

POCKET UNIVERSE™ Quick Races

Version 1.1 by Jeff Dee

These rules plug into the Pocket Universe™ Basic Rules Set. Sections are numbered the same way as in Pocket Universe™, adding to what's already there.

2.0 Character Generation

The Pocket Universe Basic Rules assume that characters are human beings. This rules expansion adds nonhuman fantasy races that a player may select for their character at no extra cost. Many races are presented here, but each GM is free to decide which ones are available in their game.

Each race comes with a balanced set of Racial Traits (Advantages and Disadvantages).

2.23 Racial Traits

Racial adjustments to Attributes affect a character's starting score in that Attribute. For example, a Halfling with WILL +1 starts with a WILL of 9 for free, and can still add up to 4 points to it during character generation for a maximum starting WILL score of 13.

Personal Traits are cumulative with a character's Racial Traits. For example, if a character is a Dwarf AND takes the "Small" Advantage, they wind up with a Dwarf 1 ½ feet tall with a total size modifier of +2.

Racial Traits can be "bought off" during character generation by taking the opposite Trait. For example, a Dwarf character who takes Gigantism will be essentially the same height as a human. The normal limits on Personal Traits still apply; our example Dwarf could NOT take a second dose of Gigantism and wind up 9' tall. Racial Disadvantages for which there is no Personal Trait opposite (for example, Racial Quirks) can be bought off by paying a number of Personal Advantage points equal to the value of the Racial Disadvantage. For example, for 1 Advantage point a Halfling player can create a Halfling character who is NOT a Homebody.

2.24 Races

Dwarf

Dwarves are a short, stocky, bearded race who live under the ground and love to collect treasure, especially gold. They can be proud of their ancient heritage to a fault, but they're sturdy companions in time of need.

Small (2): +1 size bonus.

Depth Sense (1): This is a new sense, based on INTL, with a -1 penalty for unskilled use. It

enables a dwarf to estimate their depth (or altitude) by factoring in the air pressure, rock strata, temperature, and a number of other factors. It only works when the dwarf is under ground, and suffers a difficulty penalty of -2 if the dwarf has no natural rock strata to examine for clues. A character with Depth Sense may spend experience to develop it as a skill.

Slow (-1): -1 Move

Quirk (-1): Gold Fever. Dwarves dearly love all kinds of treasure, but especially gold.

Quirk (-1): Gruff. Dwarves tend to criticize and complain, and are easily offended.

Elf

Elves are as tall as men, but slender. Like Sprites (see below), they are an inherently magical race. They are nimble and dexterous, weaker than humans, and physically frail.

Elves live in their own extra-dimensional realm, reachable via mysterious gateways that appear on the open sea, and travel in the world of men only as it suits them. They have their own cities, their own kings, their own currency, and so on. They are similar enough in appearance to men to be able to pass among them, and there have been reliable reports of half-breed offspring from some of these clandestine encounters. Elves are generally haughty and superior, and many look down upon the Goblin races. The feeling is mutual.

Acute Vision (1): Elves ignore 1 point of skill penalty from range.

DEFT (2): +1 DEFT

Magical (2): An Elf's PSYC starts at 8.

PHYS (-2): -1 PHYS

Frail (-1): Calculate Hit Points as if the Elf's PHYS was 1 point lower. For example, an Elf with a PHYS of 9 has only 6 Hit Points.

Quirk (-1): Aloof

Enemy (-1): Elves are hated by Goblins.

Goblin

A typical Goblin is nearly man-sized, standing roughly 1.5 meters tall. Goblins are physically durable, with a thick hide that functions as natural armor. They are fanged and clawed as well. Yet in spite of their ferocious appearance, Goblins tend to be craven and cowardly.

Goblins are mainly found among their own kind in migratory or cave-dwelling tribes ruled by mighty Goblin or brutish Hobgoblin chiefs. They can

occasionally be found alongside humans in peasant villages, but they do not fit well into the higher social strata of human society. In cities they are generally found in the slums if at all. Goblins make good soldiers, and troops of them (mercenaries, for the most part) can be found encamped near strategic locations during wartime.

Natural Weaponry (1): Claws, +2 to hit, +1 damage level.

Toughness (1): 1/1 Natural Armor, cumulative with any other armor worn.

WILL (-2): -1 WILL

Gremlin



These "lesser Goblins" average less than 1 meter in height. They are naturally quick, but tend to be quarrelsome and impulsive.

Gremlins do not fit easily into human societies, and are primarily found in Goblin territory where they eke out an existence as servants to more powerful Goblins and Hobgoblins. Some human wizards find them useful as servants, and a few manage to make a living in that fashion. Still others go it alone, and subsist by robbing homes or travelers' encampments. They make quite good thieves due to their small size and disposition.

Acute Reflexes (2): +2 levels on Initiative

Small (2): +1 size bonus

PHYS (-2): -1 PHYS

WILL (-2): -1 WILL

Half Elf

Half Elves are the product of clandestine romances between humans and Elves. Often looked down upon by their haughty Elvish kin, they generally get quite the opposite reaction from full blooded humans, who find them mysterious and exotic. Half Elves gain some of the Advantages and Disadvantages of true Elves, but can only be distinguished from humans by their very slightly pointed ears.

DEFT (2): +1 DEFT



Latent Magic (1): A Half Elf's PSYC starts at 5. For 1 Attribute point, raise it to 8 AND give the Half-Elf 1 extra point of Advantage.

PHYS (-2): -1 PHYS

Quirk (-1): Moody

Halfling

Halflings are a short, peaceful race with furry feet. They dwell in villages of shallow burrows. They disdain adventure, preferring comfort and a regular schedule of hearty meals.

Small (2): +1 size bonus.

WILL (2): +1 WILL

PHYS (-2): -1 PHYS

Quirk (-1): Homebody. Halflings prefer peace, comfort and quiet. Or parties. Adventures are bothersome, uncomfortable things!

Slow (-1): -1 Move



Hobgoblin

Hobgoblins are huge, standing 2.7 meters tall and proportionately wide. This makes them rather ponderous and unwieldy. They have the same thick hide as typical Goblins. They are braver than the other Goblins races, but stupid.

Hobgoblins are rare. They lord their sheer physical size over the rank-and-file Goblins so well that they have little need of going amongst humans. Some are hired as special bodyguards by paranoid human lords, or by wizards. Others become executioners. Some live on the edges of both cultures, leading mercenary bands of Goblins for human pay.

Hobgoblins spend a lot of their time napping. This has left many humans with the mistaken assumption that they are nocturnal, or merely lazy. The truth is, in Goblin society Hobgoblins can afford to sit back and let lesser Goblins do all the 'work', while they conserve their energy for those times when it is needed in full. This also helps conserve their tribe's food, since a Hobgoblin that was active all day would eat up their supplies in no time.

PHYS (4): +2 PHYS

Toughness (1): 1/1 Natural Armor, cumulative with any other armor worn.

INTL (-2): -1 INTL

Gigantism (-2): -1 size penalty

Poor Reflexes (-1): -1 level on Initiative

Katling

Most of these feline humanoids are wild savages, rarely being found apart from their nomadic wilderness tribes. Some Katlings have been captured and brought to civilization as curiosities, and after a time they may take on civilized ways. Katlings make excellent swashbucklers.

Acute Hearing (1): Like Acute Vision, but applies to hearing. +1 bonus.

DEFT (2): +1 DEFT

Natural Weaponry (1): Claws, +2 to hit, +1 damage level

PHYS (-2): -1 PHYS

Phobia (-1): Fear of Water

Quirk (-1): Curiosity

Lizard Man

Another rare species, this time from the steaming swamps and jungles of the unexplored Dark Continent. Lizard Men build vast temples of massive stone blocks, housing strange shrines to even stranger gods.

Venomous Bite (1): Bite, +1 to hit, +1 damage level. If the bite inflicts hit point damage, the victim must make a 2d10 roll vs. their remaining Hit Points + 2 or lose consciousness. They may attempt a normal wakeup roll each turn after that.

Swim (1): counts as having Swim skill at +0.

Toughness (2): 3/1 Natural Armor, cumulative with any other armor worn.

Slow (-1): -1 Move

Nearsighted (-1): -2 penalty on all ranged actions

Outcast (1): Lizard Men evoke a feeling of dread and mistrust in most other races, and so they suffer from some degree of prejudice in most social situations.

Susceptibility (1): Cold blooded Lizard Men have no natural resistance to cold conditions, and suffer 1 point of damage per exposure (and per turn of continued) exposure to the cold.

Merman

Mermen live among the ruins of lost Human civilizations at the bottom of the sea. Legend has it that Mermen were once human themselves, the descendants of those who built the sunken cities. They are able to leave the water and move among the surface dwellers for short periods, but must always return to the water or else they die of dehydration.

Swim (2): counts as having the Swim skill at +1.

Water Breathing (1): Mermen can breathe under water indefinitely.

Dependency (-1): Mermen must remain moist. For every hour they spend without moisture, they suffer 1 hit point of damage. If damage from dehydration reduces their hits below half of their hit point total, they lose consciousness.

Susceptibility (-2): Mermen suffer double damage from heat and flame based attacks.

Sprite

Sprites are diminutive magical woodland creatures with gossamer wings. They stand only half a meter tall. They can fly, and are inherently magical. Sprites are irrepressible pranksters by nature, and this makes them somewhat unpopular as traveling companions.



Sprites live almost solely in the wilds. Those who are near human settlements occasionally slip among the humans to cause mischief, but few would ever choose to live among them! An "adventurous" Sprite is something of an improbability. One might conceivably tag along with an Elf if the need were particularly dire, or the potential for amusement particularly great. They also tend to fixate on certain humans who inexplicably fascinate them. One human in a thousand will ever have seen a Sprite, but that unfortunate fellow may be swamped with them.

Magical (2): A Sprite's PSYC starts at 8.

Small (4): +2 size bonus.

Flight (1): A Sprite can fly at a rate of 6 spaces per turn, plus their DEFT Modifier. However, a Sprite can only travel at half that rate on the ground.

Acute Reflexes (2): +1 level on Initiative

PHYS (-8): -4 PHYS

Quirk (-1): Prankster

2.25 Creating New Races

A GM can create new player races by constructing them from a balanced set of Advantages and Disadvantages. We strongly advise against giving any race a DEFT bonus greater than +1, or ANY Attribute bonus greater than +2. Feel free to make up new Racial Traits, assigning them whatever point values seem appropriate in comparison to the existing Traits.

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