

Race Creation Worksheet

Race Name: _____		
Stats		(Total: _____)
	Adjustment	Cost
Chr	_____	_____
Con	_____	_____
Dex	_____	_____
Int	_____	_____
Res	_____	_____
Spd	_____	_____
Str	_____	_____
Wis	_____	_____
Size: _____		(Total: _____)
Cost	Effects	
_____	_____	
_____	_____	
Special Abilities		(Total: _____)
Cost	Ability	
_____	_____	
_____	_____	
_____	_____	
_____	_____	
Background Options		(Total: _____)
_____ Background Options (4 pts each)		
Total Point Cost: _____		

Stats

- For each +1 to a Stat, you add 2 points to the point cost.
- For each -1 applied to a Stat, you subtract 1 from the total points cost.

Background Options

- 4 points for each Background Option that the race gets.

SPECIAL ABILITIES			
Ability	Cost	Ability	Cost
Additional Stat Mod	2+	Innate Spell	5+
Adherence	5+	Magically Inclined	3
Amazing Leaping	5+	Mechanically Inclined	4
Animal Tongue	3+	Natural Linguist	4
Cantrips I	3+	Neutral Odor	5
CantripsII	3+	Nightvision	6+
Darkvision	5+	Nimble Fingers	4
Dense Musculature	5	Object Manifestation	4+
Enhanced Hearing	2+	Poison Sack	6
Enhanced Senses	5+	Quadruped	7
Enhanced Smell	3+	Second Sight	3
Favored Skill	3+	Shapeshifter	10
Flight (winged)	6+	Special Sense	5
Geo-Awareness	4	Striker	2+
Immovable Will	3+	Sturdy Build	7
Impediment	-2	Taunt	4
Improved Save	3+	Tough Skin	3+
Increased Stride	1+	Toughness	8
Infravision	6+	Vigor	2
Innate Melee Attack	6+	Web Spinners	8
Innate Ranged Attack	8+		

SIZE MATTERS

Size Category	CP Cost	General Size	Base Move	Encumbrance	DR	Dmg Adj.	Starting Hits	Stat Modifiers
Trivial	-10	<6"	0.5	1+Str)	1	-4	4	+4 dex/Spd; -4 Str/Con;+5 DT/Stealth
Miniscule	-7	6"-1.5'	1	5+Str	2	-3	8	+3 dex/Spd; -3 Str/Con;+4 DT/Stealth
Tiny	-4	1'-3'	3	5+(2xStr)	3	-2	12	+2 dex/Spd; -2 Str/Con;+3 DT/Stealth
Small	-1	2.5'-4'	5	15+(2x Str)	4	-1	16	+1 Dex/Spd; -1 Str/Con;+2 DT/Stealth
Medium	0	3.5'-7'	10	20+(2xStr)	6	0	20	
Large	4	6'-12'	10-15	20+(5xStr)	8	+1	24	+1 Con/Str; -1 Dex/Spd
Huge	8	10'-18'	15	30+(5xStr)	10	+2	30 (+3 AR)	+2 Con/Str; -2 Dex/Spd/DT/Stealth
Gigantic	12	15'-25'	15-20	30+(10xStr)	12	+3	40 (+5 AR)	+4 Con/Str; -4 Dex/Spd/DT/Stealth
Monstrous	16	20'-35'	20	50+(10xStr)	15	+4	60 (+8 AR)	+8 Con/Str; -8 Dex/Spd/DT/Stealth
Colossal	20	>30'	20-30	100+(10xStr)	20	+5	100 (+10 AR)	+15 Con/Str; -15 Dex/Spd/DT/Stealth

Additional Stat Mod: 2 pts per +1 to Stat, limit +2 to single stat

Adherence: 3 points of contact, Move 5', +1 pt per +1', +2 pts to make 2 points of contact

Amazing Leaping: +5' to Jump Increment,

Animal Tongue: Able to speak language of one type of animal, +1 pt per each additional language

Cantrips I: Knows 3 Cantrips, cast using Will, costs Fatigue, +1 cantrip per +1 pt

Cantrips II: Knows a single cantrip, cast at no cost, using Secondary Stat, +2 pts per each additional cantrip

Darkvision: 10' range, 3x range outdoors at night, 10 x on moonlit night, +5' per every +1 pt

Dense Musculature: double normal weight for height, +1 AR, +1 DR

Enhanced Hearing: +1 to hearing rolls +1 to hearing per +1 pt

Enhanced Senses: +2 to all perception, 2 pts per each additional +1

Enhanced Smell: Gain +1 to scent based perceptions and tracking by scent, +1 pt per +1 bonus

Favored Skill: Gain 1 skill as Favored as a Hobby, skill is chosen after culture and Training Path, but before spending CP, +3 pts per additional skill as Favored.

Flight (winged): Use wings to fly at Base Move of 5' (about 3.5 MPH per 5'), +2 pts per +5' of flight

Geo-Awareness: Always know which way is north, +2 to any navigation/mapping related rolls

Immovable Will: +1 vs fear or charm-like effect, +1 pt per each additional +1

Impediment: Receives a -2 modifier to a specific type of action

Improved Save: Every 3 pts gives +1 to Saves based on a single Secondary Stat, +2 max to a single Save, +5 max total

Increased Stride: For every 1 pt in this, the Base Move is increased 1'

Infra-vision: See patterns of heat/cold out to 30', +1 to increase range each additional +5', Snap Action & Will roll to activate/deactivate, +1 to roll for each AP spent preparing, max +5

Innate Melee Attack: Natural attack, method visible, DR based on size, +2 pts to be able to hide attack (retractable claws), +2 pts for attack to use extra limb (tail), skill is treated as Martial Arts skill

Innate Ranged Attack: Ranged attack, range increment of 20, DR based on size, attack costs 1/2 Base Damage in Fatigue, requires 1 free hand, +2 pts for no free hand required (laser eyes), +1 pt per +10 to range increment, requires special version of Targeting (Favored for this attack)

Innate Spell: Able to cast 1 spell, +2 pts for player to get to choose spell, cast using Secondary Stat, costs Fatigue, may learn Spell Focus to improve casting

Magically Inclined: Gains +1 to Magecraft

Mechanically Inclined: Gains +2 to any skill involving mechanical devices (traps, locks, clockworks toys, etc)

Natural Linguist: Learns Spoken & Written both for only 1 CP for normal languages only, reduce cost of Magical/Ancient languages by 1 CP

Neutral Odor: Creates no scents within 2' radius, neutralizes other odors in 2' radius by standing in single spot for full minute

Nightvision: Range of 250' on clear moonlit night, same as overcast day, double range of light source indoors, +1 pt to increase range +50'

Nimble Fingers: Gains +2 for any task requiring manual dexterity (picking pockets and locks, disarming traps, play instrument, carving delicate items, etc.)

Object Manifestation: Able to create single object of weapon size Tiny or smaller out of solidified translucent energy, 3 Fatigue to create, 1 Fatigue each round to maintain, +2 Fatigue per round to remain after leaving creator's hands, treated as magical, but no bonuses, ammo is one size smaller than weapon used with, +1 pt per increase in size of object, +2 pts for each additional object, cost always figured on largest object

Poison Glands: Requires Innate Attack to deliver poison, treat as Point Glands from Gifts in core rules

Quadruped: Has 4 legs, +5' to Base Move, +10 Vitality, double Str multiplier for Encumbrance, if Medium or Large, requires Reflex roll to maneuver on stairs

Second Sight: See spirits as translucent, see other invisible as covered in shimmering outline

Shapeshifter: May change into one type of non-magical animal, size based on race size, not animal size, if has natural attack, may learn a special skill as Favored for using them

Special Sense: Gain +3 to all perceptions about one type of generalized object or thing (a Dwarf's Stone Sense)

Striker: Gains +1 per 2 pts to offset reduction in damage due to size on one weapon group

Sturdy Build: Gains +2 Con and +5 Vitality

Taunt: May enrage foe via insults, must speak language known to target, enraged foe will only attack taunter, no ranged attacks, will go after taunter for 1 round per point that Will Save is failed by, Save TN is 15 + taunter's Int

Tough Skin: Grants +1 AR, +1 pt gives additional +1 AR

Toughness: Gains +10 Vitality

Vigor: Gains +3 Vitality

Web Spinners: Gains Web Spinners, treat as Web Spinners from Gifts in core rules.