

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 (Common: Disease, 15; Immunity, x1) [15]; Resistant (Common: Poison, 15; Immunity, x1) [15]; Talent: Magic/Occult 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

p. FF46

Attributes: ST +2 (SM +1, -10%) [18]; ST +8 (SM +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 @ IQ (A) [2]; Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival (Plains) @ Per (A) [2]

-Onocentaur [77] 9' long, 7' tall

p. FF46

Attributes: ST +1 (SM +1, -10%) [9]; Lower Body ST +5 (SM +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 @ IQ (A) [2]

Dwarf [40] 4'-4.5' tall

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

p. FF50

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

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 [5]; 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 [49/74] 9' long p. FF62

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

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

Secondary Characteristics: Move +3 [15]; SM +1

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

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

Move: Ground (x2) [20]; Extra Legs: 4 Legs [5]; Peripheral Vision [15]

Disadvantages: Cannot Speak [-15]; Horizontal [-10]; Low TL -3 [-15]; No Depth Perception [-15]; No Fine Manipulators [-30]; 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]

Gargoyles [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]

Ghouls [-14/6] 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, -15pts; Monthly, x1) [-15]; 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 listed below.

-Small Giant [39] 7'-9' tall 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 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 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 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 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 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 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 [5/30] p. FF91

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

Advantages: Acute Vision +1 [2]; Claws: Sharp [5]; 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]

Halfling [12/17] 4'-4.5' tall 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.

Insect Men [9] p. FF99

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

Advantages: Damage Resistance +2 [10]

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

-Insect Warriors [-11] 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 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]

-Dolphin [56] p. FF111

Attributes: ST +6 (No Fine Manipulators, -40%) [36];

DX +1 [20]; HT +2 [20]

Secondary Characteristics: Per +3 [15]

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]; Increased Life Support (Massive: Water, -10) [-10]; Low TL -3 [-15]; No Fine Manipulators: No Manipulators [-50]; Short Lifespan (x1/2) [-10]

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

Minotaur [28] 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: Impaling (Long: Reach 1, +100%; Cannot Parry, -40%; Limited Arc: Front, -40%) [10]

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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Fantasy Folk for GURPS 4th Edition

Bales	128	Goblin	19
Centaur	87	-Hobgoblin	-21/5
-Onocentaur	77	Great Eagle	5/30
Dwarf	40	Halfling	12/17
-Gnome	30	Insect Man	9
Ellyllon	13/15	-Insect Warriors	-11
Elf	41	Kobold	-52
-Dark Elf	26/31	Leprechaun	36
-Half-Elf	6	Merfolk	25
Exalted Horse	49/74	-Dolphin	56
Faun	40	Minotaur	28
Fishmen	2	Ogre	25
Gargoyles	6	-Half-Ogre	5
Ghouls	-14/6	Orc	-17
Giant	Varies	-Half-Orc	-13
-Giant, Small	39	Reptile Men	45
-Giant, Medium	77	Wildmen	32
-Giant, Large	117	-Sasquatch	35/50
-Giant, Huge	175	Winged Folk	25/40
-Giant, Colossal	243		
-Giant, Behemoth	331		
-Giant, Gargantuan	369		

Ogre [25] 9' tall 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 [5] p. FF120

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

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

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] 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 [32] 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]; 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 [35/50] p. FF132

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

Secondary Characteristics: Per +2 [10]

Advantages: Animal Empathy [5]; Damage Resistance +3 (Tough Skin, -40%) [9]; Danger Sense [15]; 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) [2]; Stealth @ DX (A) [2]; Survival (Woodlands) @ Per (A) [2]

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 @ DX-1 (A) [1]

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