

The non-official generic fantasy races for the Song of Sword rpg system

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The purpose of this document is to build rules for "generic" fantasy races like humans, elves or dwarves. Please remember that this document is a non-official supplement and has not been created by the Opaque Industries.

Race Tier Chart:

Tier	Race	Crp cost
1	Humans, Goblins	1
2	Dwarves, Halfings,	2
3	Elves, Orcs	4
4		6
5		8

Humans:

Attribute Modifiers: None

- **Willing to Learn:** Humans are flexible creatures by nature, and learning is something most can do very quickly. This particularly shines in the arts of battle, which the human mind adopts easy. When purchasing ***Schools***, Human characters always reduce the Cost of adopting the school by 1.
- **The Human Condition:** Human beings live short, brutal lives by the standards of the elder races. Moreso than any other race, Humans are characterized by their ability to overcome their own weaknesses. Only Humans may benefit from the ***Flaw Arc***.

Goblins:

Attribute Modifiers: -2 STR, +1 AGI, +1 PER

Regeneration: Goblins can recover from any injury that is not fatal. Lost limbs, lost eyes, etc., ***Small:*** ***Goblins reduce the Reach of all weapons they operate by 2 steps. This includes unarmed and Hand reach attacks, which are made at "Hand-2" range.***

Scarce Environment: Goblins only have to eat half as much as other races in order to survive.

Tight Spot: Goblins are very short, but also highly flexible and double-jointed. They can fit through any space large enough for their small heads to pass through.

See in Darkness: Goblins can see in **Pitch Blackness**, **Poorly Lit** and **Dimly Lit** as though it were **Evenly Lit**.

Photophobia: When in **Brightly Lit**, goblins count as being in **Poorly Lit**. When in **Evenly Lit**, Goblins count as being in **Dimly Lit**. **Blinding** is still **Blinding**.

Dwarves:

Attribute Modifiers: +2 END, +1 HLT

- **Short & Stout:** -1 Reach, -2 to total Mobility.
- **Robust Immunities:** -1 to Infection Chance against all wounds, +2 to Bloodloss Rolls.
- **See in Shadow:** When in low-light conditions, Dwarves treat each stage of Lighting as one step less severe on the table, because of their excellent eyesight in the dark (ie., **Pitch Black** becomes **Poorly Lit**, **Poorly Lit** becomes **Dimly Lit**, **Dimly Lit** becomes **Evenly Lit**). However, they cannot see colors when in the dark.

- **Prodigious Livers:** Dwarves gain a +6 to their effective Health when rolling to resist toxins (poisons, alcohol, general toxins) that are ingested, and a +2 to their effective Health against poisoned arrows, weapons or other toxins that enter the body through injury.
- **Hammer of Industry:** Dwarves always get one extra die in each step of crafting the roll in. **(Not in Beta)**

Halflings:

Attribute Modifiers: +2 AGI, +1 WIT

- **Short & Stout:** -1 Reach, -2 to total Mobility.
- **Tiny Acrobats:** The halflings hairy feet can be supridingly nimble. Halflings get one extra die to roll in Athletics.
- **Hearthy Folk:** Halflings also gain one extra die in Speech rolls, except if they use the skill to intimidate.
- **The Will to Live:** Even though they are small and warm the Halflings do not take well to being threatened, All rolls against intimidation attemptps have TN-1.

Elves:

Attribute Modifiers: +2 AGI, + 1 WIL, +1 PER

- **Haughty Beauties:** The elves gain one extra die in Speech rolls, if the subject is friendly or neutral towards the elf. However if the target is hostile towards the elf the TN of their roll against it is at -1.
- **Forest dwellers:** Elves gain one extra die in either stealth or survival rolls while in a forested area, players decides which upon character creation.

Orcs:

Attribute Modifiers: +2 STR, + 2 END, +2 HLT

- **Strong Savage:** Orcs are a very strong and a very physical race or warriors. Orcs can buy the 4 Arc Boons "Berserker" and "Bloodthirsty with one Arc cheaper.