

## Fantasy Folk for GURPS 4th Edition

### Bales [128]

p. FF42

*Attributes:* IQ +3 [60]; HT +2 [20]

*Advantages:* Damage Resistance +3 (Tough Skin, -40%) [9]; Doesn't Eat or Drink [10]; Hard to Kill +2 [4]; Injury Tolerance (No Blood, 5) [5]; Magery 1 [15]; Metabolism Control 5 [25]; Regeneration: Regular [25]; Resistant (Very Common: Metabolic Hazards; Immunity, x1) [30]; Talent: Magic/Occult Affinity +1 [5]; Temperature Tolerance 10 [10]; Unaging [15]

*Disadvantages:* Bloodlust (12) [-10]; Dependency (Occasional: Blood, -20; Monthly, x1) [-20]; Fanaticism [-15]; Intolerance [-10]; Megalomania [-10]; Odious Racial Habit (Blood Drinkers) [-15]; Paranoia [-10]; Sadism (12) [-15]

*Talents:* Magic/Occult: Alchemy, Occultism, Ritual Magic, Symbol Drawing, Thaumatology. *Reaction Bonus:* Anyone who sees you work. 5 points/level.

### Centaur [87] 9' long, 7' tall, 900-1,000 lbs p. FF46

*Attributes:* ST +2 (Size, -10%) [18]; ST +8 (Size +1, -10%; No Fine Manipulators, -40%) [40]; IQ -1 [-20]; HT +2 [20]

*Secondary Characteristics:* Move +1 [5]; Per +1 [5]; SM +1

*Advantages:* Claws: Hooves [3]; Damage Resistance +1 (Tough Skin, -40%) [3]; Enhanced Move: Ground (x2) [20]; Extra Legs: 4 Legs [5]

*Disadvantages:* Overconfidence (9) [-7]; Phobia: Enclosed Spaces (Claustrophobia) (15) [-7]; Stubbornness [-5]

*Skills:* Animal Handling (Equines) @ IQ (A) [2]; Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival (Plains) @ Per (A) [2]

### -Onocentaur [77] 8' long, 6' tall, 400-500 lbs p. FF46

*Attributes:* ST +1 (Size, -10%) [9]; Lower Body ST +5 (Size +1, -10%; No Fine Manipulators -40%) [25]; HT +2 [20]

*Secondary Characteristics:* Per +1 [5]; SM +1

*Advantages:* Acute Hearing +2 [4]; Claws: Hooves [3]; Enhanced Move: Ground (x2) [20]; Extra Legs: 4 Legs [5]

*Disadvantages:* Appearance: Unattractive [-4]; Phobia: Enclosed Spaces (Claustrophobia) (15) [-7];

Social Stigma -1 (Outcasts) [-5]; Stubbornness [-5]

*Skills:* Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival (Plains) @ Per (A) [2]; Teamster (Horse) @ IQ (A) [2]

### Dwarf [40] 4'-4.5' tall, 175-250 lbs p. FF50

*Attributes:* ST +1 [10]

*Secondary Characteristics:* Move -1 [-5]; Fatigue +1 [3]; Will +1 [5]; SM -1

*Advantages:* Damage Resistance +1 (Tough Skin, -40%) [3]; Extended Lifespan 2 (x4) [4]; Hard to Kill +1 [2]; Lifting ST +3 [9]; Night Vision +5 [5]; Talent: Artificer +3 [15]

*Disadvantages:* Greed (15) [-7]; Miserliness (15) [-5]; Distrusts Elves and Goblins [-1]; Intolerance (Orcs) [-1]; Never Shave Beards [-1]

*Skills:* Axe/Mace @ DX (A) [2]; Merchant @ IQ (A) [2]

*Talents:* Artificer: Armoury, Carpentry, Engineer, Machinist, Masonry, and Smith. *Reaction bonus:* Anyone you do work for. 5 points/level.

### Languages

Most of the races listed here have their own language, or possibly multiple languages. The player must decide if the character has the worlds *Common* language (*Human, English*, or whatever it is called) or the races language as his Native Language, as befits the characters background story. Taking multiple languages costs the normal amount.

### -Gnome [30] 4'-4.5' tall, 150-200 lbs p. FF50

*Secondary Characteristics:* Move -1 [-5];

Fatigue +1 [3]; SM -1

*Advantages:* Damage Resistance +1 (Tough Skin, -40%) [3]; Extended Lifespan 2 (x4) [4]; Hard to Kill +1 [2]; Lifting ST +2 [6]; Talent: Craftsman +4 [20]

*Disadvantages:* Dislikes being Underground [-1]; Never forget a Favor or Injury [-1]; Trim Beards neat and close [-1]

*Talents:* Craftsman: Artist, Carpentry, Leatherworking, Masonry, and Sewing. *Reaction bonus:* Anyone you do work for. 5 points/level.

### Ellyllon [13/15] 6"-7" tall, 2-3 ounces p. FF54

*Attributes:* ST -8 [-80]; DX +3 [+60]

*Secondary Characteristics:* SM -6

*Advantages:* Acute Hearing +2 [4]; Acute Vision +3 [6]; Appearance: Handsome [12]; Extended Lifespan 1 (x2), *royal only* [2]; Flight (Winged, -25%) [30]; Night Vision +9 [9]; Reduced Consumption 3 [6]; Ultrahearing [5]

*Disadvantages:* Code of Honor (Courtliness) [-5]; Impulsiveness (12) [-10]; Vulnerability (Common: Crushing, x2 Damage) [-30]

*Skills:* Aerobatics @ DX-2 (H) [1]; Flight @ HT (A) [2]; Savoir-Faire (Ellyllon) @ IQ (E) [1]; Stealth @ DX (A) [2]

### Elf [41] p. FF58

*Attributes:* ST -1 [-10]; IQ +1 [20]

*Advantages:* Appearance: Attractive [4]; Magery 1 [15]; Perfect Balance [15]; Unaging [15]

*Disadvantages:* Code of Honor (Live with elegance and style) [-10]; Sense of Duty (Nature) [-10]

*Skills:* Public Speaking (Storytelling) @ IQ (E) [1]; Savoir-Faire @ IQ (E) [1]

### -Dark Elf [26/31] p. FF58

*Attributes:* ST -1 [-10]; IQ +1 [20]

*Advantages:* Appearance: Attractive [4]; Magery 1 [15]; Perfect Balance [15]; Unaging [15]

*Disadvantages:* Sense of Duty (Nature) [-10]; Code of Honor (Live with elegance and style) [-10]; Intolerance or Social Stigma (Dark Elves) -3 [-10/-15]

*Skills:* Public Speaking (Storytelling) @ IQ (E) [1]; Savoir-Faire @ IQ (E) [1]

### -Half-Elf [6] p. FF58

*Advantages:* Appearance: Attractive [4]; Extended Lifespan 1 [2]; Magery 0 [5]

*Disadvantages:* Social Stigma (Outcasts) -1 [-5]

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**Exalted Horse [50/75]** 9' long, 1,200-1,400 lbs p. FF62

*Attributes:* ST +12 (Size, -10%; No Fine

Manipulators, -40%) [60]; HT +3 [30]

*Secondary Characteristics:* Basic Speed +0.25 [5];

Move +2 [10]; SM +1

*Advantages:* Acute Hearing +3 [6]; Acute Taste/Smell +3 [6];

Appearance: Attractive [4]; Claws: Hooves [3]; Enhanced

Move: Ground (x2) [20]; Fur [1]; Peripheral Vision [15]

*Disadvantages:* Cannot Speak [-15]; Low TL -3 [-15]; No

Depth Perception [-15]; Quadruped [-35]; Social Stigma:

Animal [-10]; Weak Bite [-2]; *optionally* Wealth: Dead Broke

(x0) [-25]

*Skills:* Brawling @ DX (E) [1]; Gesture @ IQ (E) [1];

Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival

(Plains) @ Per (A) [2]

**Faun [40]** p. FF66

*Attributes:* ST -2 [-20]; DX +2 [40]; HT +1 [10]

*Secondary Characteristics:* Per +2 [10]

*Advantages:* Animal Empathy [5]; Claws: Hooves [3];

Talent: Musical Ability 2 [10]

*Disadvantages:* Lecherousness (12) [-15]; Reputation -1 [-5]

*Skills:* Carousing @ HT (E) [1]; Scrounging @ Per (E) [1]

**Fishmen [2]** p. FF70

*Attributes:* ST +1 [10]; HT +2 [20]

*Advantages:* Acute Taste and Smell +1 [2]; Amphibious [10];

Dark Vision [25]; Damage Resistance +1 (Tough

Skin, -40%) [3]; Doesn't Breathe (Gills, -50%) [10]; Nictating

Membrane 3 [3]; Pressure Support 3 [15]; Speak with Animals

(Specialized: Fish, -50%) [13]

*Disadvantages:* Appearance: Unattractive [-4]; Bad

Sight [-25]; Cold Blooded [-5]; Dependency (Very Common:

Water, -5; Daily, x3) [-15]; Fanaticism [-15]; Intolerance [-10];

Odious Racial Habit (Eats Sentients) [-15]; Reputation -4 [-20]

**Gargoyle [6]** p. FF74

*Attributes:* IQ -1 [-20]; HT +2 [20]

*Advantages:* Claws: Sharp [5]; Damage Resistance +2

(Tough Skin, -40%) [6]; Flight (Winged, -25%) [30]; Night

Vision +9 [9]

*Disadvantages:* Appearance: Ugly [-8];

Cowardice (12) [-10]; Gluttony (12) [-5]; Laziness [-10];

Reputation -1 [-5]; Social Stigma (Uneducated) [-5]; Bully [-1]

**Ghoul [-19/1]** p. FF78

*Attributes:* ST +2 [20]; IQ -1, *degenerates only* [-20]

*Secondary Characteristics:* Per +2 [10]

*Advantages:* Flexibility: Double-Jointed [15]; Night

Vision 9 [9]; Resistant (Common: Sickness, +15;

Immunity, x1) [15]; Silence 1 [5]

*Disadvantages:* Appearance: Ugly [-8]; Dependency

(Occasional: Fresh Sentient Brains, -20; Monthly, x1) [-20];

Odious Racial Habit (Eats human carrion) [-15];

Reputation -4 [-20]; Sense of Duty (Race) [-15]

*Skills:* Camouflage @ IQ +1 (E) [2]; Scrounging @ IQ (E)

[1]; Stealth @ DX (A) [2]

**Giant [-9/Varies]** p. FF82

*Attributes:* DX -1 [-20]; HT +3 [30]

*Advantages:* Acute Taste/Smell +3 [6]; High Pain  
Threshold [10]

*Disadvantages:* Bad Temper (12) [-10]; Shyness: Severe or  
Intolerance [-10]; Reputation -2 [-10]; Stubbornness [-5]

*Notes:* All Giants are assumed to have this package in  
addition to one of the lenses listed below.

**-Small Giant [39]** 7'-9' tall, 200-510 lbs p. FF82

*Attributes:* ST +5 (Size, -10%) [45]

*Secondary Characteristics:* SM +1

*Advantages:* Damage Resistance +1 (Tough Skin, -40%) [3]

**-Medium Giant [77]** 10'-12' tall, 425-1,150 lbs p. FF82

*Attributes:* ST +10 (Size, -20%) [80]

*Secondary Characteristics:* SM +2

*Advantages:* Damage Resistance +2 (Tough Skin, -40%) [6];

Enhanced Move: Ground 1/2 (x1.5) [10]

*Disadvantages:* Increased Consumption 1 [-10]

**-Large Giant [117]** 13'-15' tall, 1,000-2,100 lbs p. FF82

*Attributes:* ST +15 (Size, -20%) [120]

*Secondary Characteristics:* SM +2

*Advantages:* Damage Resistance +2 (Tough Skin, -40%) [6];

Enhanced Move: Ground 1/2 (x1.5) [10]

*Disadvantages:* Increased Consumption 1 [-10]

**-Huge Giant [175]** 16'-21' tall, 2,000-6,000 lbs p. FF82

*Attributes:* ST +25 (Size, -30%) [175]

*Secondary Characteristics:* SM +3

*Advantages:* Damage Resistance +3 (Tough Skin, -40%) [9];

Enhanced Move: Ground (x2) [20]

*Disadvantages:* Increased Consumption 2 [-20]

**-Colossal Giant [243]** 22'-30' tall, 6-16,000 lbs p. FF82

*Attributes:* ST +40 (Size, -40%) [240]

*Secondary Characteristics:* SM +4

*Advantages:* Damage Resistance +4 (Tough

Skin, -40%) [12]; Enhanced Move: Ground 1.5 (x3) [30]

*Disadvantages:* Increased Consumption 3 [-30]

**-Behemoth Giant [331]** 31'-45' tall, 15-54,000 lbs p. FF82

*Attributes:* ST +65 (Size, -50%) [325]

*Secondary Characteristics:* SM +5

*Advantages:* Damage Resistance +5 (Tough

Skin, -40%) [15]; Enhanced Move: Ground 2 (x4) [40]

*Disadvantages:* Increased Consumption 4 [-40]

**-Gargantuan Giant [369]** 46'-60' tall, 53-128,000 lbs p. FF82

*Attributes:* ST +90 (Size, -60%) [360]

*Secondary Characteristics:* SM +6

*Advantages:* Damage Resistance +6 (Tough

Skin, -40%) [18]; Enhanced Move: Ground 2.5 (x6) [50]

*Disadvantages:* Increased Consumption 5 [-50]

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### **Goblin [19]** p. FF86

*Attributes:* ST -2 [-20]; DX +1 [20]; IQ +1 [20]

*Advantages:* Night Vision +9 [9]

*Disadvantages:* Impulsiveness (12) [-10]

### **Hobgoblin [-21/4]** p. FF86

*Attributes:* ST +1 [10]; DX +1 [20]; IQ -1 [-20]

*Advantages:* Night Vision +9 [9]

*Disadvantages:* Bad Temper (12) [-10]; Stubbornness [-5];  
*optionally* Wealth: Dead Broke (x0) [-25]

### **Great Eagle [7/32]** p. FF91

*Attributes:* ST +2 [20]; DX +1 [20]; HT +2 [20]

*Advantages:* Acute Vision +1 [2]; Claws: Sharp [5];  
Feathers\* [1]; Flight (Winged, -25%) [30]; Peripheral  
Vision [15]; Teeth: Sharp Beak [1]; Telescopic Vision (x2) [5]

*Disadvantages:* Bloodlust (12) [-10]; Cannot Speak [-15];  
Intolerance [-10]; Loner (6) [-10]; Low TL -3 [-15];  
Vulnerability (Common: Crushing, x2 Damage) [-30];  
*optionally* Wealth: Dead Broke (x0) [-25]

*Skills:* Aerobatics @ DX-2 (H) [1]; Flight @ HT-1 (A) [1];  
Gesture @ IQ (E) [1]

\*Treat Feathers like Fur.

### **Halfling [12/17]** 4'-4.5' tall, 65-125 lbs p. FF95

*Attributes:* ST -2 [-20]; DX +1 [20]; HT +1 [10]

*Secondary Characteristics:* Move -1 [-5]; SM -1

*Advantages:* Reputation +1 [5]; Silence 2 [10]; Talent:  
Thrown Weapon +2 [10]  
*Disadvantages:* Addiction (Tobacco), *optional* [-5]; Code of  
Honor (Hospitality) [-5]; Gluttony (9) [-7]; Dislikes Travel [-1]  
*Talents:* Thrown Weapon: Bolas, Innate Attack (Projectile),  
Sling, Throwing, Throwing Art, and Thrown Weapon  
(Axe/Mace, Dart, Knife, Shuriken or Stick *only*). *Reaction*  
*Bonus:* Anyone who sees you throw. 5 points/level.

*Notes:* Normally the Thrown Weapon talent should not be  
bought up beyond the default +2 level.

A *true* Halfling would be just 2.5'-3' tall and 30-40 lbs. Give  
them SM -2 and ST -5 [-50], reducing racial cost to [-18/-13].

### **Insect Men [9]** 140-180 lbs p. FF99

*Attributes:* ST +1 [10]; HT +1 [10]

*Advantages:* Damage Resistance +2 [10]

*Disadvantages:* Appearance: Monstrous [-20]; Secretive [-1]

### **-Insect Warrior [-11]** 175-225 lbs p. FF99

*Attributes:* ST +2 [20]; IQ -1 [-20]; HT +1 [10]

*Advantages:* Damage Resistance +2 [10]; Extra  
Arms x2 [20]; Extra Attack [25]

*Disadvantages:* Appearance: Monstrous [-20]; Short  
Lifespan (x1/2) [-10]; Slave Mentality [-40]; Status -1 [-5];  
Secretive [-1]

*Notes:* Insect Men and Warriors are also Sterile. Their  
language is completely indecipherable to other races, and they  
cannot learn languages of other races. Both are treated as  
0-point features. They can, however, learn Gesture to deal with  
other races.

### **Kobold [-52]** 4'-4.5' tall, 50-75 lbs p. FF103

*Attributes:* ST -2 [-20]; DX +1 [20]; IQ -2 [-40]

*Secondary Characteristics:* Will -1 [-5]; SM -1

*Advantages:* Reduced Consumption 2 (Cast-Iron  
Stomach, -50%) [2]; Resistant (Common: Food borne Poison  
and Disease; +8 to all HT Rolls, x1/2) [8]

*Disadvantages:* Short Attention Span (12) [-10]; Social  
Stigma (Uneducated) [-5]; Easily Offended [-1]; Love Practical  
Jokes [-1]

### **Leprechaun [36]** p. FF107

*Attributes:* ST -4 [-40]; DX +2 [40]

*Secondary Characteristics:* SM -1

*Advantages:* Acute Hearing +1 [2]; Extended  
Lifespan (x2) [2]; Luck [15]; Magery 1 [15]; Talent: Musical  
Ability +1 [5]; Night Vision +5 [5]

*Disadvantages:* Miserliness (12) [-10]

*Skills:* Leatherworking @ IQ+1 (E) [2]

### **Merfolk [25]** p. FF111

*Advantages:* Enhanced Move: Water (x2) [20]; Scanning  
Sense: Sonar [20]; Doesn't Breathe (Gills, 0) [0]; Pressure  
Support 2 [10]; Subsonic Hearing [5]

*Disadvantages:* Dependency (Very Common: Water, -5;  
Hourly, x4) [-20]; Increased Life Support (Massive:  
Water, -10) [-10]; No Legs (Aquatic) [0]

### **-Dolphin [42]** 8'-9' long, 500 lbs p. FF111

*Attributes:* ST +6 (No Fine Manipulators, -40%; Size, -10%)  
[30]; DX +1 (No Fine Manipulators, -40%) [12]; HT +2 [20]

*Secondary Characteristics:* Per +3 [15]; SM +1

*Advantages:* Absolute Direction [5]; Scanning Sense:  
Sonar [20]; Doesn't Breathe (Oxygen Storage: x50, -40%) [12];  
Enhanced Move: Water (x2) [20]; Nictating Membrane 3 [3];  
Peripheral Vision [15]; Pressure Support 2 [10]; Subsonic  
Hearing [5]

*Disadvantages:* Cannot Speak [-15]; Dependency (Very  
Common: Water, -5; Hourly, x4) [-20];  
Impulsiveness (12) [-10]; Ichthyoid [-50]; Increased Life  
Support (Massive: Water, -10) [-10]; Low TL -3 [-15]; Short  
Lifespan (x1/2) [-10]

*Skills:* Aquabatics @ DX (H) [4]; Gesture @ IQ (E) [1]

### **Minotaur [32]** 250-300 lbs p. FF116

*Attributes:* ST +3 [30]; DX +1 [20]; IQ -2 [-40]; HT +3 [30]

*Advantages:* Absolute Direction [5]; Acute Hearing +3 [6];  
Damage Resistance +3 (Tough Skin, -40%) [9]; Damage  
Resistance +2 (Tough Skin, -40%; Head Only, -50%) [2];  
Magic Resistance +3 [6]; Peripheral Vision [15]; Striker:  
Cutting (Long: Reach 1, +100%; Cannot Parry, -40%) [12];  
Striker: Impaling (Long: Reach 1, +100%; Cannot Parry, -40%;  
Limited Arc: Front, -40%, Alternative Attack, \*1/5) [2]

*Disadvantages:* Appearance: Hideous [-16];  
Berserk (12) [-10]; Bloodlust (12) [-10]; Intolerance [-10];  
Odious Habit (Eats Sentients) [-15]; Social Stigma  
(Uneducated) [-5]

*Skills:* Brawling @ DX (E) [1]

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|                           |       |                        |         |
|---------------------------|-------|------------------------|---------|
| <b>Bales</b>              | 128   | <b>Goblin</b>          | 19      |
| <b>Centaur</b>            | 87    | <b>-Hobgoblin</b>      | -21/4   |
| <b>-Onocentaur</b>        | 77    | <b>Great Eagle</b>     | 7/32    |
| <b>Dwarf</b>              | 40    | <b>Halfling</b>        | 12/17   |
| <b>-Gnome</b>             | 30    | <b>-True Halfling</b>  | -18/-13 |
| <b>Ellyllon</b>           | 13/15 | <b>Insect Men</b>      | 9       |
| <b>Elf</b>                | 41    | <b>-Insect Warrior</b> | -11     |
| <b>-Dark Elf</b>          | 26/31 | <b>Kobold</b>          | -52     |
| <b>-Half-Elf</b>          | 6     | <b>Leprechaun</b>      | 36      |
| <b>Exalted Horse</b>      | 50/75 | <b>Merfolk</b>         | 25      |
| <b>Faun</b>               | 40    | <b>-Dolphin</b>        | 48      |
| <b>Fishmen</b>            | 2     | <b>Minotaur</b>        | 32      |
| <b>Gargoyle</b>           | 6     | <b>Ogre</b>            | 25      |
| <b>Ghoul</b>              | -14/6 | <b>-Half-Ogre</b>      | 5       |
| <b>Giant</b>              | Var.  | <b>Orc</b>             | -17     |
| <b>-Giant, Small</b>      | 39    | <b>-Half-Orc</b>       | -13     |
| <b>-Giant, Medium</b>     | 77    | <b>Reptile Men</b>     | 45      |
| <b>-Giant, Large</b>      | 117   | <b>Wildmen</b>         | 3       |
| <b>-Giant, Huge</b>       | 175   | <b>-Sasquatch</b>      | 32/47   |
| <b>-Giant, Colossal</b>   | 243   | <b>Winged Folk</b>     | 25/40   |
| <b>-Giant, Behemoth</b>   | 331   |                        |         |
| <b>-Giant, Gargantuan</b> | 369   |                        |         |

**Ogre [25]** 9' tall, 400-450 lbs p. FF120  
*Attributes:* ST +6 (Size, -10%) [54]; DX -1 [-20]; IQ -2 [-40]; HT +4 [40]

*Secondary Characteristics:* SM +1

*Advantages:* Acute Taste/Smell +1 [2]; Damage Resistance +3 (Tough Skin, -40%) [9]; High Pain Threshold [10]; Magic Resistance +3 [6]; Night Vision +9 [9]

*Disadvantages:* Appearance: Hideous [-16]; Intolerance [-10]; Odious Habit (Eats Sentients) [-15]; Social Stigma (Uneducated) [-5]

*Skills:* Brawling @ DX (E) [1]

**-Half-Ogre [1]** 7'-8' tall, 325-375 lbs p. FF120  
*Attributes:* ST +4 (Size, -10%) [36]; DX -1 [-20]; IQ -2 [-40]; HT +2 [20]

*Secondary Characteristics:* Per +1 [5]; HP +2 [4]; SM +1

*Advantages:* Acute Taste/Smell +1 [2]; Damage Resistance +2 (Tough Skin, -40%) [6]; High Pain Threshold [10]; Magic Resistance +3 [6]; Night Vision +9 [9]

*Disadvantages:* Appearance: Ugly [-8]; Intolerance [-10]; Odious Habit (Eats Sentients) [-15]; Social Stigma (Uneducated) [-5]

*Skills:* Brawling @ DX (E) [1]

**Orc [-17]** p. FF124

*Attributes:* IQ -1 [-20]; HT +2 [20]

*Secondary Characteristics:* HP +1 [2]

*Advantages:* Acute Hearing +2 [4]

*Disadvantages:* Appearance: Unattractive [-4]; Intolerance [-10]; Reputation -2 [-10]

*Skills:* Brawling @ DX (E) [1]

**-Half-Orc [-13]** p. FF124

*Attributes:* IQ -1 [-20]; HT +1 [10]

*Secondary Characteristics:* HP +1 [2]

*Advantages:* Acute Hearing +2 [4]

*Disadvantages:* Reputation -2 [-10]

*Skills:* Brawling @ DX (E) [1]

**Reptile Men [45]** 325-375 lbs p. FF128

*Attributes:* ST +4 [40]; IQ -1 [-20]; HT +2 [20]

*Advantages:* Claws: Sharp [5]; Damage Resistance +1 (Tough Skin, -40%) [3]; Extended Lifespan 2 (x4) [4]; Peripheral Vision [15]; Teeth: Sharp [1]; Temperature Tolerance 5 [5]

*Disadvantages:* Intolerance [-10]; Reputation -3 [-15]; Shyness: Mild [-5]; Inscrutable [-1]

*Skills:* Camouflage @ IQ (E) [1]; Survival (Desert) @ Per (A) [2]

**Wildmen [33]** p. FF132

*Attributes:* DX +1 [20]; HT +2 [20]

*Secondary Characteristics:* Per +2 [10]

*Advantages:* Animal Empathy [5]; Damage Resistance +2 (Tough Skin, -40%) [6]; Danger Sense [15]; Fur [1]; Mimicry [10]; Silence 1 [5]

*Disadvantages:* Code of Honor (Protect the Wild) [-10]; Pacifism: Self-Defense Only [-15]; Low TL -3 [-15]; Shyness: Severe [-10]; Truthfulness (12) [-5]; Vow (Won't use Technology) [-15]

*Skills:* Camouflage @ IQ+1\* (E) [1]; Stealth @ DX (A) [2]; Survival (Woodlands) @ Per+2 (A) [8]

\*Defaults from Survival

**-Sasquatch [32/47]** 7'-8' tall, 250-300 lbs p. FF132

*Attributes:* ST +3 (Size, -10%) [27]; DX +1 [20]; IQ -1 [-20]; HT +2 [20]

*Secondary Characteristics:* Per +2 [10], SM +1

*Advantages:* Animal Empathy [5]; Damage Resistance +3 (Tough Skin, -40%) [9]; Danger Sense [15]; Fur [1]; Silence 1 [5]

*Disadvantages:* Bad Smell [-10]; Pacifism: Self-Defense Only [-15]; Low TL -3 [-15]; Shyness: Severe [-10]; *optionally* Wealth: Poor (x1/5) [-15]

*Skills:* Camouflage @ IQ+1\* (E) [1]; Stealth @ DX (A) [2]; Survival (Woodlands) @ Per (A) [2]

\*Defaults from Survival

**Winged Folk [25/40]** p. FF136

*Attributes:* ST +1 [10]; DX +1 [20]

*Advantages:* Acute Vision +3 [6]; Flight (Winged, -25%) [30]

*Disadvantages:* Vulnerability (Common: Crushing, x2 Damage) [-30]; *optionally* Wealth: Poor (x1/5) [-15]

*Skills:* Aerobatics @ DX-2 (H) [1]; Bolas @ DX (A) [2]; Flight @ HT-1 (A) [1]

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