

THE ICE KINGDOMS

EXPANSION VOLUME TWO



EXPANDED CULTURES

ROLE PLAYING SUPPLEMENT
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EXPANDED CULTURES



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FAVORED CLASS

Players who select a favored class of the race of their character are eligible for a 10% bonus on experience points as long as the character meets the requirements for the bonus that class normally has. If the class doesn't normally have a bonus, the character is eligible for a 5% bonus on experience points as long as the character meets the requirements for the class it is a subclass of (assassin for thief for example, or barbarian for fighter). For the purposes of this setting, monks fall under both fighter and thief (and thus must meet both requirements). If the class in question is not a favored class, no bonus is gained regardless of ability scores.

RESTRICTED CLASSES

A character can be of any class they choose, but if it is not listed in the restricted classes section the character suffers severe penalties. They will receive 25% less experience points earned while 1st and 2nd level, 33% less while 3rd and 4th level, and 50% less at 5th level. They also may not advance beyond 6th level.

ABILITY SCORE MODIFIERS

Each race has special modifiers and bonuses that apply to certain abilities or circumstances. When a modifier is to an ability score, that ability score cannot be increased above the racial maximum or reduced below the racial minimum. For warrior types who may be permitted to gain exceptional strength, they are still limited to an 18 strength but if the modifier would take their strength over 18, they would instead add +10 to their exceptional strength roll for each point over 18 they would receive.

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ESKI

Commonly known as gnomes, the Eski are cousins of the Grugni. They were originally members of the dwarven race, but, after an ancient schism, their ancestors were exiled from the dwarven holds. Since that time, the Eski have lived a nomadic life, drifting across the Thanelands in an endless wander. According to a prophecy, their king will throw down the troll lord who cursed them and they will return to their hallowed silver

halls when the great comet returns to the heavens.

Eski are curious. They have a fondness for languages, gems, and silver. They are also fond of riddles, puzzles, tricks, fireworks, and illusions. Eski musicians are some of the greatest to walk the Thanelands, and wealthy Thanic clans go to extremes to

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recruit them for their celebrations and festivals.

Eski are shorter and thinner than dwarves, and, while they have a hearty constitution, it is not as mighty as their dwarven cousins. They have white, grey, or silver hair, and their eyes are usually green, blue, grey, or silver. Their skin is ruddy, leaning toward light brown or orange-hued peach. They are also noted for their bushy eyebrows, large ears (though not pointy), and huge noses. On average, they stand three and a half feet high.

Eski are some of the finest craftsmen alive, often wearing jewelry made of silver, stone, and intricate wood carvings. They are also fond of softer clothing. Eski create a silk-like cloth called oskui, which they weave in various colors and inlay with silver, crystal, and other fine stones and metals. While travelling, however, Eski prefer subdued colors of red, black, brown, and green. They often bald at young ages so are fond of hats, hoods, and helmets, especially outlandish and drooping or flopping styles. Despite all of this, Eski take themselves very seriously. They do not like jokes at their expense, and they demand respect from strangers. Among friends and family, however, they incline toward humor. Jokes and pranks never run short in their own homes and hearths, especially when their famed alcoholic beverage of illeuk is served.

FAVORED CLASS

The Eski may choose Fighter, Thief, or Illusionist as their favored class.

RESTRICTED CLASSES

Eski may only select from the following classes: Bard, Cleric, Fighter, Thief, or Illusionist.

SPECIAL TRAITS

+1 CHARISMA, INTELLIGENCE +1, CONSTITUTION +1, -1 STRENGTH

ICE BORN

Eski are born to the ice and snow of the Ice Kingdoms. The bitterest cold has little effect on the Eski, and they excel at traveling in areas similar to the Thanelands.

Mechanics: Eski gain a +2 bonus on all saves against cold effects. Eski treat heavy snow as normal terrain rather than difficult terrain. They gain a +1 bonus on survival checks while traveling through snowy areas.

COLD BLOODED

Eski are noble even in the face of the worst dangers and evils. After surviving howling blizzards and spending months at a time inside their clan homes, they have developed mental toughness.

Mechanics: Eski enjoy a +1 bonus on saves against any sort of insanity inflicting condition, be it from spell, magical or cursed item or other situation.

MASTERS OF ILLUSION

The Eski have a natural affinity with the mystical arts of illusion and phantasm. They can spot illusions and have a natural resistance to these types of magics.

Mechanics: Eski gain a +2 bonus on top of any other modifiers to resist or detect illusions or phantasm magic.

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GNOMES

As cousins of the Grugni and members of the gnome race, all Eski have the following abilities.

Magic Resistant: Eski receive a +1 bonus for every 3.5 points of constitution on saving throws vs. wands, staves, rods, and spells.

Magic Item Malfunction: Eski have a 20% malfunction chance when activating any magical item that is not a weapon, armor, shield, illusionist item, or—if the Eski is also a thief— items that duplicate thieving abilities. Failure indicates the item doesn't activate but a charge is spent.

Favored Enemy: Eski gain a +1 bonus to attack rolls against kobolds and goblins.

Combat Training: Eski apply a -4 penalty to attack rolls when attacked by large sized or greater humanoids.

Dark Vision: Eski have 60-foot Dark Vision.

Stone cunning: Eski can detect special properties of natural underground spaces whenever they're within 10 feet. Eski must actively concentrate to detect the following:

- _ Incline or slope: 1–5 on 1d6
- _ Unstable walls, ceiling, or floor: 1–7 on 1d10
- _ Approximate depth underground: 1–4 on 1d6
- _ Direction underground: 1–3 on 1d6

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HORNSMEN

The Hornsmen are a divergent clan of the Einheriar who dwell in the far north of the Ice Kingdoms on the shores of the Crown Sea. They are known for their great skill as sailors and fishermen. The Hornsmen resemble their cousins but are somewhat more likely to have red hair. Their skin is paler too, and they are more lithe and agile than their southern relatives.

The Hornsmen live and die by the sea, engaging in trade with the various cultures and peoples surrounding the Crown Sea. These journeys can last years, even decades, but are a vital part to Hornsmen commerce and culture. While not everyone takes the long journeys, many do use the sea for fishing and trade or exploration with the inner isles of the Crown Sea. Even this is a

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dangerous occupation and many Hornsmen find a watery grave at sea.

The Hornsmen are known for their horned helmets and studded leather armor in combat, though they prefer lighter equipment while actually at sea. The Hornsmen are also proficient at communication, music, and animal mimicry, for which they use hollowed horn instruments, usually made from bull or ox horn.

FAVORED CLASS

The Hornsmen may choose Fighter or Thief as their favored class.

RESTRICTED CLASSES

Hornsmen may only select from the following classes: Bard, Cleric, Fighter, Ranger, Thief, or Wizard.

SPECIAL TRAITS

STRENGTH +1, DEXTERITY +1

ICE BORN

Hornsmen are born to the ice and snow of the Ice Kingdoms. The bitterest cold has little effect on the Hornsmen, and they excel at traveling in areas similar to the Thanelands.

Mechanics: Hornsmen gain a +2 bonus on all saves against cold effects. Hornsmen treat heavy snow as normal terrain rather than difficult terrain. They gain a +1 bonus on survival checks while traveling through snowy areas.

COLD BLOODED

Hornsmen are noble even in the face of the worst dangers and evils. After surviving howling blizzards and spending months at a time inside their clan homes, they have developed mental toughness.

Mechanics: Hornsmen enjoy a +4 bonus (not the +1 that Cold Blooded usually grants) on saves against any sort of insanity inflicting condition, be it from spell, magical or cursed item or other situation.

SAILORS OF THE WATERS OF CHAOS

Years of experience and lifelong pursuit of the skills necessary to survive on the Crown Sea have made the Hornsmen some of the finest sailors and fisherman in the world..

Mechanics: Hornsmen gain a +2 bonus on Survival, Swimming, Fishing, Boating, Rope Use, and Sailing skills, and a +1 bonus on Knowledge/Lore checks on subjects related to the Crown Sea.

HORNS OF VALAGARD

The Hornsmen have a natural affinity for playing musical instruments made from animal horns and antlers. They can use these horns to communicate, make music, and mimic animal noises.

Mechanics: Hornsmen gain a +1 bonus to any skill related to playing or making musical horns. In addition they can use the play instrument skill to mimic the sounds animals make, creating bird and animals calls and using these sounds to communicate with other Hornsmen across great distances (treat as a special language non-combat skill that all Hornsmen have).

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PEOPLE OF THE RED LANDS

Across the Vanir Mountains, lies a mountainous desert, mostly barren and wild. Called the Red Lands by the northmen, this territory is scarcely inhabited, except by orcs, goblins, and other monsters. The only people who live here are as fierce as their neighbors. Also called the People of the Red God, no one knows if the god or the barren bluffs came first. Mostly nomadic hunters and scavengers, they live in small clans. Their dwellings and their clothing are chiefly made from hides. Even the northmen call them savages.

The People of the Red Lands speak their own language. According to the learned, it is not related to any other known language. They are thought to be the original human inhabitants of the Land Bridge, and they figure as the Thanesmen's enemies in even the oldest songs.

Redlandsmen can also be found in the Vanir Mountains and in the Lesser Plains of Gagorok. In these places they sometimes interact with the Valkyr and Varayag clans, though they are not friendly with either. In the Ice Kingdoms, they are usually found as slaves or mercenaries.

They tend to be physically large. They have black or dark brown hair, and blue, gray, or green eyes. Thanesmen often regard their appearance as strangely attractive.

FAVORED CLASS

The People of the Red Lands may choose Fighter, Thief, Barbarian, or Ranger as their favored class.

RESTRICTED CLASSES

The People of the Red Lands may only select from the following classes: Bard, Cleric, Fighter, Barbarian, Ranger, Thief, or Assassin.

SPECIAL TRAITS

CONSTITUTION +2, WISDOM +1, DEXTERITY +1, INTELLIGENCE -1, CHARISMA -1

ICE BORN

The People of the Red Lands are born to the ice and snow of the Land Bridge. The bitterest cold has little effect on them, and they excel at traveling in similar areas.

Mechanics: People of the Red Lands gain a +2 bonus on all saves against cold effects. They treat heavy snow as normal terrain rather than difficult terrain. They gain a +1 bonus on survival checks while traveling through snowy areas.

COLD BLOODED

The People of the Red Lands are resilient, even in the face of the worst dangers and evils. After surviving howling blizzards and spending months at a time inside their clan homes, they have developed mental toughness.

Mechanics: The People of the Red Lands enjoy a +1 bonus on saves against any sort of insanity inflicting condition, be it from spell, magical or cursed item or other situation.

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PARCHED

The People of the Red Lands are at home in the Land Bridge's least hospitable environments. They are some of the most rugged and hardiest people anywhere.

Mechanics: Redlandsmen gain Endurance and Survival as bonus skills.

BLESSING OF THE RED GOD

The People of the Red Lands are blessed with the ferocity of their god. They are some of the fiercest warriors in the Land Bridge.

Mechanics: The People of the Red God attack as if they were one level higher, for the purposes of determining THACO or Base Attack Bonus. Warriors may receive this benefit at every level, but characters of other classes may receive the benefit less frequently, depending on how frequently their chances to hit improve in your particular game. For example, at level 1, this bonus may not apply to a Redlandsman thief at all, if there is normally no improvement in the attack of a level 2 thief. However, if thieves normally gain an improved attack at level 4, a Redlandsman thief would first gain this bonus at level 3.

SUSPICIOUS

The People of the Red Lands are suspicious of all Thanemen, especially spellcasters.

Mechanics: Redlandsmen gain +2 to save against any illusion or charm spell. They also gain +1 on any saves or resistance rolls against deception, trickery, seduction, or other charming skills.

SUPERSTITIOUS

The People of the Red Lands hate and fear all magic, except the simplest divine spells of healing and blessing.

Mechanics: Redlandsmen characters have very limited access to magic. At lower levels, they cannot work with spellcasters at all, nor can they use magic items, even magic weapons.

At level 2, characters may associate with priests of foreign gods. They cannot use magic weapons until level 4; or magic armor until level 6. At level 7, they can use potions or other miscellaneous magic items. Only at level 8 can Redlandsmen associate with wizards, and then only in a situation of genuine need.

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SKAELINGS

Distant cousins to the southern halflings, Skaelings are a race of short and mostly chubby humanoids who live in elaborate burrow homes north or Ruscgard near the borders of Jotunreach. Like their southern relatives, Skaelings have hairy feet and toes, but they also have thick fur on the back of their hands and forearms. This extra fur also covers their neck and shoulders down to

their upper back with a strip of fur running down their spine. Skaelings have pointed ears and flat noses. Their skin is a pale brown color with a reddish tinge. Their hair is usually red, brown, or black, though it can be white.

Culturally speaking, the Skaelings live in tribes divided into family units of five to

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fifteen members. Each tribe has five to ten families and the tribes themselves join together to form what the Thanemen would call a clan. They dress in leathers and furs made from the animals they hunt and often travel hooded in fur-lined coats. They like to use small spears, short bows, clubs, and knives as weapons of choice, and they avoid any armor heavier than hide. In fact, they basically refuse to wear anything made of metal, including jewelry.

Skaelings who travel the Thanelands are usually on simple quests or missions to solve riddles, prophecies, or reclaim stolen spiritual possessions. Because the Skaelings believe you can possess the spirits of natural creatures, such as those of animals and plants, and even their tribal lands, they believe that spirits can be lost or stolen. Skaelings are not afraid to send out hunters to reclaim these stolen spirits.

FAVORED CLASS

Skaelings may choose Thief as their favored class.

RESTRICTED CLASSES

Skaelings may only select from the following classes: Bard, Cleric, Druid, Fighter, Ranger, or Thief.

SPECIAL TRAITS

**STRENGTH -2, DEXTERITY +2,
CONSTITUTION +1, CHARISMA +1**

ICE BORN

Skaelings are born to the ice and snow of the Ice Kingdoms. The bitterest cold has little effect on the Skaelings, and they excel at traveling in areas similar to the Thanelands. Skaelings are also extremely hairy, with

thick fur on the back of the hands, neck and shoulders in addition to the common halfling trait of hairy feet.

Mechanics: Skaelings gain a +6 bonus on all saves against cold effects. Skaelings treat heavy snow as normal terrain rather than difficult terrain. They gain a +3 bonus on survival checks while traveling through snowy areas and receive the Survival (Cold) non-combat skill as a bonus at first level.

BURROWING

The Skaelings have been blessed with an ability to burrow quickly into snow and soft earth.

Mechanics: Skaelings can rapidly build shelters or hiding places in the snow and soft earth. A skaeling can dig a “nest” in less than one hour that will fit a single skaeling. A nest large enough to fit three or four skaelings has a 20% chance (+20% chance per each additional skaeling size) of collapsing. To build this nest the skaeling must make a dexterity check. Each M sized creature to be hidden in the nest counts as two Skaelings, and each L sized creature counts as four skaelings. Anyone in a nest gains an additional +2 to save against cold for survival skill checks, or a base of 50% chance to concealment/hiding plus their dexterity and any modifiers for race and armor (thieves and the like would receive a flat +50%).

HALFLINGS

Growing up in the unforgiving wilds of the Ice Kingdoms the Skaelings still have managed to maintain their native halfling abilities.

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Magic Resistance: Skaelings receive a +1 bonus for every 3.5 points in constitution on saving throws against wands, staves, rods, and spells.

Poison Resistance: Skaelings gain a bonus to saving throws vs. poison equal to +1 for every 3.5 points in constitution.

Sling Training: Skaelings receive a +1 bonus on attack rolls when using a hurled weapon or sling.

Stealthy: Skaelings impose a -4 penalty to surprise rolls against opponents. This bonus only applies if the halfling isn't wearing metal armor, is alone or with a group

entirely composed of halflings and/or elves, or the halfling is further than 90 feet from his traveling group. When performing a complicated physical task such as opening a door or climbing, the applied penalty is -2.

Dark Vision: Skaelings have 60-foot Dark Vision.

Nature Cunning: Skaelings can assess information about their natural surroundings. The halfling must concentrate for at least one round before making a check.

_ Detect up or down slope: 1–3 on 1d4

_ Discern direction: 1–3 on 1d6

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VALKYR

The Valkyr come from the southern boundaries of the Jotunreach, north of the Vanir Mountains. They are unlike any other people in the Ice Kingdoms because they are matriarchal. Women are the warriors, politicians, judges and leaders. They are strict, noble, savage, and some of the most

skilled warriors in the Thanelands. They rarely interact with their southern cousins in the main areas of the Thanelands, but they do send ambassadors and emissaries to major things and other political gatherings. There are tales too of especially adventurous

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young girls running away from their farms and villages to seek out Valkyr clans to join.

The Valkyr see themselves as the chosen of Syf and the protectors of the “man realms” from giants and other threats from the Jotunreach. They also see themselves as the true inheritors of Syf’s legacy of dominion over the earth. The only man they feel they need to gain the favor of is Uthin. They also have a strong disdain for the crones and hags, seeing them as the ultimate perversion of female power.

Valkyr rangers of the Wildlands are famous throughout the Ice Kingdoms. There are many stories and songs about their wars against the giants and wooly beasts of the Jotunreach.

There are male Valkyr but they have few freedoms and rights in the clans. Serving as craftsmen, farmers, and artisans, they are kept away from outsiders and rarely allowed to venture away from the clan. Occasionally, “escaped” or exiled Valkyr men flee south to join their brothers in other clans, but this is a great crime among the Valkyr, and the punishment is often death.

The Valkyr are the only clan to master the art of creating the heavier armors, such as banded, splinted and plate armors. These are always crafted with a female warrior in mind so will usually not fit the larger male warriors from the south.

FAVORED CLASS

The Valkyr may choose Cleric, Fighter, or Ranger as their favored class.

RESTRICTED CLASSES

Valkyr may only select from the following classes: Bard, Cleric, Fighter, Ranger, Thief, or Wizard. Valkyr men may only be Bard, Cleric, Thief, or Wizard.

SPECIAL TRAITS

CONSTITUTION +1, WISDOM +1, DEXTERITY +1, INTELLIGENCE +1

ICE BORN

Valkyr are born to the ice and snow of the Ice Kingdoms. The bitterest cold has little effect on the Valkyr, and they excel at traveling in areas similar to the Thanelands.

Mechanics: Valkyr gain a +2 bonus on all saves against cold effects. Valkyr treat heavy snow as normal terrain rather than difficult terrain. They gain a +1 bonus on survival checks while traveling through snowy areas.

COLD BLOODED

Valkyr are noble even in the face of the worst dangers and evils. After surviving howling blizzards and spending months at a time inside their clan homes, they have developed mental toughness.

Mechanics: Valkyr enjoy a +1 bonus on saves against any sort of insanity inflicting condition, be it from spell, magical or cursed item or other situation.

GRACE OF SYF

The Valkyr are blessed with the skill and grace of Syf. They are some of the finest warriors and archers in the Thanelands.

Mechanics: Valkyr gain a bonus of +1 to hit with a single weapon of choice. This bonus

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also effects initiative when the weapon of choice is used in combat. The weapon must be a one handed weapon (if melee) or only fired once in a round (if missile) to receive this bonus. In addition, a melee weapon cannot have a combat speed of greater than 6 (before any modifiers).

UNDERESTIMATED

Sadly, much of the Ice Kingdoms is a male dominated warrior society. While women warriors are plentiful, they usually do not have the martial prowess of the Valkyr, and men who are unaware of a Valkyr's skill at arms are often caught flat footed. Valkyr men do not get this ability.

Mechanics: When fighting a male Thanesman who is not aware of the Valkyr skill in combat, or who does not believe it, a female Valkyr gets a +3 bonus to hit and to damage on the first attack she makes. This is only on the first attack. If it misses, the benefits do not carry over. If the GM is unsure if the Valkyr's opponent qualifies for this bonus, simply roll 1d20, if the result is equal to or lower than the Valkyr's level, then her opponent is aware of the Valkyr's prowess.

SUSPICIOUS

The Valkyr are suspicious of all males (especially spellcasters), even those native to their tribes.

Mechanics: Valkyr (females only) gain +2 to save against any illusion or charm spell when cast by a male spell caster. They also gain +1 on any saves or resistance rolls against deception, trickery, seduction, or other charming skills used by males.

CRAFTSMEN

Valkyr men are smiths, craftsmen, and artisans in their society. Male Valkyr cannot be fighters (or any fighter subclass), but they can be rogues, wizards, and clerics. A generous GM may make exception for Valagard Paladins. Exiled Valkyr men may be of any standard class but are hunted and may be killed on site by Valkyr zealots. Treat Exiled Valkyr as Wutenfolke.

Mechanics: Valkyr men who are not exiles gain +3 to one non-combat skill of choice, usually a craft or knowledge skill.

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WUTENFOLKE

The northern reaches of the Ice Kingdoms touch the Crown Sea, and the Crown Sea is the top of the world. Those who can make it across its dangerous waters can reach distant realms unknown to the southern nations of Adierolf. The brave sailors, raiders, and traders of the Horn Coast have intermittent contact with the people of the Jade Dynasties, the Ahmotep Isles, and the City States of Biaz.

Rarely, people from these realms have also ventured to the Ice Kingdoms. Usually, they do not venture beyond coastal trade, but sometimes the more adventurous and greedier appear as far inland as Arfhrdheim. These strangers are usually traders and adventurers, though some have occasionally journeyed to the Ice Kingdoms as mercenaries or even slaves.

The Wutenfolke represent these travelers and wanderers from faraway lands.

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Accordingly, they are an internally varied group, a catch-all encompassing people from many different cultures and settings. GMs can incorporate materials from outside the Ice Kingdoms setting, from other settings. There are, however, setting specific rules for using these outsiders.

As strangers, Wutenfolke are often at a social and cultural disadvantage. When dealing with local merchants, rulers, priests, or even gods, they encounter language barriers, cultural confusion, and prejudice. Their foreignness imposes substantial social penalties on all their interactions in the Thanelands.

The GM is advised to enforce these restrictions and penalties.

FAVORED CLASS

Wutenfolke may choose any class as their favored class.

RESTRICTED CLASSES

Wutenfolke may select any class.

SPECIAL TRAITS

ABILITY OF CHOICE +2 (OR TWO AT +1 EACH)

OUTSIDERS

As outsiders, the Wutenfolke will never fit in completely. Even foreigners from nearby realms will always stick out like sore thumbs. Therefore all Wutenfolke suffer a -1 reaction roll penalty when dealing with Thanemen, Thanic Culture, and day to day interactions within the Thanelands. In

addition, they suffer a -1 on any lore skill used in the Thanelands.

LANGUAGE BARRIER

Wutenfolke are not assumed to speak the language of the Ice Kingdoms. They must spend a non-combat skill to learn Thanic, or they will be unable to communicate with the locals, including other party members. However, they do speak their native tongue.

PREJUDICE (OPTIONAL)

A player does is not required to take prejudice for their character. Under this optional rule, the character suffers a -2 to their charisma when dealing with Thanemen (to include Skaelings, Grugni, and other natives of the Thanelands and related areas.) They gain in return +1 to another ability score of choice. This bonus cannot stack with any of the other ability score bonuses they already gain.

CULTURAL TRAITS

Each Wutenfolke character may select three cultural traits from the following list.

Bonus Save: Character gains +2 to one saving throw category of choice.

Cultural Skill: Gain one bonus skill. If a non-combat skill is chosen the skill gains a +1 modifier.

Death Defying: The character has traveled across the most dangerous terrain in the world to be in the Thanelands. Gain a one-

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time hit point bonus equal to their AC modifier for Dexterity or Mental Defense Modifier for Wisdom or Reaction Modifier for Charisma or Melee Attack Modifier (to hit) for Strength, whichever is highest. If selected more than once the bonus increases by +1.

Foreign Magic: Spell caster may treat one 2nd level spell as a 1st level spell.

Trader's Wealth: Character starts with an extra 100 gold, as an outsider no item is off limits for the start of their adventuring career.

Universal Contacts: Gain a +2 reaction modifier with one clan/tribe of choice.

Ice Born: As per the ability of the Thanesmen.

Cold Blooded: As per the ability of the Thanesmen.

The GM and Player may discuss alternate abilities and should use the ones above as a guideline.

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Table 1.1: Height and Weight

Race	Base Height	Modifier	Base Weight	Modifier
Eski	38"/36"	1d10	72 lbs./68 lbs.	5d4
Hornsmen	62"/60"	2d10	145 lbs./100 lbs.	6d12
Redlandsmen	63"/60"	2d10	150 lbs./100 lbs.	6d12
Skaeling	33"/31"	2d8	55 lbs./50 lbs.	5d6
Valkyr	60"/59"	2d10	140 lbs./100 lbs.	6d10
Wutenfolke	58"/56"	2d12	137 lbs./98 lbs.	7d10

Table 1.2: Age

Race

Eski	As Grugni (Dwarf)
Hornsmen	As Einheriar
Redlandsmen	As Ursan
Skaeling	As Einheriar
Valkyr	As Einheriar
Wutenfolke	Special (Determined by GM)

Table 1.3: Ability Score Min/Max

	STR	DEX	CON	INT	WIS	CHA
Eski	3/17	3/18	7/17	5/18	6/18	5/18
Hornsmen	6/18*	6/18	6/18	3/18	3/18	3/18
Redlandsmen	6/18*	3/18	6/18	3/17	6/18	3/17
Skaeling	3/16	9/19	6/19	5/18	6/18	7/18
Valkyr	6/18*	3/18	6/18	5/18	6/18	7/18
Wutenfolke	4/18*	4/18	4/18	4/18	4/18	4/18

*May have exceptional strength up to 18 (100)

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Table 1.4: Racial Relations

	E	F	H	P	U	V	G	ES	HRN	R	S	VL	W
E	P	G	T	A	T	H	G	N	T	A	N	A	N
F	G	P	N	A	N	H	N	N	N	A	T	N	N
H	T	N	P	N	N	A	N	T	T	A	T	N	N
P	A	A	N	P	N	N	T	A	A	A	A	N	N
U	T	N	N	N	P	H	G	N	N	A	N	A	A
V	H	H	A	N	H	P	H	A	A	A	A	H	H
G	G	N	N	T	G	H	P	P	N	A	N	N	N
ES	N	N	T	A	N	A	P	P	T	A	N	N	A
HRN	T	N	T	A	N	A	N	N	P	N	N	N	N
R	A	A	A	A	A	A	A	A	N	A	A	H	H
S	N	T	T	A	N	A	N	N	N	A	P	T	N
VL	A	N	N	N	A	H	N	N	N	H	T	P	A
W	N	N	N	N	A	H	N	A	N	H	N	A	P

P is Preferred, **G** is Good Will, **T** is Tolerant, **N** is Neutral, **A** is Antagonistic, **H** is Hatred

Einheriar (**E**)

Fenrir (**F**)

Huirdu (**H**)

Pohjolan (**P**)

Ursan (**U**)

Varyag (**V**)

Grugni (**G**)

Eski (**ES**)

Hornsmen (**HRN**)

Redlandsmen (**R**)

Skaeling (**S**)

Valkyr (**V**)

Wutenfolke (**W**)

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