

Character Races

Introduction

After the world was created, Humans and Elves were brought into being.

Humans are mortal and their time within the Majestic Fantasy Realms was brief. Their destiny was to live, learn, and grow until death takes them. Afterward a person essence passes on to a destiny beyond the Majestic Fantasy Realms.

Elves are immortal, and their fate is intertwined with the fate of the Majestic Fantasy Realms. An Elf's body can die but it's spirit later is reborn in a new body and returns to the world. Often this is after the spirit has healed for decades sometimes centuries. Their destiny is to be the caretakers of world and help everything within it to grow to its full potential.

At the Dawn of War, the Gods, known as the Lords, dwelled among the newly born Humans and Elves. The Lords gathered them into the First City and there taught them. Over time as their understanding of the world grew some became dissatisfied. A few humans were angered at being mortal and not knowing their ultimate fate. A few elves felt like prisoners forever trapped within the world. Some Lords wondered why their fate was only ever to be teachers.

The dissatisfied banded together and decided to impose a new order upon the world. And order where they free to pursue their every desire. They named themselves Demons, and in a single bloody night seized control of the First City and made themselves lords of creation.

However some escaped, other rebelled. This resulted in the Dawn Wars. During the war, the demon made those who opposed them slaves. Humans turned out to be susceptible to experimentation and as a result, the Demon transformed them into new races seeking the perfect servitors.

Eventually the loyal Lords and free people won the Dawn War and imprisoned the Demons within the Abyss with the Chromatic Crystals. But their legacy lingered out with the multitude of races now existing. Each was given their freedom to find their place within the world. The surviving Lords withdrew their physical presence and taught what they had to offer through revelation, signs, and portents. They came to be worshipped as Gods by many of the survivors.

Except for the Elves, the other races are at their core human. Their physical form and sometimes their psychology altered by the demons. Some are able to peacefully co-exist, other find co-existence difficult, resulting in conflict. Especially after civilization recovered and various cultures began to expand outwards. While tragic it is an enduring legacy from when demons ruled creation.

The exception are the Viridians. They were considered the weakest of demons during the Dawn Wars. The weakness in the prison defenses that was created when one of the chromatic crystals was removed allowed the weakest to escape. They returned and built an empire an attempt to reassert their dominance.

But the attempt failed Their self-destructive nature caused their numbers to dwindle to a few dozen. Their legacy now is mostly found among their progeny resulting from past wars and conquests.

Rob's Note: The different sub races represent the heritage of different family lines.

Dwarf

The Dwarves were one of the earliest races the Demons bred from Humans. They were bred to act as hardy miners and laborers. Unfortunately for the Demons, the Dwarves' hardiness also resulted in a legendary stubbornness. The early Dwarves were not easily terrorized by the Demons and soon revolted. They took readily to the metalsmith arts and are credited with the discovery of iron. After their liberation, they migrated to the mountains where they still dwell today.

- Your Constitution score increases by 2.
- Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.
- Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.
- Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.
- Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- You have advantage on saving throws against poison, and you have resistance against poison damage (explained in the "Combat" section).
- You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
- Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Hill Dwarf

- Your Wisdom score increases by 1.
- Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Mountain Dwarf

- Your Strength score increases by 2.
- You have proficiency with light and medium armor.

Elf

The Elves were created as the shining example of the potential of life. To this end, they were given great blessings compared to Humans: immortality, resistance to damage, faster healing, and more. However, as the centuries wore on, the Elves have come to realize that their gifts have a price. They are forever bound to the Majestic Realms.

- Your Dexterity score increases by 2.
- Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.
- Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.
- Your base walking speed is 30 feet.
- Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- You have proficiency in the Perception skill.
- You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.
- You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

High Elf

- Your Intelligence score increases by 1.
- You have proficiency with the longsword, shortsword, shortbow, and longbow.
- You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.
- You can speak, read, and write one extra language of your choice.

Wood Elf

- Your Wisdom score increases by 1.
- You have proficiency with the longsword, shortsword, shortbow, and longbow.
- Your base walking speed increases to 35 feet.
- You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Gnome

The Gnomes were created alongside the Dwarves and were bred to work in the forests felling trees and gathering special plants. They share many of the same traits as the Dwarves. Their stubbornness manifests as a hatred of injustice. After the wars they returned to the forests and settle alongside the Elves. They are noted for their insistence on fair dealing. Gnomes also developed a keen wit and are also known as notorious pranksters.

Rob's Note: The Forest Gnome is the only variant I have

- Your Intelligence score increases by 2.
- Your Dexterity score increases by 1.
- Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.
- Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.
- Your base walking speed is 25 feet.
- Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.
- Ability Score Increase
- You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.
- Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Half-Elf

Humans and Elves can have children together. Upon reaching adulthood, the child makes an irrevocable choice whether to become an Elf or a Human. If the Half-Elf chooses to be an Elf, then they gain all the abilities and limitations of an Elf (see above). If the Half-Elf chooses to be Human, then they gain the following.

- Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.
- Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.
- Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.
- Your base walking speed is 30 feet.
- Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- You gain proficiency in two skills of your choice.
- You can speak, read, and write Common, Elvish, and one extra language of your choice.

Halfling

Halfling were bred at the dawn of time by Demons to be used as agricultural slaves. The Demons assumed the Halflings' small stature would require them to eat less food and increase the crop surplus they produced. However, the Demons did not count on Halflings' ability to easily hide and elude searchers. After they were liberated, they allied with the Elves and began to farm lands next to larger realms, trading their surplus for goods made by Humans, Elves, and Dwarves.

- Your Dexterity score increases by 2.
- A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.
- Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.
- Your base walking speed is 25 feet.
- When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- You have advantage on saving throws against being frightened.
- You can move through the space of any creature that is of a size larger than yours.
- You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lightfoot

- Your Charisma score increases by 1.
- You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Stout

- Your Constitution score increases by 1.
- You have advantage on saving throws against poison, and you have resistance against poison damage.

Human

Human cultures are dominant in the Majestic Fantasy Realms. Their combination of hardiness, birth rate, and intelligence has allowed them to spread to every corner of the land and developed into a bewildering array of cultures. The wide range of conditions that humans face has left them highly adaptable.

- Humans reach adulthood in their late teens and live less than a century.
- Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.
- Your base walking speed is 30 feet.
- You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Choose either

- Your ability scores each increase by 1.

OR

- Two different ability scores of your choice increase by 1.
- You gain proficiency in one skill of your choice.
- You gain one feat of your choice.

Rob's Note: This is the one exception to no feats.

To be detailed Later

Goblins

The Demons were not happy with their early attempts to create slaves and troops from humans. Goblins were bred by the Demons to act as skilled labor.

The Goblins' attention spans were altered. It became narrower and more focused on a single activity. Their need for approval and status was heightened. This manifested itself as greed, extreme competitiveness, and an obsessive interest in a single craft.

Pleased with the results, the demons bred two goblin variants: the dexterous hobgoblins for skilled work requiring manual dexterity, and bugbears for labor requiring strength.

During the Dawn War, freed Goblins, Hobgoblins, and Bugbears found they were unable to relate to other cultures. After the demons were imprisoned in the Abyss, the three goblinoid races drifted off and settled their own lands separate from the other cultures. Their lands are an ever-changing kaleidoscope of petty kingdoms and tribes that come into conflict when a tribe fixates on something within another culture's territory.

Lizard Men

During the Dawn Wars at the beginning of time, several campaigns took place in swamps or jungle regions. In their quest to perfect their servitors, the Demons gave the Lizard Men aquatic abilities to act as elite shock forces in those regions. Since the wars, the Lizard Men have continued to live in the swamps and rainforests of the Majestic Fantasy Realms.

Orcs

The Demons were unsatisfied with early races they bred; too much Human free will remained in their creations. With the Orcs, the Demons sought to correct this "flaw;" they bred the Orcs stronger and harder than Humans. To curb their free will, the demons gave the Orcs a fierce aggressiveness that only subsided in the presence of strong leaders.

The Orcs were used to slaughter the Demons' remaining slaves and were placed in their stead. The few Orcs that were freed or escaped slavery found their aggressive instincts left them unable to cooperate with other cultures. After the Dawn War, the Orcs fled to the deep wilderness. Their ability to breed quickly soon found them filling the empty lands of the Majestic Fantasy Realms and brought them into renewed conflict with other cultures.

Reptile Men

Orcs were not the only race the Demons experimented with to replace their initial attempts. The Demons also turned to fusing the characteristics of various animals with Man. One of the more successful attempts was the Reptile Men. Their carnivorous diet and inability to endure extreme cold limited their use to serving as small groups of elite shock troops. Their group instinct was amplified, manifesting as a heightened sense of honor. Just before the end of the war they formally surrendered to the gods. They were the only ones of the Demon's forces to do this. After the war they choose to live alone in the arid and desert regions of the Majestic Fantasy Realms.

Serpent Men

In closing years of the war, slave races loyal to the Demons were dwindling. To keep the remaining races in line the Serpent Men were created. The instinct towards protecting one's family was twisted to manifest as absolute loyalty to their demonic masters. Their fanaticism ultimately led to the downfall of the Demons when they turned their inquisition against the Reptile Men. Offended at the slight to their honor the Reptile Men formally surrendered to the Gods and withdrew from the war. After the war the surviving Serpent Men fled to the southern jungles where they plot to free their demonic masters from the Abyss.

Viridians

The demons were originally a diverse group united by their desire to dominate creation on their own terms. They consisted of a mix of rebel deities, Elves, and Humans. After their successful rebellion, they turned on each other when they could not agree on the division of the spoils of creation. The end result was a hierarchy of stronger demons dominating the weaker demons. Among the weakest of the demons was a group known as the Viridians or the Green Lords.

After the Dawn War, they were imprisoned in the Abyss along with the other demons. Centuries later, the Viridians escaped. By manipulating the Serpent Men and other cultures, the Viridians managed to have their pawns steal one of the crystals warding the entrance of the Abyss. The resulting gap was just large enough to allow all of the Viridians to escape, leaving the stronger demons imprisoned. The Viridians fled the entrance and sailed into the Akkadian Sea. They landed on its shore and founded the city of Viridastu.

Viridastu grew into the capital of a large empire enslaving Humans and Goblins. At their height, the Viridians fell into infighting as their ancestors once did. Their numbers dwindled over the centuries, resulting in more of their empire being run by Humans and Goblins. The last Viridian of Imperial Blood was killed, and the Empire has now collapsed into civil war. A few surviving Viridians wander the land, a shadow of their past glory.

Half-Viridians

At their height, the Viridians' appetite for pleasure was insatiable. Many half-breed Viridians were born and passed their blood down through family lines over generations. Goblin and human Half-Viridians are the most common, other races are very rare.