

# Races

The following are the listed races that one can choose to be. For explanations on each race type see: "Race (character playable races)" in the R Section of the Creatures Book.

Note: Each race will have certain "Characteristic adjustments:" These adjustments apply at all times for all creatures EXCEPT those that alter their form, or shift, to gain such benefits (i.e., Werocats and Werewolves). Note that Wisdom and Intelligence will always be benefitted from while in EITHER form for shifters.

# Ardenoth

The Ardenoth are vampires of the pure and true blood, meaning they are not Undead. They carry an heir of quiet soberness about them; an almost regal heir and dignity. They are stern and serious creatures, but enjoy amusement at times of relaxation (just as any other of the races do -- in their own way).

They are susceptible to sunlight, as they are true creatures of the night. Based on their constitution, they can withstand sunlight for certain periods at a time, making them harder to detect for what they are (for they appear as a Human). Their fangs are retractable, as are snake fangs, thus concealing their identity even further. The Ardenoth are secretive and careful about giving another the knowledge of who and what they are, for most of all humanity are biased towards this race type and will, at times, go out of their way to be rid of them.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, +1-D20 Charisma, +1-D10 Strength

# Ardinnin

The Ardinnin are akin to the Pegasus in that they are half winged horse, half humanoid. They love the freedom of the skies, and make their homes far atop the steep and rugged cliffs and mountains of the world.

## Race adjustments:

Characteristic adjustments: +1-D20 Awareness, +1-D10 Coordination, +1-D10 Mental-strength

# Canthra

The Canthra are a race of cat people. They are not shifters as are the Lycanthra (who are like the lycanthrope shifters). Canthra are reclusive by nature, though once in a while one becomes curious about the outside world and ventures forth to learn and see what there is outside the confines of their own village.

There are four distinct breed of Canthra within the Species that have been discovered to date, though more are suspected to be in existence:

# Harritt' Catur (Jungle Panther)

Jungle dweller. The two Rs in the name are rolled heavily on the tongue (the one R is not rolled).

## Race adjustments:

Characteristic adjustments: +1-D20 Awareness, +1-D10 Coordination, +1-D10 Dexterity, -1-D10 Intelligence, -1-D10 Wisdom.

# Hiskin`Catur (Forest Cat)

Common forested dweller. Can run through trees as quickly as upon the ground. Often times the Hiskin`Catur will align themselves with a druid if there is one or more present within their forested region.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, +1-D10 Coordination, +1-D10 Dexterity, -1-D10 Intelligence, -1-D10 Wisdom.

# Homin`Catur (Cheetah Cat)

Savanna Desert dweller.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, -1-D10 Constitution, +2-D10 Coordination, +1-D10 Dexterity, -1-D10 Intelligence, -1-D10 Wisdom.

# Liskin`Catur (Tiger Cat)

Jungle dweller. The Liskin are orange striped. There is another breed; a close kin to the Liskin called the Shaskin which are black and white striped. Voraskin is the named Kazar that watches over this Canthra.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, +1-D20 Constitution, +1-D6 Coordination, +1-D6 Dexterity, -1-D12 Intelligence, +1-D8 Mental-strength, +1-D20 Strength, -1-D12 Wisdom.

# Centaur

The Ardinnin are akin to the Pegasus in that they are half winged horse, half humanoid. They love the freedom of the skies, and make their homes far atop the steep and rugged cliffs and mountains of the world.

# Kandorian

The Kandorian Centaur are half horse, half humanoid. They are at one with all types of forest regions. The women are more uncommon than the men as mostly male-children are born. The males of this species are extremely protective of the females. Kandorian Centaur value family stability. When this creature is encountered they will be mostly bloodline family and/or mates. Music is a major part of this species culture.

## Race adjustments:

Characteristic adjustments:

Female: +3-D6 Awareness, +3-D10 Charisma, +1-D6 Dexterity, +1-D6 Wisdom

Male: +1-D10 Coordination, +1-D10 Constitution, +1-D10 Dexterity, +1-D10 Strength.

# Tyrin

The Tyrin Centaur are warlike and vicious, their minds bent on conquering and dominating every others. As is with the Kandorian, the male Tyrin are extremely protective and jealous of their females. When this creature is encountered they will be mostly bloodline family and/or mates. The arts of warfare are a major part of this species culture.

## Race adjustments:

Characteristic adjustments:

Female: +1-D10 Awareness, +1-D12 Charisma, +2-D6 Dexterity, +1-D4 Wisdom

Male: +1-D10 Coordination, +1-D10 Constitution, +1-D10 Dexterity, +1-D10 Strength.

# Dwarf

Dwarves are attracted to the earth and what it holds. They believe the within the bowels of the earth lay priceless treasures, therefore they build their cities all underground and guard them with dragon-like vigilance.

There are two breeds within the species of Dwarf. They are cousin to each other, always ready to come to the aid of the other.

# Kithrin

Surface dwarf: Over the span of time, this breed of dwarf began to delve from the surface of the earth down a modest one league (3 miles) into the earth, giving their cousins, the Sharp attack. Qual Dwarves the space they desired below them.

Most all tunnel systems and great halls of the Kithrin Dwarves are linked with the halls and tunnels of their cousins below, and they keep many guards at all points (from top to bottom) as a lookout for both nations.

## Race adjustments:

Characteristic adjustments: +1-D20 Constitution, 1-D6 Coordination, -1-D4 Mental-strength, +3-D10 Strength, -1-D4 Wisdom.

# Sha`Qual

Subterranean dwarf: Over the span of time, this breed of dwarf began to delve deeply into the bowels of the earth in search of Gem Vein. As the Kithrin Dwarves mainly delve for gold and silver and all manner of precious ore, the Sha`Qual Dwarves turned their search even further down, delving to incredible depths, of which are unknown to most all surface dwellers (for the Sha`Qual keep tight the secrets of their mines and hidden cities).

## Race adjustments:

Characteristic adjustments: +1-D20 Constitution, 1-D6 Coordination, -1-D4 Mental-strength, +3-D10 Strength, -1-D4 Wisdom.

# Elf

There are many breed of elves. Within these breeds they separate into tribes (i.e.. the Vosk (wood) Elf nations consists of many thousands of their kind, though they all do not live in the same forest (thus they separate into various tribes).

For the most part elves in general are a reclusive species, unconcerned with the ways of mankind.

# Aldarian (Tree Elf)

These Elves live within the trees. They can run through them as fast as they can move upon the ground, rarely having to make special checks for falling (i.e., in a serious wind-storm they would have to make special coordination checks as they traveled at full speed, but if they slowed their movement the G.M. would probably forego these checks).

## Race adjustments:

Characteristic adjustments: +1-D4 Awareness, +3-D6 Charisma, +2-D20 Coordination, +1-D10 Dexterity.

# Amalagon (Chameleon Elf)

Jungle dwelling Elves of the tropical seas.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, +1-D10 Coordination, +1-D10 Dexterity

## **Eldishar (Enchanted Forest Elf)**

Natural inhabitants of the Region, "Enchanted Forest, this breed of elf will always be gifted with at least one "Other Significant Feature" (found in the Creating the Characters Book).

The Enchanted Elf has a natural radiance that emanates from their physical being, lighting up an area round about them as does a candle lantern (which sheds light 4 spaces (20') out all the way about it).

### **Race adjustments:**

Characteristic adjustments: +1-D10 Intelligence, +1-D10 Mental-strength, +1-D10 Wisdom.

# **Kithillian (Magic Elf)**

The bright eyed elves of Essence. At birth each Kithillian Elf is taken away from his or her native city of Al'Enara and placed elsewhere without knowledge of who he or she is. Each must find their way back to their native plane from whence they came. This is not all that needs be accomplished, for from whence they come is held secret and sacred and fervently protected by all who discover it.

Each Kithillian Elf places his or her being at stake when this path is taken, for it is a path of great significance. With the cultivation of this power comes the heavy burden of responsibility . . . and that which empowers this breed of elf is not to be trifled with . . . there is much at stake for this people.

## **Race adjustments:**

Characteristic adjustments: +3-D10 Awareness, +3-D10 Intelligence, +3-D10 Wisdom.

Divine Favor(s): Essence of Eternity. The Kithillian Elf must earn the right to use this power (it is not given lightly, nor without much sacrifice (G.M.: This is the most difficult path to follow in Guardians; there can be no exception).

# Magandian (Beautiful Elf)

The most beautiful humanoids of the earthen plane, the Magandian Elves. Their beauty has the ability to charm all sentient creatures. Magandian Elves are soft spoken and peaceful by nature.

Many veil their inherently beautiful features from others, for they are distracting. In ages past there have been wars fought due to this one single attribute of the Magandian Elf . . . perfect beauty.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, +3-D20 Charisma, +1-D10 Constitution, +1-D10 Coordination, +1-D10 Dexterity, +1-D10 Intelligence, +1-D10 Mental-strength, +1-D10 Strength, +1-D10 Wisdom.

Divine Favor(s): Gift of charm.

# **Mirellian (Dark forest Elf)**

Mirellians are warlike and vicious, dark hearted and cruel. The Mirellian Elf can merge with shadows, actually becoming shadow itself, leaving no scent nor trace of his or her presence. They sense and feed from others fear, using the energy they feel as power to use.

## **Race adjustments:**

Characteristic adjustments: +1-D6 Coordination, +1-D6 Dexterity, +3-D6 Mental-strength

# **Mystic** (Half physical, half spirit Elf)

The Mystic Elf is a creature of half spirit, half physical nature. When this elf is touched physically, that physical contact will have a 50% chance to pass through him or her without any effect (unless the Mystic Elf desires otherwise).

## **Race adjustments:**

Characteristic adjustments: +1-D10 Coordination, +1-D10 Dexterity

# Pyrran (Fire Elf)

The Pyrran Elf are creatures who dwell in the Volcanic regions of Utaemia. Their immunity to heat and fire become stronger with increased levels.

## Race adjustments:

Characteristic adjustments: +1-D20 Constitution, +1-D10 Coordination, +1-D10 Dexterity

# Sardakk (Wasteland Elf)

Sardakahn is another term for the Sardakk race as a whole. These are the Wasteland dwelling elves; the only race to master the Wastelands of Utaemia. They are an honor-bound race, thriving on a broken and desolate region in perfect unity and brotherhood.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, +1-D10 Constitution, +1-D10 Coordination, +1-D10 Dexterity, +1-D10 Mental-strength, +1-D10 Strength

# Venariom (Poison Elf)

These elves dwell in the Jungle regions of Utaemia. Their saliva is a toxic venom that increases in its potency as they advance in levels. Many of the Venariom Elves take the paths of assassin, thief, and even the forest knight. They are a more sober race, silent in their walk of life.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, -1-D6 Charisma, -1-D6 Constitution, +1-D6 Coordination, +1-D6 Dexterity

## Vosk (Wood Elf)

Forest floor dwellers. These elves are the only race type to know the secret forging of skin armor. They are a more sober species, but do love to dance. They concentrate highly on industry and family.

### Race adjustments:

Characteristic adjustments: +2-D12 Awareness, +1-D12 Coordination, +1-D12 Dexterity

# Gleightdor

They are Human-like, with wings. These magnificent creatures are dwellers of the open skies, keeping mostly to themselves, for they are not necessarily concerned with the outside world.

# Arikan (Vulture)

This race type is found in almost all regions of Utaemia. They are scavengers by nature. They tend towards whatever deal with the dead.

## Race adjustments:

Characteristic adjustments: +3-D10+3 Awareness, -1-D10 Charisma

# **Karritch (Crow)**

This race type is found thriving in many regions of Utaemia. They are thieves by nature. They tend towards stealing whatever catches their eye.

## **Race adjustments:**

Characteristic adjustments: +2-D10 Awareness, +1-D4 Coordination, +1-D4 Dexterity, -1-D10 Wisdom.

# Mashuri (Eagle)

This race type is found in the high countries of Utaemia. They are noble by nature. They make open war against dragons, who they hate with a burning enmity. This breed of avian creature will go out of their way to kill most species of dragon.

## Race adjustments:

Characteristic adjustments: +2-D10 +2 Awareness, +1-D6 Coordination, +1-D6 Dexterity, +1-D10 Mental-strength

## Sage (Owl)

This race type is found in the forested lands of Utaemia. They hunt mainly at night as they are nocturnal, hunting in small groups for their dependants. They are solitary by nature, keeping mostly to their own.

### Race adjustments:

Characteristic adjustments: +3-D20 Awareness, +1-D10 Dexterity, +1-D10 Wisdom.

# Shakra (Falcon)

The Shakra Gleighdor tend more towards open flight and exploration. It is not uncommon that this species will join adventuring parties just for the prospects of open, unhindered, travel throughout the regions of Utaemia. They are stern and intimidating in their appearance.

## Race adjustments:

Characteristic adjustments: +2-D10 Awareness, +1-D12 Charisma, +1-D6 Coordination, +1-D6 Dexterity, +1-D10 Mental-strength

## Shiim (Raven)

This race type is found throughout the forested regions of Utaemia. They are thieves by nature. They tend towards stealing whatever catches their eye.

### Race adjustments:

Characteristic adjustments: +2-D8 Awareness, + 1-D10 Strength, -1-D8 Wisdom

## Vijjarra (Hawk)

The Vijjarra Gleighdor are a proud race. They tend to believe they are the superior race amidst all the races of Utaemia, and hold to that ideal. They are quick to fight, and slow to trust in another's alliance. But once trust is established, they are a suitable ally.

### Race adjustments:

Characteristic adjustments: +3-D8 Awareness, +1-D8 Charisma, +1-D6 Coordination, +1-D6 Dexterity, +1-D10 Mental-strength

# Human

Humans are the predominate race. They do not have starting abilities, but are generally notorious for cultivating skills and abilities rather quickly.

## Race adjustments:

Characteristic adjustments: None. This race gains an additional +1-D4 +1 Modification-points per level advanced.

# Leviathan

Leviathans are huge, Human-like in appearance. They are a more stern and warlike race than most others.

## Race adjustments:

Characteristic adjustments: -1-D6 Awareness, -1-D10 Charisma, +3-D20 +6 Constitution, -1-D4 Coordination, -1-D4 Dexterity, -1-D10 Intelligence, +1-D20 +6 Mental-strength, +3-D20 +6 Strength, -1-D10 Wisdom.

# Lykkinnin, Lycantra

Werecat. When these creatures shift into their half cat, half humanoid state, they appear as the species: **Catur** (they are very similar in physical build).

# Grimalkin

Jungle WerePanther

## Race adjustments:

Characteristic adjustments: +1-D20 Awareness, +1-D12 Coordination, +1-D12 Dexterity

# Shasa`Sebara

Jungle WereTiger

## Race adjustments:

Characteristic adjustments: +1-D8 Awareness, +1-D12 Coordination, +1-D12 Dexterity, -1-D8 Intelligence, +2-D20 +2 Strength, -1-D8 Wisdom.

# Shasuru

Desert WereLion

## Race adjustments:

Characteristic adjustments: +1-D12 Awareness, +1-D12 Coordination, +1-D12 Dexterity, -1-D10 Intelligence, -1-D10 Wisdom.

# Wiren

Common Forest WereCat

## Race adjustments:

Characteristic adjustments: +1-D20 +2 Awareness, +1-D12 Coordination, +1-D12 Dexterity, -1-D10 Intelligence, -1-D10 Wisdom.

# Lykkinnin, Lycanthrope

Werewolf. When these creatures shift into their half wolf, half humanoid state, they closely resemble species: Manwolf (they are very similar in physical build).

# Wolden

Common Forest Werewolf

## Race adjustments:

Characteristic adjustments: +1-D20 +10 Awareness, +1-D6 Coordination, +1-D6Dexterity, -1-D4 Intelligence, -1-D4 Wisdom.

# Worath

Dark Forest Werewolf.

## Race adjustments:

Characteristic adjustments: +1-D20 +10 Awareness, +1-D6 Coordination, +1-D6Dexterity, -1-D4 Intelligence, -1-D4 Wisdom.

# Lykkinnin, Lycanthur

Shifter. These creatures are extremely rare to encounter. They are among the species of Lykkinnin, just as the Lycanthrope (werewolf) and Lycanthra (Werecat), yet they do not take on half humanoid, half wolf shape when they change.

Lycanthur Timber WereWolves are human-like in appearance. In fact, if you are not knowledgeable on their species fluently, you would easily mistake them for a Human. When they shift, their humanoid bodies alter into what appears to be a larger, more sinewy and muscular Timber Wolf. In this form they look and are much more terribly vicious and dangerous than in humanoid or wolf form (for they can also take on the form of a Common Timber Wolf as well).

# Norst` Kin (Forested Mountains of the north -- Timber Werewolf)

Very reclusive and withdrawn from the societies of all other races.

## Race adjustments:

Characteristic adjustments: +1-D20 +10 Awareness, +1-D6 Coordination, +1-D6Dexterity, -1-D4 Intelligence, -1-D4 Wisdom.

# Microne

Microne appear to be tiny humans. They have an average height of 7" tall.

## Race adjustments:

Characteristic adjustments: +1-D20 Awareness, +3-D6 +3 Intelligence, -3-D20 Strength (but never less than 5), +3-D6 +3 Wisdom.

# Minotaur, Brown, Common

Warlike and vicious, this race type is often sought after by military governments to aid them in war. They love treasure and power.

## Race adjustments:

Characteristic adjustments: -4-D10 Charisma (characteristic cannot be less than 5); +3-D10 Constitution (best of three rolls), -1-D12 Coordination, -1-D20 Intelligence (characteristic cannot be less than 5), +1-D20 Mental-strength, +2-D20+4 Strength (best of three rolls), -1-D20 Wisdom (characteristic cannot be less than 5).

# Mutant

Mutants appear as Human or Elf to the unlearned. They are not. Starting Age: 10 + 1-D20 years.

## Race adjustments:

Characteristic adjustments: +3-D20 Mental-strength (best of two rolls).

# Quadrate

Human in appearance. They can adapt to harsh changes quickly.

## Race adjustments:

**Abilities, Character:** Adaption: The Quadrate can adapt to acid, air, earth, fire and water if dangerously exposed to it for a certain period of time. There are many other things a Quadrate can adapt to (i.e., like having not to breath, becoming used to poison, or poisonous gasses, increasing in needed characteristics for survival, etc.).

**Characteristic adjustments:** None.

# Shallant

Shallants are Human in appearance, yet are an average of 3'-3" tall. They tend towards eating and drinking and parties. They are also drawn towards thieving by an insatiable appetite for mysteries and the unknown.

## Race adjustments:

Characteristic adjustments: +1-D8 Charisma, -1-D10 Constitution, +1-D10 Coordination, +1-D20 +2  
Dexterity, -1-D10 Strength

# ShapeChanger

This race looks like a Human in appearance, but they can shape-shift into anything they can touch, living or not living. The size of the creature or item cannot be less than  $\frac{1}{2}$ , nor x2 the Shapechanger's size. A Shapechanger can turn him or herself into a dragon, but it would be a smaller dragon.

## Race adjustments:

Characteristic adjustments: +1-D10 Awareness, +1-D10 Charisma, +1-D10 Constitution, +1-D10 Coordination, +1-D10 Dexterity, +1-D10 Intelligence, +1-D10 Mental-strength, +1-D10 Strength, +1-D10 Wisdom.

# Ultarian

The Ultarians look to be Human in appearance, but they are quite different if you touch them, for they have very strong skin, serving to protect them from the harsh desert environments they love to much.

# **Black-Sands Clan**

Black-skinned humanoid desolate desert dweller. Of the three breed of Ultarian, this nation is by far the most durable race physically.

## **Race adjustments:**

Characteristic adjustments: +3-D10 Constitution, +1-D4 Coordination, +1-D4 Dexterity, + 3-D10 Strength

# Red-Sands Clan

Auburn-skinned humanoid desolate desert dweller. Of the three breed of Ultarian, this nation is the second most durable race physically, and is also is the second most quick with foot and hand.

## Race adjustments:

Characteristic adjustments: +2-D10 Constitution, +1-D8 Coordination, +1-D8 Dexterity, + 2-D10 Strength

# White-Sands Clan

White-skinned humanoid desolate desert dweller. Of the three breed of Ultarian, this nation is the weakest physically, but is usually the quickest on foot and with hands.

## Race adjustments:

Characteristic adjustments: +1-D10 Constitution, +1-D12 Coordination, +1-D12 Dexterity, + 1-D10 Strength

# Veleighen

Appear as a Human, and are difficult to distinguish unless one is learned in their culture. The Veleighen are the masters of slave spell-casters. They use them in battle and open conquest and war. They are heavily allied with the Zendahr race.

## Race adjustments:

Characteristic adjustments: +2-D20 Constitution, +1-D20 Mental-strength, +2-D20 Strength

# Zendahr

Appear as large burley Humans with much chest hair. They are allied with the Veleighen in that they capture and bring spell-casters to the Veleighen for a Bounty. They are expert in the craft of capturing spell-casters unharmed.

## Race adjustments:

Characteristic adjustments: +3-D20 Intelligence, +3-D20 Wisdom