

CAT-FOLK — 40 points

Choice Professions: Martial Artist, Scout, Swashbuckler, Thief.

Marginal Professions: None.

Cat-folk are the most common of the so-called “beast-men.” Their physical gifts make them exceptional adventurers. A cat-boy or -girl (as they prefer to be known) resembles a lithe human with classic feline ears, whiskers, teeth, claws, and tail. Cat-folk fur is short, often with rosettes, spots, tabby markings, or tiger stripes.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Fur [1]; Night Vision 5 [5]; Striking ST 2 [10]; Teeth (Sharp) [1].

Disadvantages: Impulsiveness (12) [-10]; Laziness [-10]; Phobia (Entering Water) (15) [-2].

Features: Tail (neither a manipulator nor enough of a problem to interfere with armor).

DWARF — 20 points

Choice Professions: Barbarian, Cleric, Holy Warrior, Knight.

Marginal Professions: Martial Artist.

Dwarves are essentially hardy-but-stumpy humans who see well in the dark and like caves and gold. There’s doubtless much more to them than that, as any dwarf will argue if you foolishly say that aloud. “Bearded” and “likes ale” aren’t generally qualifications sought by adventuring parties, however.

When finding a dwarf’s height and weight, use the line appropriate to ST on the *Build Table* (p. B18), but multiply height by 2/3 and shift weight a column to the right (a Very Fat dwarf has *maximum* weight!). A dwarf’s girth offsets his height enough that he’s still SM 0. However, dwarves can’t wear armor fitted for humans (and vice versa).

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: FP+3 [9]; Basic Move-1 [-5].

Advantages: Alcohol Tolerance [1]; Damage Resistance 1 Tough Skin, -40% [3]; Lifting ST 2 [6]; Night Vision 5 [5]; Pickaxe Pendant 1* [5]; Resistant to Poison (+3) [5].

Perks: Dwarven Gear† [1].

Disadvantages: Greed (12) [-15]; Stubbornness [-5].

Features: Armor isn’t interchangeable with human armor.

* *Pickaxe Pendant:* You’re a natural at fighting, bashing, and mining with axes and picks. This Talent adds to Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), and Two-Handed Axe/Mace. Only dwarves can have it, and may buy up to three more levels at character creation. *Reaction bonus:* Miners. 5 points/level.

† *Dwarven Gear:* 10% off the final price of gear qualified as “dwarven” – armor, rations, shields, weapons, whetstones, etc.

ELVES

Nobody is certain how many kinds of elves there are, or exactly how they differ – and the fact that they’re haughty and won’t *tell* anybody doesn’t help – but most people have at least heard of gray, green, high, mountain, sea, shadow, winged, and wood elves. For a secretive bunch, they’re *widespread*. Whenever the players think they’ve finally figured out elves, the GM should invent a new sort. These templates describe the varieties of elves likely to go adventuring with humans. All are slender (find height normally for ST, add 2”, and leave weight alone), magically attuned (Magery 0 primarily means “can sense magic items,” but *does* make it 5 points cheaper to play a wizard), and have Technicolor hair. They’re also long-lived, but this has *no* effect in dungeon fantasy – monsters with aging attacks always afflict victims in proportion to racial life expectancy. Thus, elf templates omit Unaging.

The majority of elves have Sense of Duty (Nature), which can be fairly limiting. It’s functionally equivalent to Charitable *and* Pacifism toward any plant or animal that isn’t actively in the process of eating the elf, and extends to beast-men, faeries, wildmen, and other non-technological races. If an elf plays against type in this regard, the GM is free to award him fewer points for the adventure.

Most (but not all) elves also have a special perk:

Elven Gear: 10% off the final price of gear qualified as “elven” – armor, rations, weapons, etc.

Finally, elves may buy up to four levels of a racial Talent during character creation (wood elves *start* with two levels):

Forest Guardian: You’re the product of eons of selective breeding for the task of sneaking around in the bushes, peppering litterers with arrows. This Talent adds to Bow, Camouflage, Fast-Draw (Arrow), Stealth, and Survival (Woodlands). Only elves can have it. *Reaction bonus:* Druids, faeries, and bunnies. 5 points/level.

Half-Elf — 20 points

Choice Professions: Scout, Wizard.

Half-elves are the most common variety of “elves” encountered by common folk (which speaks volumes about the virtue of elves . . .). They resemble slender humans with vivid dye jobs. Elves *don’t* extend them the courtesy of elven gear, and half-elves reciprocate by kicking the occasional bunny.

Attribute Modifiers: DX+1 [20].

Advantages: Magery 0 [5].

Disadvantages: Social Stigma (Half-Breed) [-5].

Features: Any hair color *but* a reasonable human one.

High Elf — 20 points

Choice Professions: Bard, Druid, Wizard.

High elves are the ones in splendid clothing who go about singing laments and being ominous. They like little better than to stride into the inn, pull back their hood, and say something deep and lyrical that puts a damper on the merrymaking. They do make good bards and wizards, though.

Attribute Modifiers: ST-1 [-10]; IQ+1 [20].

Advantages: Appearance (Attractive) [4]; Magery 0 [5]; Musical Ability 1 [5]; Voice [10].

Perks: Elven Gear [1].

Disadvantages: Sense of Duty (Nature) [-15].

Features: Gold or silver hair.

Mountain Elf — 20 points

Choice Professions: Scout, Thief, Wizard.

Mountain elves are reclusive highlands dwellers. They’re famed for their keen vision, sure feet, eternal glowering, and freaky blue hair. While fine-featured, they aren’t exactly attractive. Maybe it’s the hair.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Advantages: Acute Vision 2 [4]; Magery 0 [5]; Perfect Balance [15]; Telescopic Vision 1 [5].

Perks: Elven Gear [1].

Disadvantages: Loner (12) [-5]; Sense of Duty (Nature) [-15].

Features: Electric-blue hair.

Shadow Elf — 20 points

Choice Professions: Scout, Thief, Wizard.

Shadow elves are probably the reason why dark ones can claim to be related to elves. Like dark ones, shadow elves are just a little unsettling, and tend to pursue creepy professions. Other elves normally avoid them. Rumors that they worship a scantily clad spider goddess from Hell are apocryphal, however.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Advantages: Magery 0 [5]; Silence 2 [10].

Disadvantages: Callous [-5].

Features: Cobweb-gray or jet-black hair.

Wood Elf — 20 points

Choice Professions: Martial Artist, Scout, Thief, Wizard.

This is the flavor of elf most monsters recall fondly when they think “elf”: attractive, nimble, green hair, likes bows and forests, etc. Wood elves are in fact the same thing as green elves.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Secondary Characteristic Modifiers: Basic Move+1 [5].

Advantages: Appearance (Attractive) [4]; Forest Guardian 2 [10]; Magery 0 [5].

Perks: Elven Gear [1].

Disadvantages: Sense of Duty (Nature) [-15].

Features: Green hair.

GNOME

20 points

Choice Professions: Cleric, Druid, Thief, Wizard.

Gnomes are diminutive craftsmen who are equally at home in rolling hill country and underground. They aren’t “runty dwarves,” but a distinct, proud race. Rumors abound of the “Hell Gnomes,” a tribe that went bad. Gnomes claim that this term refers to demonic imps, not proper gnomes (but don’t seem comfortable with the topic, all told).

Find a gnome’s height and weight using the line appropriate to ST on the *Build Table* (p. B18), but multiply height by 2/3 while keeping weight unchanged. A gnome has SM -1, regardless of height. *Tiny Tools* (p. 8) applies to his kit, but he’s big enough to wield human weapons at -1 to skill. He can buy off this penalty completely with a special perk, which *isn’t* part of the racial template:

Giant Weapons: You're familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore the -1 to use them.

Secondary Characteristic Modifiers: SM -1; FP+3 [9]; Basic Move-1 [-5].

Advantages: Honest Face [1]; Night Vision 5 [5]; Resistant to Poison (+3) [5]; Widget-Worker 2* [10].

Disadvantages: Curious (12) [-5].

* *Widget-Worker:* Your deft hands and clockmaker's mind help you locate parts and assemble and disassemble mechanisms – crossbow triggers, door hinges, locks, the lot. This Talent aids Armoury (Missile Weapons), Forced Entry, Lockpicking, Scrounging, and Traps. Only gnomes can have it, and may buy one or two more levels at character creation. *Reaction bonus:* Those who benefit directly from your skills. *5 points/level.*

GOBLIN-KIN

Goblin-kin are a whole gamut of ugly, borderline-civilized brutes that are as likely to be found glowering over a counter in town as cackling behind a cauldron of boiling oil in the dungeon. They have a reputation as “monsters” – thanks to frequent employment in that role by evil wizards – but are also avid delvers. The common threads seem to be money and fighting; so really, they're not *that* different from other adventurers.

Goblin sub-races are almost as confusing as elven ones, but the distinctions mostly come down to matters of size and purity of blood. Any of these templates would be a cheap way to add combat-effectiveness to a character concept that doesn't call for IQ. The Social Stigma and unpleasant looks somewhat balance this; see *Almost Monster* (p. 11).

Goblin — 0 points

Choice Professions: Barbarian, Knight, Thief.

True *goblins* are the small, not-too-stupid ones with needlelike teeth and a cowardly disposition. They spend a lot of time being bullied by orcs and tossed around by angry hobgoblins. Still, they're survivors, and deadlier on average than *humans* in a fight (but unless an orc or a hobgoblin is around, a determined human can intimidate a goblin with ease).

Goblins stand 2" shorter than humans of the same ST, but are no lighter.

Attribute Modifiers: IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: HP+1 [2]; Will+1 [5]; Per+1 [5].

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Sharp) [1].

Disadvantages: Appearance (Ugly) [-8]; Cowardice (12) [-10]; Social Stigma (Savage) [-10].

Half-Orc — 20 points

Choice Professions: Barbarian, Knight, Thief.

“Half orc and half *what?*” It's usually hard to tell, since few half-orcs are really half anything – they're the product of generations of inbreeding among the offspring of orc rapine, mostly in elf and human communities, but also including the occasional half-ogre. This is the usual explanation for why they're no less stigmatized than full-blooded goblin-kin, and just as resilient.

A half-orc has the height and weight of a human with one level more ST. This makes the average half-orc the size of a ST 11 human: 5'5"-6'3" and 125-195 lbs.

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: HP+1 [2].

Advantages: Acute Hearing 1 [2]; Night Vision 5 [5]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

Disadvantages: Appearance (Unattractive) [-4]; Social Stigma (Savage) [-10].

Hobgoblin — 15 points

Choice Professions: Barbarian, Knight.

Hobgoblins are the big, ill-tempered, *stupid* ones that constitute the shock troops of a goblin-kin army. They're tough, strong, and – despite major psychological drawbacks – dangerously strong-willed and alert. They also have boar-like tusks, and like to bite.

Work out a hobgoblin's height and weight as if his ST were *three* levels higher. The average hobgoblin (ST 12) is as big as a ST 15 human: 6'2"-7' and 170-270 lbs.

Attribute Modifiers: ST+2 [20]; IQ-2 [-40]; HT+1 [10].

Secondary Characteristic Modifiers: HP+3 [6]; Will+2 [10]; Per+2 [10].

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Fangs) [2].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (12) [-10]; Social Stigma (Savage) [-10].

Orc — 15 points

Choice Professions: Barbarian, Knight, Thief.

Orcs are the medium-sized, not-too-stupid ones that bully the other sorts. They're the officers of the goblin-kin legions, inasmuch as that's anything to be proud of. Simple folk often identi-

fy *all* goblin-kin as “orcs,” which greatly peeves any orcs in earshot. And it’s hard to be out of earshot – orcs have twitchy, pig-like ears that hear everything.

Find the height and weight of an orc as if his ST were *two* levels higher. The typical ST 11 orc is as large as a ST 13 human: 5’11”-6’9” and 155-245 lbs.

Attribute Modifiers: ST+1 [10]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: HP+2 [4]; Will+1 [5]; Per+1 [5].

Advantages: Acute Hearing 2 [4]; Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

Disadvantages: Appearance (Ugly) [-8]; Bully (12) [-10]; Social Stigma (Savage) [-10].

HALFLING — 0 points

Choice Professions: Scout, Thief.

Halflings are half human height, whence the name. They enjoy food, stealing, drink, sneaking, tobacco, and shooting things. While most are rosy-cheeked and good-natured, there are plenty of sallow, evil-tempered halflings. Given their natural predilections, they gravitate toward organized crime. Mobster halflings like little better than whacking rival gangsters, grabbing the dough, and enjoying a spaghetti dinner afterward.

Calculate height and weight normally for ST before applying the racial ST modifier, and then *halve* both. This makes halflings extremely stocky – the average ST 7 halfling is 2’7”-3’ and 57-87 lbs.! A halfling has SM -2, regardless of height, and is subject to *Tiny Tools* (p. 8). However, he’s big enough to wield human weapons at -2 to skill, and can buy off this penalty with a special perk, which *isn’t* part of the racial template:

Giant Weapons: You’re familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore some or all of the -2 to use them. Giant Weapons 1 [1] eliminates -1; Giant Weapons 2 [2] removes the full -2.

Attribute Modifiers: ST-3 [-30]; DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: SM -2; HP+2 [4]; Basic Move-1 [-5].

Advantages: Halfling Marksmanship 2* [10]; Honest Face [1]; Silence 2 [10].

Disadvantages: Gluttony (12) [-5]; Kleptomania (12) [-15].

Features: Hairy feet.

* *Halfling Marksmanship:* You’re a crack shot with ranged weapons. This Talent aids Bow, Sling, Throwing, and Thrown

Weapon (Dart, Knife, and Stick). Only halflings can have it, and may buy up to two more levels at character creation. *Reaction bonus:* Archers and mobsters. 5 points/level.

WILDMAN — 15 points

Choice Professions: Barbarian, Knight, Scout.

Some hypothesize that wildmen – who resemble big, furry humans – were the gods’ first crack at creating Man. Elves and faeries frequently opine that the gods should have stopped there, since wildmen don’t burn or build things. Others think wildmen are beast-men, like cat-folk. Wildmen themselves don’t theorize much, and prefer to thump things with clubs. In dungeon fantasy, the wildman’s Low TL disadvantage works differently from usual. A wildman is restricted to TL0 starting gear. He cannot start out with special orders, concoctions, or magic items from ***Dungeon Fantasy: Adventurers***. If he later obtains a higher-tech weapon, he wields it at a penalty equal to its TL; e.g., a spear (TL0) isn’t a problem, but a long spear (TL2) gives -2. Arm or torso armor gives a TL penalty to *all* combat skills; e.g., -2 for mail (TL2). If multiple penalties for weapons or armor apply, use only the *worst*.

Determine height and weight normally for modified ST.

Attribute Modifiers: ST+2 [20]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: Per+3 [15].

Advantages: Animal Empathy [5]; Arm ST 1 [5]; Brachiator [5]; Fur [1]; Temperature Tolerance 2 [2].

Perks: Call of the Wild [1].*

Disadvantages: Appearance (Unattractive) [-4]; Low TL 3 [-15]; Social Stigma (Savage) [-10].

Features: Apish looks.

* *Call of the Wild:* You don’t suffer the usual -5 to use Animal Handling, Disguise (Animals), Mimicry (Animal Sounds), or Musical Influence on giant or dire animals. Animal Empathy is a prerequisite for this perk; if a wildman somehow loses that advantage, he also loses the perk. Non-wildmen *can’t* have this perk