strength of the races (i.e. Fairy with Str of 7 and Troll with Str of 13). Contested strength checks will be figured by the total strength of participants on each side with the highest side winning and a tie leading to a stalemate. Strength, in regard to weapon strikes, has to be divided equally between arms to determine Base Damage for one-handed weapons. Trolls have 13 Str; they would be considered to have 7 Str in one arm and 6 Str in the other arm (they swing Base Damage of 7 with one arm and 6 with the other). If using two-handed weapons the combined Strength of both hands would be the Base Damage. Spells will have to be updated to reflect the new Strength standard. 'Pin +2 Strength' changes to 'Pin 12 Strength'. Strength based spells like 'Orc Strength +2 Strength' will change to 'Orc Strength 11 Strength'.

Humans

Shellior stood before the being known as Arcadia, and listened to the instructions. This would be the last time he would have to do this creature's bidding. He was known for his ability with the sword, it even rivaled a Null-Magician's skill. But he had been working on his magic, skills no one save his friend Aric knew about. Soon he would put his plans in motion to help topple this prince. It would not be the first time his ability to learn had been underestimated. As he left to go get the key his master wanted, he thought of his friends of other races that learned some things easier and had a hard time with others. Although his master had offered him transforms he liked being human, as he summoned an earth protective around him. Soon Arcadia would be no more; the thought made him smile.



Humans are all over in the land of Gurn. Their ability to learn anything has made them the most adaptable race of Gurn. Because of this ability, humans tend to learn a little about everything, or sometimes master one thing thoroughly. Humans have been known to achieve Ritual Magic with ease as well as being able to stand next to a Null-Magician in a battle line. They tend to have attitudes like their adaptability, very diverse. From the craftsman who seeks to eke out a living, to the Warrior-Queen who seeks to conquer and have her name remembered for all time.

Humans get to choose one skill and get that particular skill at -1 build to its costs. Humans can specialize in any magic.

They do not have any makeup requirements.

Humans are considered the “norm” so they get no adjustments to body or mana per package. They start out with the ability to wield a weapon of their choice. They also start out with the ability to wear a 20 point suit. And, they start out with 30 Body. Humans start with a Base Strength of 10.

Savages/Barbarians

Otuk hefted his javelin and threw with all his might at the oncoming creature. He was not sure what it was, so he would not take any chances. The Coyote shaman always said, "It was always better to strike first and run if it was a mistake, then to be wrong and get caught without a weapon out." The javelin bounced off the lizard's hide and into a bush on the side. He pulled out his sword and charged the beast hoping to catch it off guard. He was shocked as it turned and ran away from him. He stopped chasing it as he saw a glint on the ground. He looked down and saw a key. He scooped it up in his hand and it tingled. He looked at the key with a scowl "Magic" he spat. I would have rather found deer than this. But I had better take this back to the elder shaman he will know what to do.



Barbarians inhabit the wild lands of Gurn; they are a very tribal people. They are also very superstitious and have a fear of magic. (So all elemental magic's costs one more per school) They are also very adept at using weapons of all types; so Path of the Warrior cost one less per skill. Plus the rigors of the wild lands leave them a little rough around the edges and a little tougher than a "Normal" human. They look like humans except they normally have war paint or their tribal symbols painted on their faces. Most of their clothing comes from what they hunt being furs or hides. Barbarians can only specialize in Life or Death Magic.

Barbarians get +1 body whenever they buy a Warrior Skill or a Scoundrel Skill. Elemental Magic's (Fire, Earth, Water, Air) cost one more per package. They must choose an animal totem that

protects them in battle. They start out with ability to use any two weapons of their choice and they start with the ability to utilize a 20-point suit of armor. They start out with 40 body. Barbarians start with a Base Strength of 10.

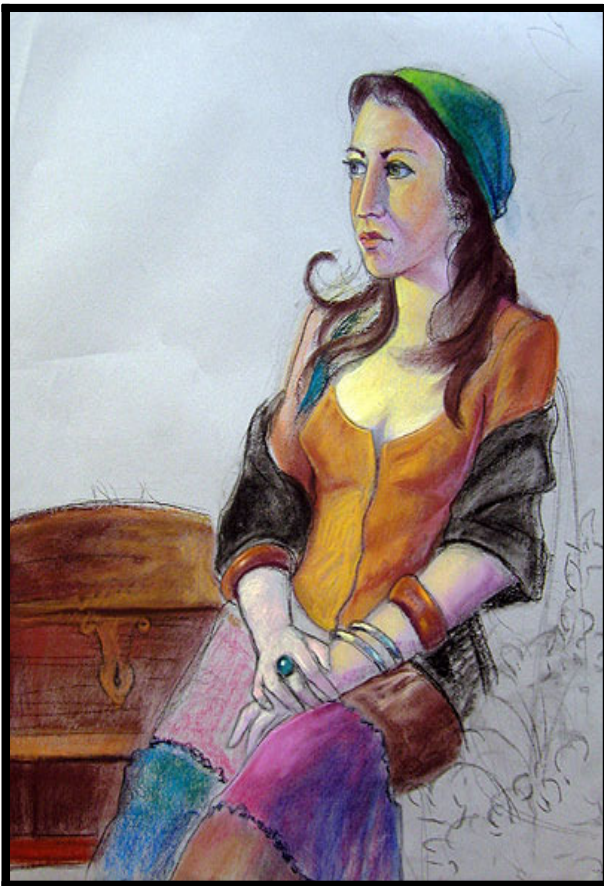
They can buy

Resist Element (5) resists any "fire, ice, earth, air" effect

Endurance (7) if they get knocked down with damage allows them to call Endurance and return to 1 body

Romani/Gypsies

Yohan slid his shortsword back into its scabbard. Stupid Undead. Why must they always try and eat me. What I wouldn't give to be able to have a fire just once with wine, women and song without having to kill these creatures. Great grandfather said it didn't used to be this way. But not to be, Mother always said make do with what you have, not what you want. He clapped his hands and said "Geoviana lets get moving, Night is young, lets see if we can stay alive one more night." His sour mood only lasted an instant and it was quickly replaced by the cheer of the gypsy. Life is hard and harder yet for Romani! But life is good and our people will always survive this I swear. That thought always cheered him up.



Gypsies inhabit wherever they can over the lands of Gurn; A lot of them are merchants, but they have an adaptability of spirit that makes them special. But the one true thing that separates them from the rest is their true connection to their ancestors. The other is their honor. They above all people have a sense of honor in all that they do. If a Gypsy gives you their word they will do something they will do it unto their last breath. If someone has truly slighted a Gypsy's Honor they can Curse him or her with a curse of their ancestors. The power of the curse depends on the Gypsy. The more curses they know the more powerful it is. But if a curse is delivered in haste or there was no true honor slight the curse bounces 10 fold on the Gypsy!

They always must wear colorful clothing and they all speak with an accent. It should be very easy to tell a flamboyant Gypsy from others.

They start with the ability to wield a weapon of their choice. They have the ability to wear a 20 point suit of armor. They can pick one crafting skill (Scroll, traps, alchemy, potion, smithing) that they can buy at -1 build per. And they receive +1 production on packages of any crafting skills they buy. Just like a regular human they get no bonuses to Mana or Body. They start out with 30 body. Gypsies start with a Base Strength of 10.

They can buy
Gypsy Curse (2)

Sunli / Sun Elves

Nimmist peered at the ground around the site at which the artifact had been guarded. His eyebrow went up in puzzlement as he looked at the tracks. Besides the guardians tracks there was but one more set. The tracks showed the person to be average height and weight. The person was obviously a warrior as well as a caster. He had struck two down at close range but blasted another down at 15 feet from his nearest footprint. This made him a dangerous foe indeed. He incanted a water protective and took his bow off his back. He chuckled as he thought to himself about an old dwarvish proverb "If you going to say something about an elf make sure he is within axe reach, because otherwise you'll never get that close". Whoever did this was going to pay, he would not fail at his mission.



Elves mainly inhabit the forests of Gurn. They have a society based on customs and habits from the change. Most of the Elves that are in the land of men are ones trying to find answers, or to experience life. All Elves are very adept at using magic. They also are taught the use of all types of bows and they tend to learn how to use them to strike more damage very easily. Elves have become adept at resisting mind affecting spells because they are very intelligent and strong willed but tend to have a little less durable body than a human. They appear to look just like humans but have pointed ears.

Sunli start with the ability to wield any type of bow. And start with 2 free Bow Enhancements. They get -1 body whenever a

warrior or scoundrel skill is purchased. Whenever a package of mana is bought they get an additional 3 points of mana. They start with the ability to wear a 20 point suit of armor. They start out with 25 Body. Sunli start with a Base Strength of 9.

They can buy

Resist Enrage (2)

Bow Enhancement (8) this allows them to buy an additional +1 damage with any bow

Resist Charm Effect (3)

Dunli / Dark Elves

Litmus looked up from his hiding spot among the bushes. He checked his sword and put the veil up to cover his face. He leapt out and struck the Firedrake with two quick blows. The Firedrake turned and hissed as it struck out with its claw. Litmus blocked the claw easily enough and almost laughed at how the drake relied too heavily on her sense of sight. He circled and struck the Firedrake's side with his sword. The Firedrake spat fire at him just as he landed a quick jab that dropped the Firedrake to the ground. Litmus shook his head and brushed some small fire out of his clothing. He smiled "Good thing I put up that Air Armor, that would have been a nasty burn." He looked up and saw the night sky and reveled in the way the cool night air smelled and how much better his skin felt after being assaulted by the sun all day. "Ah, the night is such a wonderful friend."



Dark Elves inhabit the deep recesses of Gurn. They are black in color with pointed ears. They are a bit smarter than humans are but their bodies are a bit weaker during the day. The time their race has spent underground has made them extremely sensitive to the sun. They lose half of their body from dawn till dusk. (I.e. if a Dark Elf has a max. of 15 body then from dawn till dusk they would have 8 body max because you round up on odd numbers. When dusk falls they do not regain the lost body until they are healed.) Although Dark Elves hate the day they relish the night, their natural aptitude with the

dark allows them to fight with cunning and tricks that people used to the day have a difficulty countering. They are typically trained to utilize these tricks with swords but some have been trained in other weapons. (They get a +1 proficiency in any weapon, of long sword size or less, in each hand from dusk till dawn.) Their natural affinity with death allows them to get those magic schools at one less per school.

Dunli start with ability to wear a 20 point suit of armor. They also have the ability to wield a weapon of choice. They get no bonus body or mana. They also get the ability of Two Weapons at the start. They start out with 30 body. Dunli start with a Base Strength of 10.

They can also buy

Resist Magic (8) Allows resisting any basic magic effect

Night Enhancement (8) this allows them additional +1 damage with any weapon they wield as long as it is truly dark (no more sun affecting them)

Ferali / Wild Elves

Tiana leapt down from her hiding spot in the trees on the essence eater. She snarled and drove her spears into the creature. The creature whirled around and slashed at her with its dark claws ichors flowing freely from them. She nimbly stepped aside its blow and landed more blows with her spears into the creature. The creature began to stumble and she smirked as she was about to deliver the final thrust that would crumble the creature. As she thrust into the creature a monstrous blow struck her back and she felt life leaving her. It was at this moment she summoned all the rage she had in her and she stood back up. And her deepest rage fluttered across her face. Her muscles bulged and she reigned thunderous blows thru the red cloud that dotted her vision. After destroying the creatures her rage subsided and she found a green amulet among its crumbles. Hmm I wonder what this might be.. But first things first I must go see Marcus for some healing.



Wild elves inhabit the dark forests of Gurn. They are quite uncivilized. They believe in the all-consuming power of rage. Where the Sunli disdains the loss of control over the mind the Ferali embrace it. Because they do not have much use for structure all magic fields cost them one more build per package. They can specialize in any field.

They love the rush of combat and sometimes will take more risk than others in it. But they are quick learners in the way of the warrior and

as such they get all warrior skills at -1 per skill. They can utilize a 20 point suit of armor and have the ability to use two weapons of their choice. You can tell the Ferali by their tribal marking and the amount of skins that they wear. They have pointed ears like elves but a much different temperament. They also get +1 body when buying Warrior or Scoundrel skills. They start out with 30 body. Ferali start with a Base Strength of 10.

They can also buy

Endurance (7) if they get knocked down with damage allows them to call "Endurance" and return to 1 body

Rage (6) +2 Str and +20 Body berserk state lasts for 1 minute

Goblins

Snitch looked at all of the undead standing before him. He took a deep breath and then sighed. What had ever prompted him to take those oaths? He readjusted his armor and made sure his sword was ready and leapt among the undead with a fervor. He chuckled to himself as he saw their dead eyes widen in shock. Again someone had underestimated a little old Goblin. Shinies is all they think we care about. So easy to fool most people a little whining about being harmless and most people bought it. He bounded back and forth raining blows on them and they began to fall. He cleared over half of them because they had not even begun to turn around yet. He thought to himself "Today is a good day to die" but then again every day was. Was it not the goblins who first learned



deaths tricks? Oh yes death has no hold over us. "Crunch all you want, we will make more, it has never been more true. He realized he had killed all of them and chuckled. One day people might learn but not today I'm just a simple little goblin. He laughed to himself and walked to meet up with his master to learn more tricks to help keep the oaths.

Goblins are all over in the land of Gurn. Their ability to learn anything has made them the second only to humans. They have no advantages or disadvantages for learning things. They are easily recognized by their green skin. Just like humans they come in all sorts of different shapes and sizes.

And they also come in all sorts of different temperaments. They tend to take more risks because unlike most other races all goblins can face death a lot more often. Their motto is "You

might kill me but I guarantee I'll make it past Death... Will you? Is the question my friend?"

The goblins get +5 spirit strength. They get no additional body or mana. They start with the ability to use any one weapon. They also start with the ability to utilize a 20-point suit of armor. They start out with 30 body. Goblins start with a Base Strength of 10.

Ogre

Heroz ascended the steps to the crypt. He adjusted his armor and readies his spells. Today would be a good test to see if he could truly trust the elf. An Ogre you could trust implicitly because they never lie. But other races do not have that much honor save perhaps the Gypsies. But the Gypsies could twist their words with just enough truth to make it true. But they did not always tell you everything. But the elf had promised on his honor. So there was that. Realizing he was just stalling for time. Heroz cast a air protective and an earth protective on himself. Well if what the elf says is true these undead will paralyze me with a touch. He grabbed hold of the door and ripped it off its hinges. And before he could drop the door he was already struck twice by two different ghouls with the red etched symbols in their forehead. Well the elf told the truth. He unsheathed his two handed sword and said "Gerdain Malich I am here to destroy you this day. On my honor you or I will die this day" He incanted a simple fire spell and destroyed the one and then swept his blade and cleft the other in two. He walked into the crypt knowing this might be his last.



Ogres inhabit anywhere they can in the lands of Gurn. They believe that only their honor can see them through. The Ogres had served the circle as guards and only through the treachery of a few of them had the circle been broken. Ever since then all of the Ogre elders have ingrained in the Ogre the only way to reachieve peace is to once again regain the true honor they had once held. To this end no Ogre will break his word once given. Nor will an Ogre ever lie. An Ogre's honor is so important to them that they will see to something till their permanent death if they have given their word. So Ogres never make a promise in haste. They have an affinity with the elemental magic's giving them a -1 build per package in one chosen elemental field. They cannot specialize in any magic. Ogres are yellow skinned in appearance and have tusks.

Ogres start out with a two handed weapon of choice. They prefer two-handed weapons. They can use one-handed weapons but they are too small for their strength to be of any use with them. (IE Strength does not apply to damage with one handers) They Get +3 body for warrior or scoundrel skills they buy. They start out with 60 body. Ogres start with a Base Strength of 12.

They can also buy

Toughness (10) This reduces damage of a blow that hits actual body by -1 per level of toughness bought

Strength +1 (10) Spreads evenly between the hands

Troll

Garkorg surveyed the goblins assembled before him. They were weak but had to do. "You must help me go get stuff for Boss." He flexed his muscles, "And any who run gotta deal with me". He didn't like having to deal with them this way but it had to be done. They were Boss's last hope of getting the key back. Boss said it was guarded by Earth Elementals. He looked at the two handed sword as he hefted it and swung. He saw as the air curled around it and swirled. "Strange, I never be using Air before, feels weird" He looked at the goblins and sighed "Let's go!" The thirty goblins went in front of him and all Garkorg could think of was that he hoped he lived through this day. There would be four guardians, he didn't think he would.



warrior skills. But they get -1 mana to every package of magic they buy.

Trolls start with the ability to use any one weapon. They don't start with the ability to use armor. They start out with 55 body. Trolls have a Base Strength of 13.

They can also buy

Regen Pool (2) (5 Points per time bought. Must be used in minimum of 5 points)

Strength (8) This gets divided between the hands equally.

Kobolds

Snivlet shook his head ruefully. This is going to be fun. Who knew one forged piece of paper would have brought so much interest in the treasure of "Helz VonTickenstein". Apparently that name had meant something to the maggot hordes. It was worth the money he had paid that stupid Skal for it. He couldn't believe it but it worked. He looked at the two Undead that just had to be greater undead and then the hordes of lesser undead and essence eaters. He rubbed his hands together as he checked his entire set of trap strings as he skulked in the cave. The trick was to get those Greater Undead into the cave. But even if he couldn't the BOOM would be So



worth it! He waited patiently as they went into the caves. He saw the greater ordering more of the undead into it. And then he saw the ghouls... Ugh they are going to ruin everything.. They are smarter than the normal maggot collectors. "oh well" he sighed, and pulled the tiny cord. A series of loud booms rocked one after another and the whole cave fell down around the undead and Snivlet got thrown back. He shook his head to clear it and ran as fast as he could. Oh boy those undead would be mad. He wondered how he could blame it on someone else.

Kobolds are known for the red appearance and some even have horns. They aren't as tough as other races but they have a natural understanding of the scoundrel way of thinking. They get -1 to all scoundrel skills. And they get a +2 damage bonus when attacking from behind a target. They get -1 body per warrior skill or scoundrel skill they buy. But they tend to pick up magic a bit

more than other races they get +2 mana per package of magic that they buy. They can specialize in any magic field.

They start out with the ability to use a 20-point suit of armor. They also start with a weapon of their choice. And the ability to Disarm/Arm traps. They start out with 25 body. Kobolds start with a Base Strength of 8.

Null-Magician\Skalls

Skeeve spun around and struck with his sword at the undead creature easily lopping off its right arm. Two more swings and the creature crumbled. He felt the sword hit his shoulder as he twisted with the blade to let it slide off him easily. He turned to face the last undead, there had only been six of them. If this key was so important why did they not guard it better? Almost getting hit his thoughts focused only on the combat, and he began the dance of death with this last one. He struck at it and his sword bounced off its rib with no effect. Ah, this is why it was not guarded well. The undead sword glowed with darkness and struck Skeeve and his left leg twisted



and became useless. Skeeve clicked the button on his sword and the liquid poured down the blade and his sword pulsed with life. The undead glowing eyes flickered with fear as Skeeve struck a thunderous blow that cleft him in two. Skeeve hopped and slid his pack off. He searched the ashes and found what he had come for. His hand reached into his pack and pulled out a glowing vial. He quickly drank the contents and his leg regrew. Skeeve chuckled, "Always be prepared." He headed for home and thought about the people whom he might sell this information to.

Skalls are rumored not to be from the land of Gurn at all, but somehow made it to this land. They now inhabit most places and are highly prized as the best warriors of Gurn though Barbarians come close but even they concede that Skalls are their betters in this. Their ability with weapons is unrivaled by any other race. Skalls also get to buy Warrior and scoundrel skills at -1 per skill. When Skalls are young

they are taught weapons so they start with 4 weapon skills to choose from. Skalls are also able to achieve "Zen Armor"; this allows them to twist their bodies with blows to turn them aside. They start with a 20 suit of Zen Armor. And it costs 2 Build per 5 points thereafter. This armor can always be repaired after a minute, and they can move slowly while repairing this armor. They must stretch to repair their armor. This armor breaches like normal armor but the skall can "restore" it by consuming essences. The suit resets every hard wave. The armor will drop to zero if anything inhibits and bodily movement at all it will drop to zero. (I.e. Restrains, Slow, Paralyze, etc.) Zen armor does not however protect against any spirit type spells. Because of their alien nature they get no protective slots and can never buy them. They Get +5 Body per scoundrel or warrior skill they buy and can never buy magic. Because magic is so alien to them, Skalls suffer x2 negative effects from magic. They must be blue. They start out with 75 body. Skalls start with a Base Strength of 10.

Savage Orc

Grunt peered in the clearing. He looked back at all the other Orcs he had with him. If he just had a few Grey Orcs for healers this would go a lot better. But you analyze the battle as you can. He was outnumbered two to one. But his charge should even those odds. All of this over a simple amulet, it must have something special in it to cause such a ruckus. But nothing was ever simple. Always on the run from the eaters, never knowing what the next days would bring. But now they were offered chances to fight back. He hoped the price would be worth it. If what the shaman had eluded to be true, it would mean many more Orcs could fight death and live. He hefted his axe and bellowed "OTUZ VICK CHARGZ!" And the bellow as the charge of the Orcs hit the undead as he heard the bones crunching and the sounds of battle he crushed into the undead with a new found glee. For he knew if he were to die he would defeat death. He no longer feared to die and it gave him new strength...



Savage Orcs are known for their green skin and their very large tusks. They tend to be very rough around the edges. They believe in the honor of combat. They would prefer a death in combat than any other death. They rarely will run from a fight unless they have a chance to come back and defeat the enemies. They tend to follow the strongest leader whether that is from brains or brawn. Each orc will in some way keep track of the number of important kills they have made (i.e. necklace of severed ears, self-inflicted scars in easy view, etc...).

Savage Orcs start out with the ability to use any one weapon. They also start with the ability to wear a 20 point suit of armor. They are tougher than a human. They get

+2 body for every warrior skill and scoundrel skill they buy. Most Savage orcs disdain scoundrel skill so those cost +1 per skill. They start out with 40 body. Savage orcs start with a Base Strength of 11.

They also can buy

Strength (12)

Resist Fear (2)

Resist Calm (1)

Grey Orc

Thundrick sniffed the air. He could feel the taint of the death magic pouring into the land. He could almost feel the death magic's swirling about. Then he felt the wave of magic coming. He quickly chanted a circle of life and stepped into the circle. He felt the magic wave wash over him renewing his skills. He fed the wave of magic with essences he had obtained thru some undead he had meet earlier. He felt the new energy infuse his body. And he quickly memorized a bunch of life spells that he would need against the coming battle. He would cleanse the land of the vile death bringers and bring the flow of



life to its proper place on Gurn. He enchanted a few life protectives and prepared for battle. The night would be long indeed. Perhaps he should have gone with the savage orcs. But he knew this mission was much more important if the Savage Orcs would to have any chance at all.

Grey Orcs have an affinity with life magic and are much more civilized than their green skinned brothers. They easily mingle with the Savage Orcs but have a much different view of the world. They are easily noticed by their Grey skin and their large tusks they have.

They have such an affinity of life magic that they get all life magic packages at -1 build per package. But they are allergic to death magic's. They take double effect of all death

magic effects. Over time they are able to harden their bodies to resist death magic. And they can grow strong like their Savage Orc brothers.

They start with the ability to use one weapon and wear a 20 point suit of armor. They start out with 30 body. Grey orcs start with a Base Strength of 10.

They can buy
Resist Death (4)
Strength (12)

Lizardmen

Sistak looked at the vial Aric had given him. He hoped it did what he said it would do for his claw. He gently poured it over his claw and hoped he done it right. Just as he had finished, the human smell wafted to his nose. He stood still and waited. And just as the human crossed in front of him on the path, he leapt out from behind the tree and struck with his claw hard into the back of the human. Followed with a thunderous blow with the poisoned claw. He saw the human's body take a deep cut and stiffen as the poison took effect. He smiled a toothy grin and quickly took the necklace with the key off the human's neck. While saying "Aric iss ssorry hee betrayedd you". Sistak ran knowing the poison would only last maybe three minutes more, and Aric had said this one was too dangerous to mess with. He did not understand the message though, if Aric had betrayed him why not kill and maybe he wouldn't come back. It was too difficult to think about it and it made his head hurt. It was easier to trust in Aric. He always healed him and showed him new tricks and gave him food. Food was always better to think about. As he ran away his stomach growled.



Lizardmen inhabit the swamps of Gurn. Most Lizardmen tend to be savage. Their main concerns in life are food, food, and more food. The ones that enter towns are more civilized. They have taken time to learn how to speak well enough to be understood most of the time though they still speak with a lisp, and generally try to get along. Lizardmen are green in color with scales.

Lizardmen have their own scales and cannot wear normal armor. They can toughen up their normal scales and buy points of armor. They start with a 20 suit of scale armor. It costs 2 Build per 5 points thereafter.

Lizardmen can run while repairing their armor. Their natural armor will breach like normal armor unless they consume essences to

“restore” it to its maximum potential. Since they have a tough time speaking all magic fields costs them +1 per package.. They also are cold blooded so Ice magic does x2 damage to them and they cannot run when it is freezing outside. They get no bonus body or mana. They start with one weapon of their choice. They start out with 30 body. Lizardmen start with a Base Strength of 10.

They can buy

Claws (5) (10 Build)

Toughness (7) this toughness reduces damage as it hits their armor. Once the armor is gone or an attack that bypasses their armor their toughness is ignored.

Beast-kin

Malizon sniffed the air, and picked up a leaf that was on the ground. He sniffed into the leaf and absently nibbled on it while he thought. Hmm who is behind this? His nose twitched furiously and its whiskers vibrated up and down. I know I am just a Rat-Kin. But you can't tell me something more is going on. I may have lost a step or two in my time but I am still a great thief catcher and even the mightiest and smartest don't think of everything. I've got a nose for this and I smell trouble a brewing. But soon I will find something that will reveal who is truly behind this. Always there is a spider web of intrigue beyond the surface and I will piece it together. If we are to survive this onslaught I must find something to pin the chances on. No one can run forever and I'm done



running. I will do what is necessary to give all the people a chance. Loosening his rapier in its sheath. He bent down again to smell the tracks and the wind and find something he had missed...

Creature-kin are represented by any non-specific race or race that looks like an animal or creatures that you would like to attempt to play. They can be anything that you want them to be. But the costume must reflect some resemblance to the type of creature that you wish to play. They may or may not get claws. Claws will only be given if the race would normally get them. Not all races that you want to play that are not listed are creature-kin. Also creature-kin may develop other abilities based on the creature that you base your character on.

You basically will come up with two racials for your creature that should be dependent on the creature. IE Rage for wolverines, strength for elephant etc. This is a catch all race that allows you to be creative. They get no bonus body or mana. Their starting body and Base Strength will be based on the type of creature the Beast-kin is based upon.

Gargoyle

Ralyithar reached into the murky pool and felt around. Sure enough the solid form of shield was in the pool. He crouched down and grasped it with both hands then gave a solid yank upward. It did look like an air elemental stretched and suffering. A sneer crossed his features; yes this is something that Staunch would make. "Gunja," Ralyithar uttered the command word for the ring that Staunch had given him. Too bad the suffering of this elemental was over. The ring flashed with a blue arc, the shield shuddered then crumbled, and all that remained was a pile of earth. Dark Talon scooped the earth up and placed it into a pouch. He moved into the circle of light and placed a small pinch of earth into his mouth. He then swallowed it and began melding into the earth. As he opened his eyes he stood in front of Staunch. "The shield is changed. Here are the remains, now will you change me back to an earth creature, the weakness of light beings appalls me," spat Ralyithar.



Gargoyles are a race of creatures that were created to guard and protect, by powerful magicians before the splitting of the magics. They were thought to be mindless but this proved to be an error of their creators, which proved to be fatal. They not only had minds but also were capable of reproduction. During the chaos that ensued in the change there abilities to harden their bodies to stone and having a skin that was difficult to pierce, allowed them as a people to carve out a place in the new order of the world. The bodies of gargoyles are extremely tough. But due to the hardened stone they cannot wear physical armor. They can spend

time to toughen up the stone around their body to make it protect them. They start with a 20 suit of their stone armor. It costs 2 Build per 5 points thereafter. You must remain perfectly still as the gargoyle's body must turn to stone for one minute to restore the armor. Their natural armor will breach like normal armor unless they consume essences to "restore" it to its maximum potential. It resets every hard wave. Gargoyles appear gray in color with what appears to be cracks all over their body (however horns, protrusions and wings may earn extra free Gargoyle armor). They have a very hard time with Life and Death magic they buy those at +2 per package. They start with ability to learn one weapon of choice. They start out with 30 body. Gargoyles start with a Base Strength of 10.

They can also buy

Turn to stone (4) 10 threshold. They can turn to stone and remain perfectly still they gain a threshold while doing so.

+1 to threshold w/stone (2) increases the threshold while turned to stone.

Toughness (10) This toughness reduces damage as it hits their armor and body.

Chamil

Windancer looked up at the sky with longing. Thinking to herself “I wish we still could fly.” She shrugged off the thought and smiled, soon those undead. She summoned a suit of air plate around her as she pulled the thin long sword off her back. Creeping towards the circle of Undead. She focused her mind and leapt out from the undergrowth as incantations of air flew from her hand like angry wasps. As the spells hit the undead their bodies shook from the bolts and parts of the lumpy bodies were sundered as the balls landed on them. She quickly dispatched the four large undead, and turned and looked at the huge mound of flesh that was intently studying a piece of parchment with strange writing upon it. She smiled and uttered “Utterbrachen” and touched the circle. Within moments the circle melted. A flash and she felt herself being thrown back and she felt her air plate and her earth armor get ripped off her body



from the explosion. She looked up in surprise as the huge Undead looked down upon her. “I see you are marked and obviously sent by that coward. Now feel my wrath.” The Undead claw glowed with death and descended upon her.

Chamil are a proud race of bird like humanoids that inhabit the higher regions of Gurn. They are known for their ability to focus air magic and their roguery abilities rival that of Shadow-Kin. But unfortunately for them their prior ability to fly has left their bodies quite weak. Though this is offset by their curiosity, which gives them quite keen minds. Because their society doesn't use money they use trinkets for everything. No matter how long Chamil's hang around others they have no concept of money.

Chamil pay one less per scoundrel skill and package of air that they buy. But they have trouble with the brute force technique. They pay one extra per warrior skill. Chamil appear bird like with feathers woven into their hair and costume. They are weaker in body and they get -1 body per warrior or scoundrel skill they buy. They get +4 mana per school of magic that they buy. They start out with claws. They are unfamiliar with weapons and armor when they start. They start out with 20 body. Chamils start with a Base Strength of 9.

They can buy
Claws (5) (10 Build)
Resist Enrage (1)

Minotaur

Fayne shrugged his shoulders and loosened all the tenseness that had been building up there since this morning. He tugged at the small ring of keys that he had on his belt and chuckled. "Soon again my friend I will find a way to recage you." He fingered the mass of scars that crossed his chest and arms from the years of torture that he had had to endure never being allowed to pass over into death's realm. And after 10 years of it when it came, he did not fear death and death merely smiled and bowed to him and Fayne fought his way back. Wondering what might have made him think of that he fingered the light shard he found on his face and it glowed with a renewed vigor. Back to more pressing issues he thought. Most undead wouldn't fight him unless he cornered them and that is exactly what he did to this group. He smelled the air and snorted, 20 of them. That shouldn't cause too much of an issue. His hands gripped the axe with rage and fury and he burst into the cave. His two handed axe cleaving the undead into small pieces of dust. Fayne saw a small pile of metal dust and wondered where that had come from. He decided to pick it up and let his friend Durnin examine it he would know more than he about it.



Minotaur are a race of creatures that inhabit the dark chasms of Gurn. They say once a Minotaur has traveled somewhere once he can always find his way back.

They are known for the rages that they fall prey to. When they are desperately wounded $\frac{1}{4}$ hps or less they always fall into a beserker like fury and attack the nearest target for one minute or unless they are healed past $\frac{1}{4}$ of their body. They tend to forget all but the most basic of instincts and a killing rage come over them. (They can use no tagable skills)

They are easily known by the huge horns that they have plus the brown to black skin tones that they possess. They tend to be rather furry and dress in skins and creatures that they have hunted. They are also known for their extremely good scenting abilities. They start with the ability to use one two handed weapon of choice and the ability to wear a 20 point suit of armor. They get +1 body for every warrior or scoundrel skill they buy and -1 mana from every magic package they buy. They start out with 45 body. Minotaurs start with a Base Strength of 12.

They can also buy

Strength (10)

Rage (6) +2 str and +20 body for 1 minute

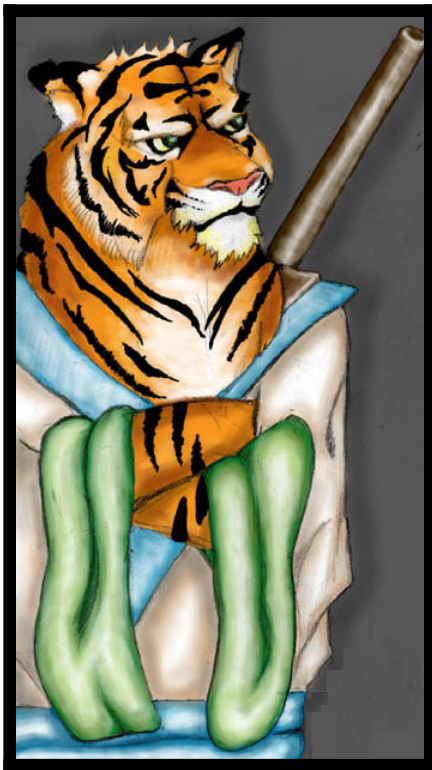
Enhanced Two handed (8) +1 damage with any two handed weapon

Enhanced Scent (5)

Resist Calm (1)

Tiger-Kin

Tinemos stretched and looked into the midday sun. He was known as a historian and all the books said that the suns had kept the undead at bay. But since the change and the fact that only one sun remained its rays must not have enough power to lock them away till it no longer looked upon the face of Gurn with its shining warmth. He pondered was there a way to overcome this to give what remained of the civilized people a chance. He was not sure that there was but to give up was to die and to die meant facing death and that was not something he ever wished to do again. Once was enough and he went to every length possible to make sure that never happened again. He was not a coward his oaths to the path he had chosen precluded that. He would always protect the innocent but he would never strike a blow first no matter what happened. He shook the thoughts out of his head. This was not the time he needed his full concentration. The ritual he



was about to cast would surely be set upon by very powerful ice elementals. But once again he would try and summon the power of the sun to harness into an item that perhaps might give civilization a chance. If he could summon its power it could hold the undead at bay and perhaps with enough brave people they could once again rebuild Gurn to what it had once been. A place of peace and harmony and values based on merit and worth. He began the preparations...

Tiger Kin are a very proud race of tiger like humanoids that inhabit the desert regions of Gurn. They are recognizable because they look like cat like versions of men. A lot of them have muzzles and they like to wear furry things. They have a tendency to think like cats as well. You might find a Tiger-kin pouncing on you because it is fun.

Even though they are civilized they still have some aspects of cats left in them. They are known for their keen senses and some have fully developed very acute olfactory senses.

They start out with one weapon of choice. And the ability to utilize a 20 point suit of armor. They start out with 30 body. Tiger-Kin start with a Base Strength of 10.

They can also buy

Claws (5) (10 build)

Enhanced Scent (5)

Resist Poison (5)

Drakes

Siscraw climbed the stairs to the towers upper chamber. Soon he would learn the secrets of the split; he would know why the powers of his kind had faded. He stopped climbing the stairs and thought of the days when his kindred walked with as much awe and respect as the elder wyrms. He had vowed to all in his clutch that he would find a way to restore the glory of the drakes of old. Years of research and study had revealed the location of this very ancient tower, which was said to house Argum, the Vizier. He shrugged his shoulders and began his ascent anew. After two hours of climbing he came to a door with runes glowing brightly, he lifted his claw and wove a spell of destruction. The doors runes flashed then faded, the door slowly swung inward. An ancient scratchy voice boomed, "Your answer will lie within Hope!" He peered inside and saw a multicolored lizard sitting behind plant wiggling his fingers. The door swung shut as a yellow light engulfed him, and the runes reappeared. When his vision cleared he was on a distant knoll looking at a small speck that was the tower. As he cleared his vision the tower blinked out of existence and was elsewhere. Siscraw roared in frustration. Of course he was hoping for an answer. Ahh well back to the crypts perhaps he could dig up something more to figure out what went wrong and to restore his people to their proper roles not to this much lesser role they now must play.



Drakes inhabit different locals depending on what type of Drake that they are. Fire drakes typically like hot dry places. Ice drakes like the cold temperatures. Wind drakes like the high mountains etc...

All Drakes possess the ability to breathe their chosen element. They buy a breath pool. They look like their element type. White for Life, Black for Death, Blue for Ice, Red for Fire, Brown for Stone, Yellow for Lightning.

They are very scaly and tend to talk with a lisp. They have hesitations whenever treasure is involved as they like to build on their treasure hoard. They all start with the ability to wear a 20-point suit of armor and the ability to wield a weapon of their choice. They get no bonus body or mana. They start out with 30 body. Drakes start out with a Base Strength of 10.

They can also buy

Claws (5) 15 Build

Breath Pool (2) 5 Points per. They can breathe it in any increment they desire

Dwarves

Durnin studied his work. He felt pride as he examined the edge on the sword. It was perfect. He jammed the sword into the bucket of oil and breathed the heady scent of the oil as the white-hot sword made the oil hiss and sputter. Ahh, nothing like a job well done. Now onto that suit of armor the old man had wanted. That old man was a strange one, but he had paid him well. No one had ever given him three fine gems as well as a silver for a suit before. But it had been 3 years since any one had asked him for a suit that would take him longer than a week to make. What a challenge this would be, he had never had to make a suit of reinforced plate before, he would have to breakdown those two suits of mail to do it. He sighed as he picked up his tongs, but it had to be done, he began to break the suits down only cheered by the thoughts of what the new armor would look like.



Dwarves are a hardy race that tends to inhabit the caverns close to the surface of Gurn. Their most distinct feature is that both male and female dwarves have beards. All dwarves have a love of metal and are very capable smithies. Because of this smithing cost them one less build per package. Because of their time spent in a forge dwarves tend to be a little tougher than most humans are.

They are known for their ability to take damage as well as dish it out with their axes. All dwarves start with the ability to wear a 30-point suit and the ability to use any axe. They also are known for their ability to drink and because they consume so much

Dwarven ale their bodies have grown tolerant of it and it takes a lot to make their bodies shut down. They are a tough and hardy race they get +1 body whenever they buy a warrior or scoundrel skill. But elemental magics come hard for them +1 per package. They cannot specialize in a magic field. They start out with 35 body. Dwarves start out with a Base Strength of 10.

They can also buy

Toughness (10) This reduces damage of a blow that hits actual body by -1 per level of toughness bought

Axe Enhancement (8)

Resist Poison (5)

Mystic Elves

Redun finished with his last set of potions. Now to get to work on the alchemy he had promised Alric. Wow what a good day. It had been a very long time since he had sold all of his production in less than an hour. First the blue thingy, I forget what those are called and now this Alric fellow. 5 Batches are sure a lot of things to make and expensive. But the customer is always right as long as they pay in advance and are willing to wait for the work. Ahh the life of a merchant is never done. He could just smell and feel all the essences and coin he was going to make. After this was done he would have almost 30 coppers. He never would have imagined his life being this wealthy or exciting. His uncle had been right. That slip down that well had been the best thing that ever happened to him even if he had to run a lot more than he used to. He had always



heard stories about the undead but no one could have prepared him for the amount of hunting that they do looking for Sharded ones. But he had enough to hire 10-12 guards now! Well lets not get crazy that would be a lot of money... maybe one or two.. or just one, yes just one. Two would be entirely too much money. He giggled and began his work anew...

Mystic Elves inhabit the forests of Gurn. They are cousin to the Folk/Fairy and tend to travel with them/ They are a very crafty people and most Mystic Elves would tell you they would rather be crafting something than anything else. Because of their inherent craft skills all merchenting skills are at -1 build per skill. But they must spend a minimum of 25% of their build on merchenting skills.

They are not as hardy as humans so Warrior skill or Scoundrel skill they buy they get -1 Body. But they have more acute magic senses than most so every package of magic they buy they get +2 mana.

They start with the ability to wear a 20-point suit of armor. And they get a weapon of their choice. They start out with 20 body. Mystic Elves start with a Base Strength of 8.

Fairy / Folk

Glint slid out his sword and held up his hand. He could hear all the other Fairies chitterling with laughter. He could hear them say. Who ever heard of a 'Warrior' fairy. Well let them laugh. It was a lot tougher for him to learn the skills of a warrior but his kind would need his help if they where to survive. He motioned and the others took their positions he could see them all preparing thunderous spells.

He ran as fast as he could and swung his sword with all his might sundering the creatures armor completely off. It turned to face him with glowing green eyes that made him want to weep and run. The eyes widened and then mirth filled them. " You've got to be kidding they sent a FAIRY WARRIOR!" Glint twirled and smashed the Lich with a wicked blow that should have chopped off his casting arm. He saw the lich phase in and out quickly. "You're dead" the lich said quietly and lifted his claw high.

"NOW" yelled Glint and storms and waves of thunderous magic reigned on the



lich. The lich turned to strike down the casting fairies as Glint hit him with a wicked stab meant to enrage the creature to strike at him.

It worked and Glint felt only the first two blows and after that faded...

Then awoke to an aching body he couldn't believe hurt that bad. A small fairy spoke gently "I am impressed Glint. Not only did you make him attack you and ignore us I saw you take 4 blows before you fell"

Glint just grunted and hobbled back to the other fairies...

Folk inhabit the forests of Gurn, and they are a very flighty race. They tend to find most things funny, and don't stay concentrated on one task for very long, growing bored very easily. They are highly magical creatures, which tends to make them very, very smart but their bodies are the weakest of all races. They pick up magic very easily, very easily and get all packages starting

magic's at -1 per school. And they also start with 2 Protective slots. Because their bodies are so weak it cannot support physical armor of any type without making it impossible to cast magic. They also have a problem learning the skills of weapons so Warrior skills cost them +2 per skill. And all Scoundrel skills are +1 to learn. But because of their natural resistance to harmful magic they can invest build into their aura to give them "Folk Armor". They start with a 20 suit of Folk armor. It costs 2 Build per 5 points thereafter. Their Folk Armor will breach like normal armor unless they consume essences to "restore" it to its maximum potential. Most fairies will have wings of some sort. They don't start out with the ability to wear a suit of armor. They can buy the ability to wear it. But they can never cast any magic in physical armor. Because weapons are so alien to them it is x2 build to learn any weapon. They also have hollow bones so they take x2 Damage from any weapon blows. They get -2 body for every warrior skill they buy and -1 body for every scoundrel skill they buy. They get +5 mana for every magic package they buy. They start out with 15 body. Fairies start out with a Base Strength of 7.

Shadow-Kin

Altair slid the covering over his face and slid the dagger out from beneath his cloak. He put two glass globes in his hand and slightly uncorked them ready to be thrown. He silently started to follow the Skall. He waited until the Skall went just beyond the town and let loose with the first vial and quickly followed with the second. He saw that the first vial had little effect and saw that the second one hit the Skall squarely. The Skall slumped to the ground with a thud. Altair chuckled as he breathed the gaseous residue, too bad you're affected by poison he thought. He searched the Skall and found what he was after, the key. Soon Lord Grendel's plan will take place.



Shadow-Kin used to inhabit the deep recesses and caverns of Gurn. Their bodies adapted to the environment with the bad air and the toxic fumes. As such poisons do not affect their bodies but acids still do affect them. They are gray in color with dark splotches. They have just recently ventured onto the surface world and because of this life magic cost them 1 extra per package. Every Shadow-Kin is taught the basics of stealth and so all Scoundrel Skills cost one less, but they don't understand frontal fighting as much so Warrior skills cost one more. Shadow-Kin cannot specialize in any magics.

Shadow-kin have the same problems that dark elves have; they lose ½ their body during the day. (I.e. if a

Shadow-Kin has a max. of 31 body then from dawn till dusk they would have 16 body max because you round up on odd numbers. When dusk falls they do not regain the lost body until they are healed.) They are very attuned with the shadows and can seem to phase out but only in darkness. They also get to buy alchemy at -1 per package. They start with the ability to wear a 20-point suit of armor and they get a weapon of their choice. They get -1 body when they buy a warrior or scoundrel skill. They start out with 30 body. Shadow-Kin start out with a Base Strength of 10.

They can also buy

Dark Phase (10) can phase any basic or less attack (only in the dark).

Wolfen

Hairy sniffed the air trying to smell if anyone was near enough to harm him. He detected nothing and he began the slow transform from Wolf to his half-form. The change took several minutes but finally he stood on only two legs. His face still carried the characteristics of a wolf but his eyes glinted with a keen intellect. He smiled and half-growled as he smelt his friend approach "Well-met Cammilelia" He turned to see his friend running at him being chased by three large undeads. He ran at them and tried to incant a Fire-Bolt but it was too difficult in this form. He howled with rage as he saw Cammilelia struck with a massive blow from behind dropping her. He began his assault upon the undead as howls of fury permeated the night air.



Wolfen inhabit the wild lands of Gurn. They have a hatred of undead and will attack lesser undead on sight and stalk the more formidable prey waiting for their chance to strike. They have the ability to invest temporary body to do extra damage to an undead target (1 body = 5 damage) with a single strike.

Wolfen are a race of shape shifters. They are taught how to shift forms from their "Human" form to their half-wolf form to even their Wolf form. Their ability to shift form has weakened their links to the elements. Thus all elemental fields cost them +2 more build per package. They also can invest in strength of both mind and body.. This strength applies to all the Wolfen's forms. They have three forms. They have a form that looks human, but has been known to manifest a "small" claw. If the Wolfen has claws it is base (3) in its human form. In this form they can communicate normally and cast elemental magic. The second is the

half-form (garou). They have a tough time speaking in this form and cannot cast elemental magic's in this form, as well as their voices are very gruff and difficult to understand in this form. They also will have 2 base (5) claws as well as gain +2 Strength. The last form is the "Pure" wolf form. They cannot communicate in any way in this form. And they also cannot activate any items when they are in their "Pure" form. They have a base (10) bite and have +4 strength in this form. The amount of time to change is the amount of time it takes to change makeup. They can only specialize in Life or Death Magic. They know how to wield one weapon and can wear a 20-point suit of armor. They get no bonuses to body or mana. They start out with 30 body. Wolfen's Base Strength is based on their current form (Human: 10, Garou: 12, Wolf: 14).

They can also buy

Strength (15)

Enhanced Scent (5)

Claws (*) (10) Base (3) in human form/Base (5) in ½ form/Base (10) in "Pure" wolf form