



Non Human Races

The following are rules and descriptions of some races that may be allowed to players in Cinis's world of Tigmar. However, the GM is the final arbiter of what

races are appropriate within a specific campaign setting, and of course the GM may also add new races as desired. Note that human characters are strongly recommended for players in Tigmar.

Table 117: Ability Modifiers due to Race

Race	INT	MEM	PER	WIL	DEX	REF	STR	CON
Gen-ral	+1	+2	-1	-1	-1	-1	-1	-1
Goblin	-	-	-	-3	+2	+1	-15(22)	-1
Graer-Staz (Wolfmen)	-3	-2	+2(37)	-	-5	-	+4(37)	+3(37)
SSall-Grukkus	+2	+3(38)	-	-	-	+2	+3	+3
Kudite (Little People)	-	+3(39)	-	-1	-	-1	-3(33)	+3(37)
Mog*	-	-	-	-	-	-	+1	-
Oot	+1	-	-	+2	+1	+1	+2	+1
Ssall Priestess	+1	+2(38)	-5	-	-2	-2	-	+1
Ssall Unnamed	‡	‡	-2	+2(37)	-1	-1	-	+2
Ssall Warrior	-	-	-	-	-	+2	+3(37)	+2
Ssall Worker	-2	-1	-	-	+1	-3(35)	+2	+1
Twitil (Bird People)	-	-2	-	-	+2	-	-5	+2(38)
Zalpas (Lizard Folk)	-	-	+2	-5	+5(37)	-	-15(22)	+2(38)

* To create a Mog ability, use 1D20 + 2D8 instead of 3D12 and then add modifiers.
‡ Add 3 - 1D12 due to immense variation. Note that sometimes this penalty will be positive, and will actually enhance IN.

Race Ability Scores

Different races have different ranges of ability. To reflect this, after assigning all the ability scores, adjust them by the values shown on the table above. If after adjustments the score is below 1, set it to 1. In addition, if the score is above the racial maximum, set it to the racial maximum. If no maximum is listed, consider the maximum to be 36.

Occupations

Occupations should be chosen with carefully consideration of how the race in question fits into society. For example, a Mog can not become a Shard of the Sun under any circumstances.

In addition, if you find yourself using non-human characters for game play a lot, consider making new occupations or sub-occupations to fill in any missing gaps.

Some suggestions would be a Ssall Unnamed Diplomat sub-occupation under the Diplomat occupation, or perhaps a Zalpas Engineer for the Zalpas resident in the Republic of Sampson.

Race Descriptions

The Gen-ral Pan and Gen-ral Wol

The Gen-ral Pan and Gen-ral Wol are two branches of a race of small bug/slugs around the size of a small human fist which take over hosts brains and control their bodies. They have the ability to take over any willing host, and in some cases to take over unwilling hosts.

Assuming unrestricted inhabitation of a host, the bug lives normally, using the host as a machine of transport and food gathering. The host, due to the injury of having the mind eaten away by the bug during inhabitation process, has slightly lower statistics than it might otherwise.

Physical Description

Members of this race are roughly fist sized when coiled up into a ball. They have a brown color, and are covered with soft plates which overlap and serve as some sort of protection. They have hundreds of long legs which are fairly spindly but which can propel the insect slowly across level smooth surfaces. They also have a jaw which consists of four movable sections which allow for the boring of flesh and, given time, bone. They are worm shaped, about the thickness of a thumb, and approximately 20 inches long. They have milky white eyes.

Assuming a Form

Given a form and a means to the rear of the form's neck, the parasites can bore into the base of the skull and empty out the spinal cord. They replace the nerve which goes down the spine with their body, and they place their head in the brain tissue of the host. They then fuse their many legs with various nerve clusters which allows for the control of the host's body. The host's memories can be tapped in some cases if the parasite is skilled enough at occupation. Sometimes the host remains consciousness on some level. This can be bad or good for the parasite, depending on the circumstances.

Resistant Forms

If the host does not give itself over willingly to the parasite, the mind of the host will attempt to kill the parasite or attempt to keep consciousness in spite of the parasites savaging efforts. To determine the success of this, sum the IN and CO abilities of the host and then subtract five times the Inhabitation Skill of the parasite. Then subtract 3D12 from the total and consult the



following table.

Table 118: Inhabitation Table

Total	Result of Attempt
15 or less	Full inhabitation, host submitted and parasite completely fine.
16-30	Victim conscious and able to inhibit the parasite's motor control. Halve all parasite's physical statistics.
31-40	Parasite injured, the host is dying and if the parasite does not find another suitable host in 3 days, the parasite will die with it. The parasite is at a -5 penalty due to fatigue and injury for next inhabitation roll.
41-50	Parasite killed. Host several injured with a 50% chance of dying.
51-up	Parasite killed, and the host will have a debilitating sickness with strong chances of recovering in about a month if the parasite is removed.

The host after takeover will have some movement quirks individual to the given parasite. If these quirks are studied it becomes possible to identify forms which are taken over by parasites and those which are not. In addition, some beings can identify individual parasites from the movement quirks and speaking habits of the host. This skill is called Action Tracking. This allows the Wol to successfully hunt down the Pan and kill them.

All parasites can get Action Tracking, a skill allowing them to see other parasites they encounter. Here is the skill description:

Action Tracking

Action Tracking is identifying people by their movements, speech patterns, and physical mannerisms alone.

The parasites use this skill to find and identify one another when they are in different forms. This skill can be used to hide such mannerisms as well, but it is more difficult.

Identifying a normal person by mannerisms alone is usually a Difficult task.

Goblin

Goblins are short, thin, hominids. Thought to be incredibly ugly by other races, goblins are often not well liked, when even tolerated. Most goblins serve Kurmansu. See page 289 for more information.

Graer-Staz

The central part of the Eldar's Forest, colloquially referred to by Confederacy peasants as the Guarded Wood, is inhabited by the Graer-Staz. The Graer-Staz are

a race of wolfmen that protect the forest from both human and goblin encroachment with tireless vigilance and great ferocity.

The wolfmen of The Eldar's Forest are friendly to those who can prove they wish no harm to the wilderness. The Ssall have an alliance with the Graer-Staz; the Graer-Staz protect the northern Ssall boundaries from goblins and in return expect military aid in times of crisis. This alliance has only been strengthened by the actions of the Border Keeps.

The Graer-Staz, although powerful and cunning, have not developed high technologies, so they rely upon Ssall steel implements, weapons, and armor, although they often prefer cloth or hide armors. Small groups of Staz wander the forests, gathering foods and hunting game. The forest is never stripped by these wolfmen, who act instead as caretakers who need to eke out bare subsistence somehow.

Small seasonal gatherings are times of council and trade for the Graer-Staz. Several small groups collect in the summer and winter and hold festivals dedicated to the forest and the cave bear, the Staz patron animal. Visitors are almost never allowed to participate in such events, although it is rumored that secret rituals are performed that assure the continuing fertility of the forest.

Renegade or outcast Graer-Staz wander into the northern and western reaches of the Confederacy of Sampson, and often ply their trade as very effective and frightening mercenaries in the many wars of the region.

The Forest Protected

One exploratory expedition from the Confederacy of Sampson met an untimely end when they penetrated the preserves of the Staz and proceeded to chop down several trees. The Graer-Staz retaliated by killing all but one member of the party, who was sent back to the Confederacy to report the events and advise that no further expeditions be sent. This survivor soon died of fever, but still reported that the Graer-Staz had marshaled the forest creatures to aid them in slaughtering the invaders. The truth of these statements has never been confirmed.

Kudites

The Kudites are a people who primarily live in the northern range. There are limited populations in Lorac al Tur and Sampson as well.

The Kudites are a short, stocky people. They are usually around 5 feet tall, though they range anywhere from 4 feet to 5 1/2 feet in height. They are disproportionately wide given their height, and this gives them a fairly decent strength, though it is nothing compared to the strength achievable by humans. They do, however, have amazing stamina, and are known to hike or mine for full days without rest. They can go

without sleep for long periods of time and not suffer much for it.

The Kudites are commonly called dwarves or gnomes by humans. The player should be warned, however, that they are not dwarves or gnomes, per se. For example, many Kudites are clean shaven, have small noses, don't drink, are pacifistic, have never heard of goblins, are not fanatics about ancestors, and some are even fairly thin in form.

Kudites have a life span slightly longer than a human. They live about 110 years, with a middle-aged region of around 30-50. On the age table, subtract 5 years from their actual age to determine where they fall for aging penalties. Their skill attrition, however, remains the same.

Many Kudites do have a love of history and the trappings of tradition. Their religion is varied, however, and they tend to borrow heavily in this regard from the culture they are in.

Kudites are good engineers and miners. They are also legendary in their capabilities in all crafts including jewelry, woodworking, and metal working. They are said to have built huge machines which do amazing magical things, and many humans fear to even consider invading their caverns due to the giant metal colossi which guard their treasure halls.

Kudite mages tend towards Modeling magic. People suspect this is due to their vast lore stored up on the subject. A Kudite mage, a sub-class of hedge wizard, in a Kudite kingdom has unlimited access to Modeling field, but must still roll for improvement on the other three fields.

Kudites place little emphasis on physical appearance, and most agree that they are fairly ugly in general. They are also fairly quiet and have a low presence, even in groups of other Kudites. When with humans, subtract another 4 from the PR, since their small stature makes them easily ignored. They are also slower than humans in their response time. Some people theorize this is due to their slightly longer life span, while others place it on the heavy muscle mass and bone structure which obstructs fast responses.

Mogs

Mogs are related to humans. Due to their great diversity in size and shape they are often conceived of as being "twisted." These people are normally enslaved throughout Tigmar; they are thought (in the Aranist tradition) to have been cursed by the gods and are therefore considered inferior and deserving of their slavery.

Physically, they display more variation than the average human in height, weight, strength, intelligence, and other attributes. This makes them doubly frightening, should they ever be educated and trained.

As slaves they are used mainly for hard labor in close proximity to the Holy Empire and Sampson. More Mogs appear in the Confederacy than anywhere else for reasons beyond anyone's understanding. It is possible the Holy Empire's distaste for Mogs has influenced people's choice in owning them, with the effect of cutting down the Mog population in the east.

When generating Mogs with method I, use 2D8 + 1D20 for each ability instead to increase their variation instead of 3D12. For method II, use 2D20 + 10.

Oot

Oots are a race of genetically superior humans who have colonized Sander long ago. They are fanatically religious and arrogant.

The Oot always begins life as a Courtier- Oot Pureblood. They have a good singing voice, so any singing related skill is at +1 rank. Oots are also 6 inches taller than normal humans on average. There is a 1 percent chance per year of gaining Ootish armor and a shield if the year is spent as an Ootish noble and if the Oot has a singing skill or poetry skill of 3 or above. If the Oot ever leaves the nobility or country without Oot companions, they forsake the right to their armor and shield. The penalty for being of the Oot nobility is deepest delusions of grandeur, Ootish religion, and an inability to function well without sleep. If an Oot does not sleep for at least 6 hours in a day, she will be at -3 for all activities including combat and magic. Oots do not believe magic to be glorious, and so no Oot will be a part of it.

Cat Allergies

Oots have a 50% chance of being heavily allergic to cats. All Oots are at least mildly allergic.

There is a legend, disliked by most Oots, that the reason for this is the people selected to go and colonize the Sander colony were allergic and the Sub-Mak loved cats and so disposed of those would oppose cats in the royal palace.

Ssall

Ssall are a race of frog-like beings who live in the great swamp to west of the Confederacy of Sampson.

All intelligent Ssall are female; males are about as intelligent as cats (not to belittle cats at all, of course). The Unnamed Caste is more varied than other castes; members of this caste may become magicians, and generally have access to more skills and professions due to their use as diplomats. See page 294 for more details about the Ssall and castes.

The Unnamed are the ones who show up in Human lands. They are seen primarily in the Confederacy and Republic of Sampson, but some have traveled as far as the Holy Empire and Lorac al Tur. There is a diplomat in Lorac al Tur, as a matter of fact, who seems to be primarily interested in learning the Empires attitudes

towards the border keep area.

The Twitil - The Bird Race

This race consists of humanoid bipeds with an average height of 5'2", slightly below the human norm. Many of the Twitil have blond hair and blue eyes. They have feathered wings springing from their back. The wings can fold like dove or pigeon wings, and, when folded, the wing tips are a half foot or less off the ground. They have slight forms, and dislike heavy objects for they have difficulty flying with slight weights, much less the heaviness of armor. Twitil wingspan is roughly 24 feet, with 10 1/2 feet of wing on each side.

Due to their dislike of heavy objects, Twitil have mastered weaving and materials manufacture. Their garments are prized throughout the world due to their beautiful colors and near weightlessness.

They wear high heeled shoes and boots to raise their wings further from the ground, so they can better handle stairs and rough terrain without a continual brushing or snagging of their wing tips. They also wear light skirts as the skirts can be used as tail-feathers for added maneuverability in flight.

Twitil can fly, but flying is about as tiring as running is for humans, so most can not fly for long periods of time. Gaining elevation is like sprinting, so most of the bird race live near thermals so they can cheat.

This avian race reproduces by normal sexual means, though they do lay eggs. The eggs are eaten by other folk, and often considered a delicacy. Due to popular demand and poverty, many bird folk are kept as slaves and breeders, or prostitute themselves by selling their offspring to the masses. Their feathers are also coveted, so many are killed to make fancy hats and clothing by the humans and other races. Twitil bones also make good flutes.

The bird folk usually use a small bow and a light knife for fighting. Their warriors sometimes use a buckler and light sword.

Due to their form, they tend to not be flexible, and they can not climb or crawl very well.

Zalpas

The Zalpas are a race of three foot tall bipedal lizards. Possessing large heads for their body size, Zalpas are very intelligent as a race. Roughly as smart as human beings, Zalpas also sometimes have incredibly gifted members. These lizards normally have such enormous heads for the size of their bodies that they require help from other Zalpas to move. The roles of magician, diplomat, scholar, and leader are often filled by these helpless but genius Zalpas.

Zalpas have several lizard tendencies. First, as cold-blooded animals, they have a special penchant for

sunning themselves. Cold Zalpas become groggy, stupefied, or even immobile. Zalpas cannot stand colder climates and prefer deserts and warm cave complexes heated by magma.

These tiny lizard-men have towns, called Outposts, hidden in many places throughout Tigmar. The largest known Outpost, called Zuzun is in the Granite Flats. Preferring homes of rock, Zalpas either construct stone homes within huge caverns or tunnel out living spaces that are just their size.

The Zalpas rely upon bizarre forms of agriculture to sustain their societies. The Zalpas fulfil almost all their dietary needs by cultivating special forms of moss and fungus. Zalpas get most of their protein from bats; Zalpas maintain large herds of specially fed bats in specialized caves. The Zalpas use almost every part of the bat. The hide is sometimes used for leather, the fur for clothing, and even the claws often find their way into religious ceremonies dedicated to Behomen, the lizard God whom most Zalpas revere as the creator.

The Zalpas Way

One greeting frequently used by the Zalpas can be translated, "May your caves be wet and your bats be fat."

Although at first glance the life-style of these reptilian bipeds might lead an observer to think that the Zalpas are unsophisticated and technologically primitive, this is simply not the case. One Zalpatian specialty is the magical engine. By conjoining magical elements, mined by various cities and traded among the greater civilization, the Zalpas create physical representations of spell machine. The elements moved within the machine provide the connection to the spirit world, and their interactions through motion can channel and control raw magical power. The machine itself relies upon moving these magical pieces, and so physical mechanisms provide the necessary power.

Due to the inherent complexity of these devices, the engineers who can design successful magical mechanisms are greatly prized and extremely rare. Only a few machines are known to exist, and Zalpas hide their secrets very carefully.

The Zalpas are excellent miners, and often keep small piles of precious gems in order to bribe those who threaten warfare. Other Zalpas achievements include metallurgy, blacksmithing, and mechanical engineering.

Due to their small bodies and slight stature, the Zalpas tend to be peaceful. They prefer to employ either diplomacy or bribery to solve problems. Within themselves, the Zalpas occasionally squabble and fight petty wars, although few real successes have even been reported. The Zalpas do not keep a standing military force.

Zalpas' towns usually number between two and three



hundred, although some cities are much larger. The Zalpas tend to keep females of their species hidden from other races.

As for other races, most Zalpas treat Kudites with suspicion, humans with playful but unmalicious scorn, and Ssall with terror and respect. Zalpas tend to avoid goblin territory for fear of being overrun by goblin assaults.

Alexas the Zalpas

Around 300 years ago, Alexas united an Outpost in the Dragon's Tongue and proceeded to systematically conquer all other Zalpas Outposts.

After conquering all Zalpas territory in the land of Tigmar and part of the Granite Flats, Alexas turned his attention to Sampson City.

A megalomaniac, he reached too far despite the counsel of his best advisors. His army was easily crushed, despite his sophisticated weaponry, and he was put down from his throne.

Shortly after that, his name was remembered only with humor by the Zalpas who quickly returned to their respective independent Outposts.