

# Restricted Races

Restricted Races are races that players have requested to play at one time or another. Other players may play these races with agreement from the system refs before character creation.

## Kender

*Racial Abilities:*

*Magic Resistance:* Kenders are innately resistant to magical effects, spells frequently have little or no effect even if they are beneficial in nature. In game terms the Kender can buy spell resists at the cost of 1SP each instead of the usual 3SP's. However unlike usual resists, the Kender cannot choose whether or not to use the spell resists. If a spell is used on a Kender whether beneficial or harmful and the Kender has Spell resists available then the Kender MUST use the resists.

*Makeup Requirements:* Pointy Ears and Top Knot

## Orog

*Description:* An Orog is a half-breed of orcs and ogres. Either race will accept them but the Orog frequently find they do not fit in with either of their parent races. Orog gain traits from both parents making it an unusually hardy sort.

*Racial Abilities:*

*Stubborn:* The Orog can be annoyingly stubborn at times in game terms this means he resists the first subdue per day as per the skill.

*Toughness:* The Orog's skin has some unusual properties, while providing little protection beyond normal alone when armour it moulds itself to the contours and plugs holes making the armour more effective than it normally would be. In game terms the Orog gains +1 points of protection from any armour worn. This has no effect if no armour is worn.

*Makeup:* Orog have a mixture of green and brown skin, with a small horn on the forehead.

## Troll

*Description:* The trolls are an old race, large in stature and strong of arm. They are known for their ability to heal wounds that would leave a man dead twice over and keep on fighting. Trolls start out a green colour and as they gain experience and mature they change colour to red then to blue. Most trolls never go beyond blue but a few who have the aptitude become spell casters and they turn white. There can be only one black troll who is the king of all trolls.

*Basic Stats:*

Basic Loc: 5/5

Starts with 5 Healing points

Can't move faster than a walking speed

Can't wear armour

Tough Skin 1

Takes double damage from fire and lightning attacks

Starts with 8 points to spend.

*Racial Abilities:*

*Regeneration:* Trolls are able to heal themselves of almost any wound if their regeneration is strong enough. In game terms trolls may heal themselves of 1 point of damage for every heal point they have. They may also purge poisons, diseases and other special calls if they have sufficient heal points to do so. Heal points once spent are considered used until a troll replenishes its energy either by sleeping or for constantly eating for a half hour period. A troll does not need to be conscious to use its healing abilities.

*Tough Skin 1:* All melee damage taken by the troll is reduced by 1 to a minimum of 1. Damage from spells is not affected by this ability.

## Denied Races

The Following are Denied Races and people cannot choose to start as one of these races.

Therians

Ananasi

Pit Troll

Kraan

Fey

Demons

Angels

Gargoyles

Leviathans

Devils/Devil-Kin

Celestials/Celestial-Kin

Encephelon