

# Character Races

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## Calt



Teske Beckvar

Calts are tall, slender, humanoid cat like creatures, which have light sleek fur and a long tail. Their slight build makes them extremely lithe, fast, and agile. Because of this they often make good thieves, and may have been the source of the term "Cat Burglar." Although they usually stand erect, Calts can run on all fours, allowing them sometimes-miraculous speeds and jumping ability. When walking normally, some seem to lope, and all are always twitching and moving around, seemingly unable to stand still. It has been noted that should a Calt stand still for any length of time, its tail will start to twitch. When asked, they insist that it is as rock steady as they are.

The frame of the Calt suits them for hot climates, especially deserts. This makes them rare in northern lands or even areas that see winter. Cat Folk are wanderers, and although their race is typically nomadic, they have set up small trading towns at Oasis and other places of note all through the Desert Lands. Many of them live their lives as merchants, but their cat-like curiosity often gets the better of them and they become adventurers.

The body of a Calt is built for climbing and running.

## Basic Statistics

Wound Resistance	1d2
To kill adjustment	1d3
Wounds	20
Soul Points	80
Power	15-1d4*
React	5+1d3*
Luck	5
Spell Resistance	5
Relative Size	0.75
Walking Speed	3.5
Charging Speed	10.5
Running Speed	17.5
Broad Jump	5d6
* roll at character creation	

May carry 8+1d3 very large items.

The Calt grows to between four and a half and five and half feet tall and will normally weigh between 90 and 120 pounds.

- The Calt has Night Sight. See the separate write up on Sights for a description of Night Sight.
- The Calt starts the game with the Desert Craft skill at a synergy level of 12+0. This is in addition to any other skills the Calt character may get during the character creation process. In addition, the dice associated with this skill goes from **Regular 1** to **Easy 2** for the Calt character. In addition, the Calt add +2 to the dice roll whenever he or she tries to increase his or her level in the Balance and Climbing Skill.
- The Calt starts the game with the Balance and Climbing skill at a synergy level of 8+0. This is in addition to the skills the starting player may pick for the Calt. In addition, the dice associated with these skills goes from **Regular 1** to **Easy 2** for the Calt character.
- Have the player roll percentile. If the roll is 20% or less, the Calt character can start the game with the Merchant life skill. The player does not have to make this check

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since the skill will count towards the total number of life skills the character can have.

- It is very easy for the Calt to learn the following skills; Concealment, Escapist, Identify Sound, Move Un-noticed, and Reduce Fall. In addition, the dice associated with these skills goes from **Regular 1** to **Easy 2** for the Calt character.
- The Calt character finds it hard to learn the skills of City Craft, Swimming, Water Craft, and Winter Craft. The associated Dice rating of these skills go to **Hard 2** for the Calt.
- Only the Calt can take the Battle Claw + Battle Claw weapon combination. If the Calt takes this weapon combination then it must be chosen as a strength at a cost of 20 points (see also, Section 1 of the manual, under the Strengths and Weaknesses: Dual Weapon Skill). If the Calt does choose this weapon combination, then its Dice rating goes from **Hard 2** to **Regular 1** for the Calt Player.
- Due to the Calt's relatively small size, it is hard for the Calt to learn the following; Large Shield, Kite Shield or Spiked shield. The Dice figure for the Large and Kite shield go from **Regular 1** to **Hard 2**. The Dice figure for the Spiked shield goes from **Hard 2** to **Hard 3**.
- Due to its relatively small size and to the way the Calt moves, it finds it hard to master the following melee and missile weapons, 2 Handed Axe, Bill, Glaive, Halberd, Lance, 2 Handed Mace, Morning Star, Pike, Pole Axe, Spear, Staff, Arquebus, Long Bow, Flintlock, and Musket. The dice associated with these weapons change as follows.

The 2 Handed Axe, 2 Handed Mace, Flintlock, Halberd, Lance, Morning Star, Spear, and Staff, go from **Regular 1** to **Hard 2** rating.

The Arquebus, Flint Lock, Bill, Glaive, Halberd (group), Musket (matchlock), Pole Axe and Spear

(group) go from a **Hard 2** rating to a **Hard 3** rating.

The Long Bow and Horse Bow go from a **Hard 3** rating to a **Hard 4** rating.

- Subtract one from the attack speed of any melee weapon that a Calt uses; this includes the battle claw(s) as well. This adjustment is done before all other adjustments and only applies to actual weapons (read as; does not include shields).
- The Calt may perform a burst of speed and may maintain this speed of  $18 + 2d4$  for  $1d4+1$  combat rounds. When the Calt wishes to perform a burst of speed (i.e., he runs after someone) roll for the speed the Calt obtains ( $18+2d4$  inches per combat round) and for the length of time he will maintain the speed (the  $1d4+1$ ). The Calt cannot perform a burst of speed if wearing metal armor. A Calt is considered a Fast Target when using his or her burst of speed.
- The Calt may panic if in water. The chance of this happening is 20%, checked each combat round. If panicked it will take  $2d6$  combat rounds for the Calt to drown unless he/she gets outside help.
- The Calt will land feet first when falling greater than 3 feet so long as the Calt is not wearing metal armor. If wearing metal armor there is a 40% chance that the Calt will land on its feet if falling greater than 9 feet. If the Calt lands on its feet, then you subtract 10 feet from the fall distance when working out the consequences of the fall.
- When asleep, the Calt player may use the following table to determine if he is in a deep sleep. Roll  $1d100$ .

001 To 010 = Deep Sleep  
011 To 030 = Normal Sleep  
031 To 100 = Light Sleep

## Dwarf



Feldspar

Dwarves are a short, stocky, and extremely powerful race. Having been born from the Rock itself, it is said that their blood is heavy with Iron and Stone, causing them to weigh much more than their size would indicate. This fact also gives them an extremely tough skin that serves them as armor. All Dwarves (even the female ones) love to grow beards. This has become a form of Status in the Dwarven society, with long beards gaining the most respect. A Dwarf without a beard is a Dwarf in disgrace.

Dwarves love the stone from which they were born, and thus almost exclusively make their homes underground in tunnels carved by the forces of nature or by their own hands. They love the mountains the most because they can emerge often to obtain the raw materials they need to survive. They are excellent craftsman and architects, and are renowned to be the masters of the forge. Just as legendary as their skills however, is their love for song, ale, and money in the form of precious metals. Gold is the greatest treasure of a Dwarf, and because of this many of them are seen as greedy, a stigma that is difficult by nature for them to lose. Furthermore, their personalities are often considered to be like stone; their thinking although practical, is sometimes rigid, unyielding, and non-intellectual. They are among the hardest of all races, loving to do battle with all manner of foe and never willing to yield.

Dwarves are built for strength and not for speed or dexterity. They make some of the best fighters, but have little real problem with learning magic providing it is taught to them and they don't have

to figure it out on their own. Their ability of Dark Sight allows them to navigate in total darkness provided they are surrounded by solid rock. Dwarves also have an innate magical ability to weaken non-magical rock, making it easy to dig through.

### Basic Statistics

Wound Resistance	1d4+2
To kill adjustment	1d8
Wounds	20+3d4*
Soul Points	80
Power	15+2d4*
React	4
Luck	5
Spell Resistance	5
Relative Size	2.5
Walking Speed	2.5
Charging Speed	7.5
Running Speed	12.5
Broad Jump	2d4
* roll at character creation	

May carry 12+1d3 very large items.

The Dwarf grows to between three and a half and four and a half feet tall and will normally weigh between 300 and 350 pounds.

- The Dwarf starts the game with Dark Sight. See the separate write up on Sights for a description of Dark Sight.
- The Dwarven culture has a love affair with big nasty axes. If the Dwarf character learns to use a Two Handed Axe, then the dice associated with the Two Handed Axe goes from **Regular 1** to **Easy 2**. In addition, any time the Dwarf character tries to increase his skill in Two Handed Axe, he can add +2 to the dice roll.
- The Dwarf starts the game with Mountain Craft at 12+0. This is in addition to the skills the starting player may pick for the Dwarf. In addition, the dice associated with the skill goes from **Regular 1** to **Easy 2** for the Dwarf character.

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- Have the player roll percentile. If the roll is 20% or less then the Dwarf character will start the game with either the Mining Life Skill or the Black Smith Life Skill (the player may choose which skill). The player does not have to make this check since the skill will count towards the total number of life skills the character can have.
- Both the Dwarf and the Trock are very large when compared to the other character races. While the Trock is massive and fairly tall, the Dwarf is short and gains a lot of his Relative Size rating from what he is made of (he is part rock). Because of this, the Dwarf does not suffer from the Trock's penalty of paying more for his armor.
- The Dwarf is the only character that can take a *Musket, Refined Version* as a weapon choice. If the Dwarf takes this weapon then it must be chosen as a character strength at a cost of 25 points (see also, Section 1 of the manual, under the Strengths and Weaknesses; Gunpowder Use).
- The Dwarf has a great natural resistance to poisons. The Dwarfs Wound Resistance is 3d10 against all poisons (this takes the place of his normal wound resistance roll). In addition, the Dwarf finds the Resist Poison skill easy to increase. Although he does not start with the Resist Poison skill, if he takes the skill its associated dice figure goes from **Hard 2** to **Easy 2** for the Dwarf character.
- Except in water, any time the dwarf makes a fear or terror test of any type, he rolls the dice twice and takes the best roll (for him) when working out the results. This does not mean that the Dwarf has more than one re-roll. It just means that in this case, the Dwarf gets an automatic re-roll that does not have any cost associated with it.
- The Dwarf may panic if in water. There is a 2 in 6 chance (33%) per round that he this will happen. When it happens, the Dwarf will drown in 2d4 combat rounds.

In addition, the Dwarf finds it very hard to learn to swim (that great weight and small size). The dice rating with the Swimming skill goes from **Easy 2** to **Hard 3** for the Dwarf Character.

- Because of the Dwarfs' short stubby fingers, rigid thinking and slow massive frame, he / she finds it hard to learn the following skills; Arcana, Balance, Climbing, Escapist, Locksmith, Research, Reduce Fall, and Sleight of Hand. The dice associated with these skills change as follows. In the Arcana skill the dice rating changes to **Hard 3** for the Dwarf. In the remaining skills the Dice rating goes to **Hard 2** for the Dwarf.
- Because of the Dwarf's short Stubby fingers and slow massive frame, he / she finds the following skills easier to learn; Concentration, Conserve Energy, and Determination. For all three of these skills the Dice rating goes from **Regular 1** to **Easy 2**.
- The dwarf may cast a Soften Stone spell once / Day (see below for a description on the spell).

### Soften Stone (innate spell)

Synergy Dice Roll	N/A
Range	Touch
Casting Restrictions	May Cast 1 / Day.

This spell allows a Dwarf to weaken a section of rock up to 1000 cubic feet to the point where it can be dug away with a pick or shovel. The shape of the affected area must be simple, a rectangle square or cylinder. The spell will not work if the stone that is to be weakened has been magicked. Nor will it work on living stone (i.e., creatures made of stone) or upon Aegis Stones or stone that is within an Aegis Stones area of influence.

## Eldorin



Jocasta

Legend has it that the Eldorin race was created when an Elf god took a Rac for a mate. The race has the physical build of an elf and the great-feathered wings of a Rac. It is amazing and easy to see both Elf and Rac when looking at an Eldorin.

The Eldorin have great-feathered wings that give them full flight. They are also extremely maneuverable although their slight build hampers them somewhat in that they are unable to carry very much while flying.

Eldorin live and thrive in high mountain peaks and it is here that they build their cities. The cities are a marvel to behold and, when viewed by any other race, seem to defy logic and gravity. Their huge cities cling to vertical cliffs a mile high. As engineers and builders the Eldorins are unmatched.

Eldorins have superior vision and hearing.

## Basic Statistics

Wound Resistance	1d2
To kill adjustment	1d3
Wounds	20
Soul Points	80
Power	15+1d3*
React	5
Luck	5
Spell Resistance	5
Relative Size	1.0
Walking Speed	2.5
Charging Speed	7.5
Running Speed	12.5
Broad Jump	4d4 Wings Folded
* roll at character creation	

May carry 6+1d2 very large items.

The Eldorin grows to between five and six feet tall and will normally weigh between 160 and 180 pounds.

- The Eldorin has double normal Vision Acuity. This means that if the Eldorin is 100 feet from an object, he will see it as if he were only 50 feet away.
- The Eldorin may fly but not hover. Flying speed is 25. The Eldorin must be moving at a charge speed for one round before being able to take off. The Eldorin is unable to make attacks or cast spells while flying. The Eldorin can fly only if carrying a weight equal to or less than the character's free weight figure. An Eldorin cannot fly if wearing metal armor. The Eldorin needs at least a 20-foot wide by 20-foot high passage to continue on in full flight.
- If the Eldorin falls over 30 feet he may use his wings to land without damage. If he falls over 60 feet he may choose to go into full flight or to continue on down to a soft landing (space may not permit him to go into full flight). The Eldorin may break his fall in holes that are at least 10 feet wide by 10 feet long (but remember it has to be at least 40 feet deep). If the pit or

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- hole the Eldorin falls down is 30 feet or under, then subtract 10 feet from the actual distance fallen (falling down a 30 foot pit is treated like a fall down a 20 foot pit). This in no way negates special damage that takes place at the end of a fall (i.e., spike damage).
- Have the player roll percentile. If the roll is 15% or less, then the character can start the game with the Education life skill. The player does not have to make this check since the chosen life skill will count towards the total number of life skills the character can receive.
  - The Following Skills are easier for the Eldorin to learn, Construction, Detection, Discernment, Identify Sound, Reduce Fall, and Tracking. The dice associated with these skills go from **Regular 1** to **Easy 2** for the Eldorin character. In addition, whenever the Eldorin is trying to gain a level in one of these skills, he may add +2 to the dice roll.
  - The Following Skills are harder to for the Eldorin to learn, Climbing, Concealment, Conserve Energy, Disguise, Move Unnoticed, and Wrestling. The dice associated with these skills goes from **Regular 1** to **Hard 2** for the Eldorin character.
  - Due to its wings the Eldorin finds it hard to master the following melee weapons, 2 Handed Axe, 2 Handed Mace, Morning Star, Halberd, 2 Handed Sword. The dice rating associated with these weapons goes from **Regular 1** to **Hard 2**.change as follows.
  - It is very hard to disguise the Eldorin. Whenever you try to disguise the Eldorin, you must add +10 to the dice roll.
  - The Eldorin's Feathered wings make it susceptible to fire damage. Any fire attack has a 20% chance of damaging the feathers on the wings to the point where the Eldorin cannot fly. If unable to fly there is a 20% chance that the damage is great enough that the Eldorin will "fall" from the sky (taking full fall damage). It will take an Eldorin several months to grow back a set of feathers.
  - When in the air and flying, the Eldorin is a very hard target to hit. When flying, the Eldorin is considered a fast target (refer to Section 4 of the Manual, Advance Actions and Concepts- Fast Targets). If the Eldorin is carrying a shield then the shield's normal Defensive Adjustment (DA) is also used.
  - It is very hard to catch an Eldorin in an Area of Effect spell if the Eldorin is flying. To represent this, a flying Eldorin is always considered at the edge of the spells area of effect.

## Elf



J'Dar

Elves are tall, slender, and human-like, with delicate beautiful features (by human standards) and pointed ears. Living longer than almost all other races, they tend to pursue all things as a science, being able to devote years to the most minor of skills. For this reason they are believed to hold knowledge lost to all other races, a knowledge that others hope they may one day share.

The Elves single attempt to use creation magic resulted in an astounding success. Forever after its use the Elven lands were broken into Inner Kingdom Lands and Outer Kingdom Lands. For game purposes, all player Elves come from Outer Kingdom lands. It is said among the Elves themselves that no Elf will leave the Inner Kingdom lands once having viewed their beauty and splendor.

The Elves have a great love of nature and of the world around them. They build their homes and cities in the trees, existing in harmony with the nature that is around them. They protect their land with a zealous fanaticism that is seldom seen in other races.

## Basic Statistics

Wound Resistance	1d2
To kill adjustment	1d4
Wounds	20
Soul Points	80+5d10*
Power	15-1d3*
React	5+1d2*
Luck	5
Spell Resistance	6
Relative Size	0.9
Walking Speed	3
Charging Speed	9
Running Speed	15
Broad Jump	3d6
* roll at character creation	

May carry 10+1d2 very large items.

An Elf can grow to between four and a half to five and a half feet tall and will normally weigh between 120 to 150 pounds.

- The Elf has Bush Sight. See the separate write up on Sights for a description of Bush Sight.
- The Elf culture has a love affair with the Long Bow. Even so, if the character wants to learn the Long Bow as a weapon skill, he or she must still take the weapon as a Character Strength (see Section one of the Manual: Character Strengths and Weaknesses- Bow Use). When an Elf does take the Long Bow as a weapon choice, the Dice Rating for the weapon goes from **Hard 3** to **Hard 2**.
- All Elves start the game with the skill of Bush Craft and Tracking. The Elf starts the game with both skills having a synergy level of 12+0. The Dice rating for these skills goes from **Regular 1** to **Easy 2** for the Elf. In addition, the character can add +2 to the dice roll when making an attempt to increase the level in either one of these two skills. These skills are in addition to any of the other starting skills the Elf character may get.



- All Elves start the game with the skill of Animal Husbandry with a synergy level of 8+0. This skill is in addition to any of the other starting skills the starting Elf character may get.
- The Elf may cast a Spirit Light spell once / day (see below for a description on the spell).
- The Elf may cast a Join Soul spell once / day (see below for a description on the spell).

### Spirit Light (innate spell)

Synergy Dice Roll	N/A
Range	N/A
Casting Restrictions	May Cast 1 / Day.

When an Elf invokes this innate ability, he can convert his soul into a magical light that will exude from his skin, burning with the brightness of a torch for 3d10 combat rounds. This light has the same effect as direct sunlight if it should strike a living dead or an undead (i.e., it may destroy a vampire and will drive away all other types of living dead or undead).

### Join Soul (innate spell)

Synergy Dice Roll	N/A
Range	Special
Casting Restrictions	May Cast 1 / Day.

An Elf may link souls with another character (or creature). This may be done to reinforce another soul (i.e., strengthen it) but is not done lightly because of the potential cost to the Elf when contact is broken. The Elf must have a willing recipient in order for this spell to work.

To join souls the Elf must have physical contact with a live target (no gloves!). After the initial casting of the spell, the spell will remain in affect until the Elf ends it or the Elf and the target of the spell get too far apart (no more than 300 feet between them).

So long as the spell is in affect, you add the current soul points of the Elf casting the spell to the current soul points of the target of the spell together and use this figure when performing raise dead, resurrection or control checks (i.e. resurrection checks should one of the two die). Soul points lost through a raise dead or resurrection attempt are divided equally between the elf and the target of the spell (if it is an odd

number then the last point does not come off either of the two).

When the spell comes to an end, both the Elf and the target of the spell get half the total available soul points. If the Elf casting the spell does not voluntarily bring it to an end, then both loose an additional 1d20 soul points. If this puts either the Elf or the target of the spell below zero soul points, then outright death is immediate (no rate of death roll). It is the shock of loosing the soul that kills the individual. Soul points lost from this roll do return with rest.

When the spell ends, neither the Elf nor the target can end up with more soul points than their normal maximum. Excess soul points are lost.

Soul points come back at the natural healing rate of the character (i.e., if the character regains 3 wounds per day spent in a safe haven, then he or she regains 3 soul points per day as well). Generally speaking, magic can be used to speed the bodies ability to heal, but very little can be done to speed the soul's ability to heal.

An elf cannot join souls with something that is already dead. However, it is possible for the elf to join souls with a creature that does not have a soul. To do this is very dangerous, for it is possible for the target of the spell to permanently gain part of the Elves soul when contact is broken (5% chance). If this happens, then half of the Elf's soul goes to the target of the spell when contact is broken. The creature gets a soul but no further connection or benefit from the Elf that cast the original spell. On the other hand, the Elf's nights may well be spent sleepless as he receives images of what is being done by the new owner of his soul.

## Fairy



Flit

A Fairy is a member of the Wee Folk, being tiny (less than a foot tall), winged (butterfly wings), and very cute (at least they think so). Fairies happen when an ancient Faerie takes a human or elf as a mate. The Pregnancy will appear as normal until the actual birth. At this time the pregnant individual will give birth to 20-50 Fairies. The tiny creatures will immediately take flight to escape into the woods to take up residence within Risa (fairyland).

Due to the nature of their birth and upbringing Fairies love the woods and as a race have never built a permanent settlement anywhere in the world. They live in these small family groups and spend all of their time playing hide and seek, dancing, or being plain mischievous with the other races that inhabit the world. Sometimes however, they hook up with an adventuring group; but these "friends" are not immune to the playful pranks of this race. In effect, Fairies start out as the equivalent of young children, being inattentive, stubborn, unable to lie properly or keep a secret and liable to nod off and have a nap at any time and because they find reading and study a bore, they have a bit of a hard time when it comes to the hard study of magic.

The wings of a Fairy allow it full flight although a Fairy is able to hover at will. Due to its small size the fairy cannot suffer fall damage. The Fairies terminal velocity is not great enough to cause it actual physical damage. A fall can hurt a great deal though (i.e., ouch, ouch, ouch, ouch, and ouch! ).

Due to their highly magical nature, Fairies have the ability of Life Sight. Additionally, they do not have to eat, but they have a love affair with food, especially sweets which they cannot get enough of. Fairies are loud and obnoxious if they are not allowed to snack during long travels (more than 1 hour). Denied this right they have been known to

eat all sorts of things, including grass, small sticks, stones, dirt, and even bugs and worms. Due to this fact they tend to befriend adventuring groups who bring a lot of extra sweet things with them (they really hate eating bugs). However, their iron guts give the Fairy a huge natural resistance to ingested poison.

The Fairy can be a very hard target to hit due to its small size. However, its size works against it when it is hit. Even a moderate blow can finish the Fairy off. In addition to this, the Fairy is very susceptible to fire damage and is fearful of fire. Any fire may ignite the Fairy's wings and bring it falling to the ground in agony. The Fairy's wings do have the ability to regenerate but this takes time.

Unfortunately, this regeneration does not extend to the Fairy's other limbs.

### Basic Statistics

Wound Resistance	0
To kill adjustment	0
Wounds	10
Soul Points	80
Power	1
React	3
Luck	5
Spell Resistance	7+1d2*
Relative Size	0.1
Walking Speed	0.1
Charging Speed	0.3
Running Speed	1.0
Broad Jump	1 to 6 inches (about 1/10 of an inch on the game table)
* roll at character creation	

May carry 1 small item.

The Fairy grows to a full size of only about a foot or so and has trouble weighing in at more than a few ounces.

- The Fairy has Life Sight. See the separate write up on Sights for a description of Life Sight.
- The Fairy does not normally hover but can do so at any time. The Fairy has to hover in order to cast a spell.

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- The Fairy is a very tiny target. Against *all* missile fire and point based magic it is considered a Point Target. If the fairy is not hovering, then it is considered a Fast Target. See Section 4 of the Manual, Combat: Advanced Actions and Concepts, Fast Targets and Point Targets for more information.
- The Fairy has a normal flying speed of 9 (i.e., 9 inches on the tabletop). Its speed does not really vary around this, so the Fairies flying is seen as erratic as it darts around waiting for all those "slow" walkers to catch up to it (either the Fairy is darting around or hovering... there is no real middle ground when it comes to its flying). Note that a Fairy's walking speed is .1 to .6 of an inch on the tabletop. This is in comparison to the 9 inches it would move in one combat round when flying.
- The Fairies erratic flying is a benefit against spells that have an area of effect. If the Fairy is not hovering, then the Fairy is considered to be on the edge of the area for all area of effect spells. This even applies to spells in which the caster tries to cast the spell so that the Fairy is at the center of its area of effect. This means that the Fairy will often get a **React** roll to avoid a spell affect if the spell effects all within an area. Unfortunately, being flying does not give a further bonus if the Fairy is already on the edge of a spell effect... There is no way to determine the direction the Fairy is going so it is just as likely that the Fairy could be heading towards the spell's center.
- The Fairy is too small to wield any weapon. It has a hard time dragging a dagger across a tabletop let alone picking it up and stabbing something with it.
- The Fairy starts the game with the skills of Bush Craft, Concealment, Detection, Escapist and Move Un-noticed. All these skills start at a synergy level of 12+0. The Dice Rating that goes with the skills of Concealment and Escapist changes from **Regular 1** to **Easy 3** for the Fairy. The Dice Rating that goes with the Move Un-noticed skill changes from Regular 1 to **Easy 2** for the Fairy. In addition, whenever the Fairy tries to gain a level in one of these skills, it can add +3 to the dice roll.
- If the Fairy wishes to increase his number of wounds, he must re-roll the dice if his first roll indicates that he / she increased the characters wound total (in affect, the dice for increasing wounds goes from **Regular 1** to **Hard 2**).
- The Fairies wings are *very* susceptible to fire damage. Because of this the Fairy has a large (not necessarily irrational) fear of fire. The Fairy will never voluntarily enter fire (regardless of protections). If the Fairy is caught in a fire base spell or effect, there is a 2 in 6 chance (33%) that its wings will burst into fire. If this happens the Fairy will fall to the ground and must immediately make a rate of death roll, re-rolling any values of 3 or less on the dice. The Fairies wings will grow back from fire damage but it takes 3d4 days.
- Fairies do not have to eat although they are always very very very hungry, and will complain constantly and bitterly if they do not have food.
- The Fairy gains a Wound Resistance (WR) dice roll of 3d10 versus any ingested poisons.
- The Fairy will not take fall damage from any fall, regardless of whether or not it has wings. The Fairy will not sink if in water but cannot fly out of water once its wings have touched water (think of a fly in water).
- If on guard duty the fairy has a 2 in 6 chance (33%) per hour of falling asleep. This percentage may be further increased if the appropriate weakness is chosen or given to the character.
- The Fairy starts the game with Two First level spells and One Second Level spell. If the Fairy starts the game with a magic focus he may pick these spells, otherwise they are determined randomly. The first level spells start with a synergy level of 12+0. The second level spell starts with a

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Synergy Level of 8+0. These spells are in addition to the spells the Fairy will get if he starts the game with a Magic Focus or No Focus.

- The Fairy character can add +2 to the dice roll when making a check to see if his / her level in a spell increases.
- The Fairy cannot start the game with a life skill. In addition, all the smith skills are off limits to the Fairy character. The Fairy just does not have the size to learn to be an armor or weapon smith. A Fairy could work on or build such things as clocks, but this would have to be decided by the Legend Weaver. Lastly, if the Fairy learns the Wrestling skill then he or she can only use the skill against other Fairies.
- It is very hard to disguise a Fairy. Whenever you try to disguise a Fairy, you must add +15 to the dice roll.
- Fairies have a real problem with Worship and Guilds. Fairies do not form guilds and if a Fairy wishes to join a guild, then all costs normally associated with the guild are double (something to do with an aversion to authority). In addition, if a Fairy wishes to worship a non-fairy god, then all the costs associated with that worship are doubled.
- The Fairy finds the following skills rather difficult to learn; Arcana, City Craft, Desert Craft, Combat, Concentration, Determination, Guile, Research, and Sleight of Hand, Swamp Craft, Winter Craft. The dice associated with these skills changes as follows.

The dice rating of City Craft, Desert Craft, Concentration, Determination, Research, Sleight of Hand, Swamp Craft and Winter Craft go from **Regular 1** to **Hard 2**.

The dice rating of Arcana, Combat, and Guile go from **Hard 2** to **Hard 3**.

## Gnome



Shem

Gnomes are distant cousins of the Dwarves. Where the dwarves tend to live within the mountains, Gnomes like to take up residence in the earth. Their affinity with nature is such that it is even stronger than that of the elves.

Gnomes are responsible for many of the crafts found in the world, they were the first to spin yarn, work wood and tan hide. They excel at farming and animal husbandry having an innate spell that may be used to calm and befriend animals.

Because their hands are small and nimble, they are able to do intricate work on gold and silver and have become master craftsmen, renowned the world over for their workmanship. Similarly their nimble hands and minds allow them a certain degree of advantages when it comes to disarming traps and opening locks.

The Gnomes small size is a handicap when it comes to fighting skills. But as small as they are, it is nearly universally accepted that many a Gnome has avoided certain death by sheer luck.

## Basic Statistics

Wound Resistance	1
To kill adjustment	0
Wounds	15
Soul Points	80
Power	10-1d3*
React	5+1d3*
Luck	5+2d4*
Spell Resistance	5+1d3*
Relative Size	0.4
Walking Speed	2.0
Charging Speed	6.0
Running Speed	10
Broad Jump	2d6
* roll at character creation	

May carry 4+1d3 very large items.

The Gnome Grows to be between three and four feet tall and normally weighs between 70 and 80 pounds.

- Because of their small size, any armor purchased by the Gnome has its weight cut in half rounding up to the nearest whole number. Thus if the armor has a weight rating of 7 VL items, it would weigh 4 VL items for the Gnome and would provide the same protection. The cost of such armor is also half of normal. This weight and cost reduction does not apply to the Small Shield should a Gnome decide to learn to use one.
- The Largest melee weapon the Gnome can learn is a Short Sword or weapon with a similar weight / size rating (i.e., small). For Missile weapons the Gnome is restricted to the following; Short Bow, Cross Bow, and Hand Gun. Note that the Gnome must purchase the appropriate strengths if he / she wishes to make use of these weapons.
- The only shield that the Gnome can use is a Small Shield. Because this is still a big shield to the Gnome (the equivalent of a large shield to a normal sized human) the Shield's Defensive Adjustment goes from a 5 to a 3 for the gnome.

- All Gnomes start the game with the skill of Bush Craft with a synergy level of 12+0. The Dice Rating of the skill goes from **Regular 1** to **Easy 2** for the Gnome. In addition, whenever the Gnome is trying to increase his level in this skill, he may add +2 to the dice roll. This skill is in addition to any of the other starting skills the starting Gnome character may get.
- Have the player roll percentile. If the roll is 15% or less the character will know one of the following skills; Cloth/Leather Smith, Gold/Gem Smith, or Education (player's choice). The player does not have to make this roll since the skill would count towards the total number of life skills the character can have.
- The Gnome finds the following skills easier to learn; Concealment, First Aid, Herbalist, Locksmith, Move Un-noticed, and Slight of Hand. The Dice rating for Concealment, Herbalist, Move Un-noticed and Slight of Hand goes from **Regular 1** to **Easy 2**. The Dice rating for First Aid goes from **Easy 2** to **Easy 3**. In addition, whenever the Gnome is trying to increase his level in any of these skills, he may add +2 to his dice roll.
- The Gnome also finds it hard to increase the number of wounds that he has. Whenever he attempts to increase his number of wounds, he must roll the dice a second time, if the first roll should indicate success. In affect, the Dice rating for increasing his wounds goes from **Regular 1** to **Hard 2**.
- The Gnome has a Calm Animal Spell (see below).

### **Calm Animal (innate spell)**

Synergy Dice Roll	N/A
Range	30 Feet
Casting Restrictions	May Cast 1 / Day.

A Gnome casts the spell at a specific animal. The animal must be one that is found in the real world today (the spell could work on a lion but could not work on a Manticore since a Manticore does not exist in the world today). If the animal has not yet attacked the group or the Gnome casting the spell, or if the animal is neutral towards the Gnome (i.e., its sniffing around camp for some food), the spell

will prevent the animal from attacking the group. The animal will leave without incident. If the spell is cast on an animal that is friendly towards the Gnome (i.e., the Gnome has been giving it food over the last few days) then the spell will cause the animal to befriend the Gnome. The Gnome can only Befriend an animal that has less than double his/her own number of wounds.

The Gnome may use the Calm Animal spell to befriend one animal at a time. The animal may be taught 3d4 one word commands. It will take one week of game time for the animal to learn each command. If the Gnome uses the spell to befriend a new animal then the first animal will leave and return to the wild.

This spell allows the Gnome to have a pet at the start of the game. The player may roll on the Animal Table found under the *Animal Husbandry* skill description in Part 3 of the manual to determine what pet the character has. The Gnome is able to roll three times on the table and pick which of the three animals he wants as a pet. If no suitable animal can be picked (i.e., they all have to many wounds) then the gnome does not start the game with a pet.

If the Gnome gets a pet, roll for the number of commands the animal may learn and have the player list the commands the animal knows at the start of the game. The player may have the animal know as few or as many commands as he wishes, up to the number of commands the animal is able to learn.

## Human



Bardrick

It is hard to understand the place of Humans within the World of Panjere. With such a short-lived race, you would not expect the level of achievement that they have. The Elves have a much greater connection to Creation magic but have only ever succeeded in accessing its power once. Humans have accessed it power twice and even though both attempts ended with disastrous results, you must understand the scope of this achievement. Besides Elves and Humans no other race has ever even felt the power of creation magic, and humanity has known it thrice!

When you look at other factors you find them just as amazing. They are the race that took down an immortal when they killed Beast. Sure they had help but you are looking at a race that took non-warriors and made them into a warrior of unequalled power in just a few years time. Again, an incredible feat. And because of this, Demon does not touch the souls of any other of the races. She reserves her tortures, torments and conversions for humanity alone. And it is not often you piss off a God to the point where he declares a 20,000 year war against the world.

It was a human that sacrificed his soul so that the eternal wall could be built. It was a human that

defined the fate of the God Hussar. It was a human... Well, you get the idea.

In game terms humans work well together and are able to understand and communicate to each other on a level far in excess of the other races. Think of it as the language they use or just as the way they think. It does not matter. What does matter is that a human is better at learning things than any other race.

### Basic Statistics

Wound Resistance	1d4
To kill adjustment	1d6
Wounds	20
Soul Points	80
Power	17+1d4*
React	5
Luck	5+2d3*
Spell Resistance	5
Relative Size	1.0
Walking Speed	3
Charging Speed	9
Running Speed	15
Broad Jump	3d6
* roll at character creation	

May carry 11+1d2 very large items.

The Human grows to between five and a six feet tall and will normally weigh between 170 and 190 pounds.

- A Human character starts out with one of the following adventure skills; City Craft, Desert Craft, Bush Craft, Mountain Craft, Swamp Craft, Winter Craft or Water Craft (players choice). The skill starts out with a synergy dice roll figure of 8+0 (rather than 5+0). In addition, the dice rating for the skill goes from **Regular 1** to **Easy 2**. This is in addition to any other skills the starting character might get.
- When you create a human character you pick two different weapons (they do not have to be the character's starting weapons). The weapons the character chooses becomes easier to learn. How easy they become to learn depends on the

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dice rating of the individual weapon as shown below.

Dice: Hard 3	Becomes Hard 2
Dice: Hard 2	Becomes Regular 1
Dice: Regular 1	Becomes Easy 2
Dice: Easy 2	Becomes Easy 3
Dice: Easy 3	Becomes Easy 4

In addition, whenever the human is increasing his or her level in the chosen weapons, he or she can add +2 to the dice roll.

- When you create a human character you pick two different adventure skills (they do not have to be starting skills). The skills become easier to learn. How easy they are to learn depends on the dice rating of the skill as shown below.

Dice: Hard 3	Becomes Hard 2
Dice: Hard 2	Becomes Regular 1
Dice: Regular 1	Becomes Easy 2
Dice: Easy 2	Becomes Easy 3
Dice: Easy 3	Becomes Easy 4

In addition, whenever the human is increasing his or her level in the chosen skills, he or she can add +2 to the dice roll.

- When you create a human character you pick one spell from each level of spell (obviously some of them will not be starting spells). These spells become easier to learn. How easy they are to learn depends on the dice rating of the individual spell as shown below.

Dice: Hard 3	Becomes Hard 2
Dice: Hard 2	Becomes Regular 1
Dice: Regular 1	Becomes Easy 2
Dice: Easy 2	Becomes Easy 3
Dice: Easy 3	Becomes Easy 4

In addition, whenever the human is increasing his or her level in one of these spells, he or she can add +2 to the dice roll.

Each human gets these bonuses, whether they are used or not. One bonus cannot be traded for another so it is not possible for a human to trade his spell bonuses for additional weapon bonuses.



## Lazinar



Enydd

Lazinar are a race of intelligent Lizards, tall, powerful, and covered with a gray-green leathery flesh. They have long powerful tails, which give them great balance. They are primarily a desert dweller and are not all that familiar with water. They are natural born warriors with sharp claws and vicious teeth for biting.

The Lazinar have adapted to live in hot dry climates. As such they are very resistant to heat but very susceptible to cold. The Lazinar are cold-blooded meaning they will slow down as their body temperature decreases.

## Basic Statistics

Wound Resistance	1d4+1
To kill adjustment	1d6
Wounds	20+1d4*
Soul Points	80
Power	15+2d4*
React	5
Luck	5
Spell Resistance	5
Relative Size	1.75
Walking Speed	3.0
Charging Speed	9.0
Running Speed	15.0
Broad Jump	3.6
* roll at character creation	

May carry 12+1d2 very large items.

The Lazinar grows to six and seven half feet tall and will normally weigh between 250 and 300 pounds.

- The Lazinar character starts out with the Balance Skill and Conserve Energy Skill at level 8+0. In addition, these skills are easier for the Lazinar to learn. The Dice figure for these skills goes from **Regular 1** to **Easy 2** for the Lazinar.
- The Lazinar starts the game with a 12+0 in the Desert Craft Skill. In addition, the Dice rating for this skill goes from **Regular 1** to **Easy 2**
- The Lazinar finds the following skills harder to learn; Climbing, Concealment, Disguise, Locksmith, Move Un-noticed, Reduce Fall, Sleight of Hand and Winter Craft. The Dice figure associated with these skills goes from **Regular 1** to **Hard 2** for the Lazinar.
- The Lazinar takes half the normal damage from exposure in desert climates.
- When hit by a Fire-based damage spell the Lazinar's Wound Resistance roll is doubled (only his personal roll is doubled).

- The Lazinar takes double the normal exposure damage when in cold climates.
- If the Lazinar takes any damage from a cold-based spell or effect, then he/she will be slowed for the following round. This means that the Lazinar must double all his attack speed dice rolls. If he rolls over half on the dice, then he does not make that attack (i.e., his natural attack has an attack rank of 24/2d12. He rolls the 2d12 and doubles it. If the final figure is greater than 24 then he does not get the attack on that combat round). Each individual cold-based spell will slow him for one combat round unless he gets himself stuck in an area or spell affect that continually damages him from round to round. He must actually suffer cold-based damage in one round to be slowed in the following round.
- The Lazinar's Natural attack is taken in addition to one single-handed weapon attack (giving the character 2 attacks per combat round if not using a shield). Thus, if the Lazinar wields a long sword, it will attack with the long sword plus with its own natural attack(s). Even though the Lazinar has a bite and claw attack it only gets a single combined attack roll for all of its natural attacks.

The Lazinar's natural attacks have the following characteristics.

Attack Rank: 24/2d12  
Weapon To Kill Adjustment: 1d8  
Dice: Easy 2

Please note that the TKA for the Lazinar does not include his own To Kill Adjustment (TKA). This means that the total normal damage for its natural attack will be 1d8+1d6.

## Leonid



Stavros

The Leonid are a noble race of Lion, similar to the Calt but larger and more powerful. They are covered in a light fur from head to toe and although their hands are human-like, their heads are definitely that of a lion. Because of this they never wear helmets, both because they are too difficult to design for them, and because they are somewhat vain in their majestic beauty. The color of their fur is usually golden brown, but it offers them no protection. The Wound Resistance bonus they do receive is a function of the large size.

The Leonid are typically nomads, hunting game through the deserts of the world, using the wide sky and stars as their only source of information. Many of them have moved into the mountains where they have been equally successful in surviving, at home in the meadows and peaks of the area. Due to their keen sense of smell, the Leonid have not developed night vision, but instead have a degree of Sixth Sight and make excellent trackers.

## Basic Statistics

Wound Resistance	1d4
To kill adjustment	1d8
Wounds	20+1d4*
Soul Points	80
Power	15+2d4*
React	5
Luck	5
Spell Resistance	5
Relative Size	2
Walking Speed	3.5
Charging Speed	10.5
Running Speed	17.5
Broad Jump	3d6
* roll at character creation	

May carry 12+1d2 very large items.

The Leonid grows between five and a half and six and a half feet tall and will normally weigh between 250 and 300 pounds.

- The Leonid starts the game with the Desert Craft or Mountain Craft (player choice). The chosen skill starts with a synergy dice level of 12+0. This skill is in addition to the skills the player may pick for the Leonid during character creation. The Dice rating for the chosen skill goes from **Regular 1** to **Easy 2** for the Leonid.
- The Leonid starts the game with the Sixth Sense and Tracking Skill starting with a synergy dice roll of 8+0. These skills are in addition to the skills the player may pick for the Leonid during character creation. The Dice rating for the Tracking skill goes from **Regular 1** to **Easy 2** for the Leonid. The Dice rating of the Sixth Sense skill goes from **Hard 3** to **Hard 2** for the Leonid.
- The Leonid finds the following skills easy to learn; Awareness, Balance, Concentration, Conserve Energy and Tracking. The Dice rating for this skill goes from **Regular 1** to **Easy 2** for the Leonid.

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- The Leonid finds the following skills hard to learn, City Craft, Escapist, Sleight of Hand, Swimming, Water Craft, and Winter Craft. The associated Dice rating of these skills go to **Hard 2** for the Leonid.
- Subtract one from the protective value of metal armor, should the Leonid decide to wear it. This is what it means to show off your mane. Female Leonid are exempt from this.
- When asleep, the Leonid player uses the following table to determine if he is in a deep sleep. Roll 1d100.  
  
001 To 020 = Deep Sleep  
021 To 050 = Normal Sleep  
051 To 100 = Light Sleep
- The Leonid's Natural attack is taken in addition to one single-handed weapon attack (giving the character 2 attacks per combat round if not using a shield). Thus, if the Leonid wields a long sword, it will attack with the long sword plus with its own natural attack(s). Even though the Leonid has a bite and claw attack it only gets a single combined attack roll for all of its natural attacks.

The Leonid's natural attacks have the following characteristics.

Attack Rank: 24/2d12  
Weapon To Kill Adjustment: 1d6  
Dice: Easy 2

Please note that the TKA for the Leonid does not include its own To Kill Adjustment (TKA). This means that the total normal damage for its natural attack will be 1d8+1d6.

## Nagis



Cai

The Nagis is an amphibious race that started out as swamp dwellers. All of their current settlements are built on or near water with the majority of them still being found within swamps. Sometime in the past the Nagis learned shipbuilding. With the Nagis's natural affinity to water, the race developed the greatest sea bound explorers that the world has ever known. Not only has the race mapped the coastlines around the world, but it has also set up and become the greatest trading empire that the world has ever known. This, despite certain disadvantages that the Nagis had to overcome.

First, the Nagis is quite comfortable spending much of its time in water. In fact, the Nagis's skin is very oily in nature. If a Nagis spends too much time out of water its skin will dry unless it uses oil to keep it moist. The oil is easy to obtain although the Nagis will go through a full flask of it each day while out of water. Twice this amount is required when the Nagis finds itself in hot climates.

The Nagis is cold blooded, meaning that it slows down as its body temperature drops.

The race cannot actually breathe water, but even surprised it may hold its breath longer than the best human. With preparation the Nagis may hold its breath for 10 minutes or more, even while active in the water

Because of the amount of time spent in the water, the Nagis have developed excellent underwater hearing and sight. Underwater their vision is equal to a normal human that is out of water. In addition, they may tell the direction to a sound, whether submerged or on land. The Nagis's webbed hands and feet give the creature a great deal of natural swimming skill.

### Basic Statistics

Wound Resistance	1d4
To kill adjustment	1d4
Wounds	20
Soul Points	80
Power	15+2d3*
React	5
Luck	5
Spell Resistance	5
Relative Size	1.5
Walking Speed	3
Charging Speed	9
Running Speed	15
Broad Jump	3d6-2
* roll at character creation	

May carry 11+1d2 very large items.

The Nagis grows to between five and a half and six and a half feet tall and will normally weigh between 220 and 260 pounds.

- The Nagis character starts out with the skills of Swimming, Swamp Craft and Water Craft at a synergy level of 12+0. This is in addition to the skills the starting player may pick for the Nagis. The Dice rating that goes with Swamp Craft goes from **Regular 1** to **Easy 2** for the Nagis. The Dice rating that goes with Swimming goes from **Regular 1** to **Easy 3** for the Nagis. In addition, whenever the character attempts to increase the level of these skills, he or she can add 4 to the dice roll.
- A Nagis may retake (once) any failed swimming test that indicates that it is swept away or under by a current. In addition to this, the Nagis may hold its breath for up to 10 minutes.

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- Have the character roll percentile. If the roll is 20% or less, the character has one of the following skills; Merchant, Navigator or Shipwright (players choice). The player does not have to make this check since the skill will count towards the total number of life skills the character can have.
- It is very easy for the Nagis to learn the following skills; Awareness, Detection, Determination, Identify Sound. In addition, the dice associated with these skills goes from **Regular 1** to **Easy 2** for the Nagis character.
- The Nagis finds the following skills harder to learn; Climbing, Desert Craft, Disguise, Escapist, Locksmith, Mountain Craft, Reduce Fall, Sleight of Hand, and Winter Craft. The Dice figure associated with these skills goes from **Regular 1** to **Hard 2** for the Nagis.
- The Nagis have a Cultural thing against shields and find it hard to learn to us any shield. The Dice rating of the Spiked shield goes to **Hard 3**. The Dice rating for all remaining shields goes to **Hard 2** for the Nagis.
- The Nagis have a Cultural thing for the net as a weapon. Only the Nagis Character may learn the use of a net. The net is used in place of a shield so the Nagis can learn the Net plus a Weapon skill. The dice rating for the net skill goes from **Regular 1** to **Easy 2** for the Nagis.
- The Nagis takes double the normal exposure damage when in cold climates.
- The Nagis takes double the normal exposure damage when in hot climates.
- If the Nagis takes any damage from a cold-based spell or effect, then he/she will be slowed for the following round. This means that the Nagis must double his attack speed dice rolls. If he rolls over half on the dice, then he does not make that attack (i.e., if he is using a weapon or casting a spell that has an attack rank of 24/2d12. He rolls the 2d12 and doubles it. If the final figure is greater than 24 then he does not get that attack/spell on that combat round). Each individual cold-based spell will slow him for one combat round unless he gets himself stuck in an area or spell affect that continually damages him from round to round. He must actually suffer cold-based damage in one round to be slowed in the following round.

## Rac



Thaddea

The Rac is another avian race. However, where the Eldorin have elf characteristics, the Rac have more bird like characteristics. They have far greater strength than the Eldorin and are much more war like in nature. The Rac have the greatest vision acuity of all the races.

### Basic Statistics

Wound Resistance	1d2
To kill adjustment	1d6
Wounds	20+1d4*
Soul Points	80
Power	15+3d4*
React	6
Luck	5
Spell Resistance	5
Relative Size	1.25
Walking Speed	2.5
Charging Speed	7.5
Running Speed	12.5
Broad Jump	5d4 Wings Folded
* roll at character creation	

May carry 7+1d3 very large items.

The Rac grows to between five and six tall and will normally weigh between 180 and 220 pounds.

- The Rac has triple normal Vision Acuity. This means that if the Rac is 100 feet from an object, he will see it as if he were only 33 feet away.
- The Rac may fly but not hover. The Rac's flying speed is 25. The Rac must be moving at a charge speed for one round before being able to take off. The Rac is unable to make attacks or cast spells while flying. The Rac can fly only if carrying a weight equal to or less than their free weight figure. They cannot fly if wearing metal armor. The Rac needs at least a 20-foot wide by 20-foot high passage to continue on in full flight.
- If the Rac falls over 20 feet he or she may use his or her wings to land without damage. If the fall is 40 feet or more the Rac may choose to go into full flight or to continue on down to a soft landing (space may not permit full flight). The Rac may break his or her fall in holes that are at least 10 feet wide by 10 feet long (but remember it has to be at least 30 feet deep). If the pit or hole the Rac falls down into is 20 feet deep or less, then subtract 10 feet from the actual distance fallen (falling down a 20 foot pit is treated like a fall down a 10 foot pit). It is very hard for a Rac to suffer any real damage from a fall. This in no way negates special damage that takes place at the end of a fall (i.e., spike damage).
- The Following Skills are easier for the Rac to learn, Climbing, Detection, Identify Sound, Reduce Fall, and Tracking. The dice associated with these skills go from **Regular 1** to **Easy 2** for the Rac character.
- The Following Skills are harder to for the Rac to learn, Concealment, Conserve Energy, Disguise, Move Un-noticed, and Wrestling. The dice associated with these skills goes from **Regular 1** to **Hard 2** for the Rac character.
- Due to its wings the Rac finds it hard to master the following melee weapons, 2 Handed Axe, 2 Handed Mace, Morning Star, Halberd, 2 Handed Sword. The dice

associated with these weapons change as follows.

The dice rating for the Halberd (group formation) goes from **Hard 2** to **Hard 3** for the character. The dice rating for the rest of the weapons go from **Regular 1** to **Hard 2**.

- It is very hard to disguise a Rac. Whenever you try to disguise the Rac, you must add +15 to the dice roll.
- The Rac's feathered wings make it susceptible to fire damage. Any fire attack has a 20% chance of damaging the feathers on the wings to the point where the Rac cannot fly. If unable to fly there is a 20% chance that the damage is great enough that the Rac will "fall" from the sky (taking full fall damage). It will take a Rac several months to grow back a set of feathers.
- When in the air and flying the Rac is considered a fast target (refer to Section 4 of the Manual, Advance Actions and Concepts—Fast Targets). If the Rac is carrying a shield then the shield's normal *Defense Adjustment* (DA) adjustment is also used.
- It is very hard to catch a Rac in an Area of Effect spell if the Rac is in the air. To represent this, always consider the Rac at the edge of the area of affect and allow him / her to subtract five from the react dice roll in the attempt to see if he / she can avoid the spells area.
- The Rac's natural attacks have the following characteristics.

Attack Rank: 24/2d12

Weapon To Kill Adjustment: 1d2

Dice: Easy 2

Please note that the TKA for the Rac does not include his own To Kill Adjustment (TKA). This means that the total normal damage for an attack will be 1d2 + 1d6.



## Trock



Arryn

Trocks are huge, fearsome, hairy warriors from the northern wastelands. They are renowned for their prowess and bravery in battle. A Trock proverb states that a Trock should be the first into battle and the last out. The powerful body of a Trock lacks finesse, making them better suited to the warrior roll. However they are not complete savages, having a stable matriarchal culture, which is very spiritual in nature. Their origin in the Northern wastelands has provided them with a thick coat of fur that offers some extra protection from weapons but makes it hell on them when they travel into desert climates.

Generations ago, infighting amongst the Trocks nearly destroyed the race. Nova, the Trock's Patron Deity ended the fighting when she granted the race the gift of a curse. The Trock may cast a curse upon any enemy. To do this is very costly to the Trock and may actually result in the Trocks permanent death.

To cast a curse the Trock permanently sacrifices a part of his bond to the eternal. Casting a curse literally costs the Trock soul points. To find out how many soul points it costs the Trock, refer to the table below.

Level of Curse	Soul Points Gone
1	1
2	2
3	9
4	16
5	25
6	36
7	49
8	All (=permanent death)

The soul points used in casting the curse never return. When the Trock character casts a curse, he rolls twice on the [Curse Table](#) and decides which of the two curses are applied to the target of the curse.

If a single Trock should curse a creature two or more times, it is only the first curse that has any affect. It is possible for a single creature to suffer from multiple curses if they are cast from multiple Trocks. It is this fact that allows the Trocks to assign their greatest form of punishment, known as the Cursed Banishment.

This punishment is reserved for those Trocks that are seen as a traitor to their kind or for those that have done an equally great disservice to their people. A meeting of the communities Elders will be called to pass judgment on the Trock. If the Cursed Judgment is called for, each of the village Elders will place a curse on the Trock who is thereafter banished from the community. It is a terrible fate, for the level of each curse is left up to the Elder that is casting it. Every Trock fears the Cursed Banishment.

The level 8 curse is also called a death curse since it forever kills the Trock casting the curse. This is a special kind of curse. If a death curse is cast upon a Trock, then it becomes a generation curse. This means that the curse goes from Trock to Trock in a family line. Although it is customary for the oldest born to suffer from the affects of such a curse, special circumstances can see that nearly anyone in the family line can "inherit" the curse, should the current recipient of the curse die. Once the original recipient of the death curse dies, the curse becomes a level five curse. It remains a level five curse regardless of how many generations it works its way through. The chance that it will attach itself to the next generation does decrease with each generation. It will affect the first generation 100% certainty but this decreases by 1d6% per generation thereafter. The curse may actually skip several generations before showing up again. For this reason, any player who takes a Trock has to contend with the possibility that there is a death curse upon his bloodline. When you first roll up the character the LW will check for this. If you are first born in a family line, then there is a 15% chance that you will inherit a death curse. If you are not first born then there is a 5% chance you will inherit a death curse. Trock families normally have 1d3 children. Once the number of children is known, randomly determine if the character is first born (i.e., if there are two children than a 1-3 on a

d6 means you are the first born). The curse may not show up right away, but may wait and show up only after the character has adventured for a while. The particulars of a generation curse are left up to the LW.

### Basic Statistics

Wound Resistance	1d4+1
To kill adjustment	2d4+1
Wounds	23+2d6*
Soul Points	80
Power	15+3d4*
React	5
Luck	5
Spell Resistance	5-1d2*
Relative Size	3.0
Walking Speed	3.5
Charging Speed	10.5
Running Speed	17.5
Broad Jump	2d6
* roll at character creation	

May carry 13+1d4 very large items.

The Trock grows to between six and seven feet tall and usually weighs in at around 400 pounds.

- The Trock starts the game with the Winter Craft skill at 12+0. This is in addition to any of the other skills the starting player may pick for the Trock. The Dice Rating in this skill goes from **Regular 1** to **Easy 3** for the Trock. In addition, the Trock character may add +2 to the dice roll whenever he tries to gain a level in the Winter Craft Skill.
- The Trock starts the game with the Sixth Sense of 8+0. This skill is in addition to the skills purchased by the player while creating the Trock. In addition, the Sixth Sense Skill's Dice rating goes from **Hard 3** to **Hard 2** for the Trock and the Trock character is able to add +2 to the dice roll whenever he / she is trying to gain a level in the skill.
- When hit by a cold-based damage spell the Trock's Wound Resistance roll is

doubled (only his personal roll is doubled).

- The Trock takes half the normal exposure damage when in cold climates.
- The Trock takes double the normal damage from exposure in desert climates.
- The Trock may pick one of the two following skills; Awareness or Combat and start the skill with a level of 12+0. The Trock may take both skills at a starting synergy level of 8+0. The skill (or skills) chosen are in addition to the skills the player may pick for the Trock upon character creation. If the Trock chooses to take one skill at 12+0 then the skill becomes easier for the Trock to learn. The dice in the Awareness skill goes from **Regular 1** to **Easy 2** for the Trock or the dice in the Combat Skill goes from **Hard 2** to **Regular 1** for the Trock.
- The Trock starts the game with the Tracking skills with a level of 8+0. This skill is in addition to the other skills the starting player may get.
- The Trock finds the following skills very hard to learn; Lock Smith, Slight of Hand, Move Un-Noticed, Escapist, Forgery, Reduce Fall and Desert Craft. The Dice figure associated with these skills goes from **Regular 1** to **Hard 2** for the Trock.
- Also due to the Trocks *very big* fingers and frame, it is hard for the Trock to learn the use of Bows, Crossbows and Gunpowder Weapons. This means that the dice figure associated with these skills changes as follows.
 

Dice: Hard 3	Becomes Hard 4
Dice: Hard 2	Becomes Hard 3
Dice: Regular 1	Becomes Hard 2
Dice: Easy 2	Becomes Regular 1
Dice: Easy 3	Becomes Easy 2
- Although the Trock does not automatically start the game with the Determination and Resist Poison skills they come to him fairly easily. If the Trock player picks or has the Trock learn either of these two skills, then the The Dice for the Determination Skill goes

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from **Regular 1** to **Easy 2** and the Dice for the Resist Poison Skill goes from **Hard 2** to **Regular 1** for the Trock.

- The Trock and a Two Handed Sword were made for each other (or so their culture tells them). If the Trock character decides to learn the Two Handed Sword as a weapon, then the weapons Dice rating goes from **Regular** to **Easy 2**. In addition, whenever the character rolls to see if they gain a level in the weapon, he / she can add +2 to the dice roll.
- The Trock's large frame has a lot of extra surface area when compared to the other races. For this reason the Trock must pay double the normal price when purchasing armor. In addition, the weight of any armor worn by the Trock is increased by an amount equal to 1 VL item (i.e., if the armor is rated at 5 VL items then it becomes the equivalent of 6 VL items). This penalty does not apply to weapons or shields, just to the armor the Trock buys. This adjustment to price modifies an area's local selling price for armor, not just the book value although if the local selling price is book value, then it doubles the book value.