

THE RULES
FOR
The Majestic Wilderlands
FOR GURPS



CHARACTER RACES

Written by Robert S. Conley

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GURPS: <http://www.sjgames.com/gurps/>

Steve Jackson Games: <http://www.sjgames.com/gurps/>

Introduction

GURPS stands for Generic Universal Roleplaying System. It is designed by Steve Jackson Game as a toolkit that a referee can use to play a number of different setting and genres using the same general mechanics.

The following is a subset of the GURPS rules that I use in my Majestic Wilderlands campaign.

Characters Races

In GURPS, one's character race is a package of traits with a point cost. This comes out of the points a referee allocates for starting characters. Some races have a negative cost which means they are a disadvantage to player to play and actually give more points to spend on other things like skills, attributes, and advantages.

Each race presented here is given a total cost in points for use in a most GURPS campaigns.

Variant Cost

In the Majestic Wilderlands campaign characters race don't cost or give points. Instead they modify the base statistics of the character.

The implication of this that in terms of combat effectiveness and starting powerful some races are more optimal than other for example Elves, Viridians, and Reptile Men. The races are not balanced in terms of game mechanics. The reason that parties are not comprised solely of races with superior abilities is that the Majestic Wilderlands are dominated by humans. In terms of social interactions there are severe handicaps for many race in dealing with the various human civilizations. Many of those with cordial relations views the other races as outsiders. Because of this most of the campaigns I ran were comprised of nearly all humans.

Races

Man (20 points)

Man is the dominant race in the Wilderlands. The combination of hardiness, birth rate, and intelligence has allowed them to spread to every corner of the land. The wide range of conditions that humans face has left them highly adaptable. The gods have not chosen to reveal the mystery of Man's ultimate destiny. Among the wise it is said that Man's ability to leave the Wilderlands after death is an integral part of this destiny. Some consider this to be a bitter gift.

- Humans gain +20 pts to add to attributes

Elves (100 pts)

The Elves are the glorious race of the Wilderlands. They were created as a shining example of the potential of life. To this end they were given great blessings compared to Man; 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 Wilderlands.

- Elves have Unaging (15 pts) and never have to make aging rolls. They are immortal.
- Elves are +2 to Dexterity (40 pts), and +1 to Health (10 Pts)
- Elves have Charisma 2 (10 pts)
- Elves have Immunity to Normal Disease (10 pts).
- Elves heal 2 hit points per day from natural recovery Rapid Healing (15 pts).
- Elves cannot use the Gate spell or any power to leave the Majestic Wilderlands for another plane of existence. (-5 pts.)



Halflings (7 pts)

Halflings were bred by the Demons as agricultural slaves. The Demons assumed their small stature would require them to eat less food and increase the crop surplus they produced. However the Demons did not count on their ability to easily hide and elude searchers. Many escaped the latifundias of the Demons and joined the revolt. After the wars they began to farm lands next to larger realms and traded their surplus for goods made by the Elves and Dwarves.

- Halflings have Extended Lifespan 1 (2 pts) and live double the lifespan of Man.
- Halflings have +2 to Dexterity (40 pts) and -3 to Strength (-30 pts).
- Halflings start off with 2 pts in Stealth (2 pts)
- Halflings are of small stature. They are considered Size Modifier -1 and their Basic Move is at -1. (-5 points)
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Half-Elves (27 points)

Men and Elves are inter-fertile. Upon reaching adulthood the child makes an irrevocable choice whether to become an Elf or a Man. If the Half-Elf chooses the race of Man then they gain the following advantages.

- Half-Elves have Extended Lifespan 1 (2 pts) and live double the lifespan of Man
- Half-Elves are +1 to Dexterity (20 pts), and have Charisma 1 (5 pts).



Dwarves (25 points)

The Dwarves were one of the earliest races bred from Man by the Demons. They were bred to act as underground workers. Unfortunately the hardiness given to them 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 the discovery of iron is credited to the Dwarves. After the wars they returned to the mountains where they still dwell today.

- Dwarves have Extended Lifespan 2 (4 pts) and four times the lifespan of Man
- Dwarves have +2 to Health (20 pts), and, -1 to Reactions (-5 pts)
- Dwarves have Resistant to Poison +3 (5 pts)
- Dwarves have +2 Lifting Strength (6 pts) and are -1 to Move (-5 pts).

Gnomes (35 pts)

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. Unlike the Dwarves during the wars they developed a keen wit and are also known as notorious pranksters.

- Gnomes have Extended Lifespan 2 (4 pts) and four times the lifespan of Man
- Gnomes have +1 to Health (10 pts), and +2 to Will (10 pts)
- Gnomes have Resistant to Poison +3 (5 pts).
- Gnomes have +2 Lifting Strength (6 pts)

Orcs (-25 pts)

The Demons were unsatisfied with early races they bred. Too much of Man's free will remained in their creations. With the Orcs the Demons sought to correct this "flaw". They bred a strong and hardy race. To curb their free will they bred in a fierce aggressiveness that only subsided in presence of strong leaders. The Orcs were used to slaughter the remaining slaves of the Demons 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 any other race. After the wars the Orcs fled to the deep wilderness. Their ability to breed quickly soon found them filling many of the empty lands of the Wilderlands and brought them into renewed conflict with the other races.

- Orcs have Short Lifespan and have half the lifespan of Man. (-10 pts)
- Orcs are +2 to Strength (20 pts), +1 to Health (10 pts), -1 to IQ (-20 pts), -2 to Will (-10 pts), and -2 to reactions (-10 pts)
- Orcs have Bad Temper (-10 pts)
- Orcs have Resistant to Poison +3 (5 pts)



Goblins (-25 pts)

Goblins were bred to act as skilled labor. In place of the Orc's aggression Goblins attention span was 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 obsessive interest in a single craft. During the war, freed Goblins found they were unable to relate to the other races. Afterwards they drifted off and settled their own lands separate from the other races. Their lands were an ever-changing kaleidoscope of petty kingdoms and tribes. They would come into conflict when a tribe fixated on something within another race's territory.

- Goblins have Short Lifespan and have half the lifespan of Man. (-10 points)
- Goblins have -4 to Will (-20 points) and -1 to reactions (-5 points)
- Goblins must pick an Obsession (-10 points) around which their worldview resolves.
- Goblins gain +20 pts to add to the ability of their choice.

Reptile Men (49 pts)

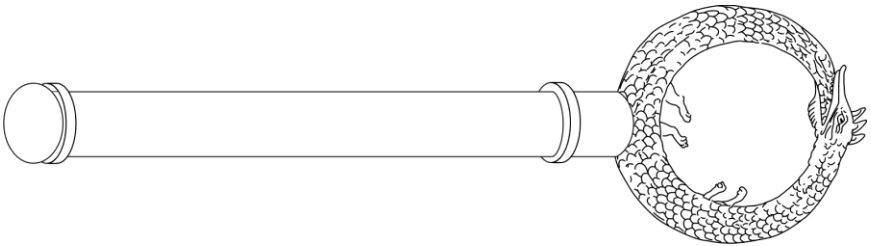
Orcs were not the only race the Demons experimented with to replace their initial attempts. The Demons also turned to fusing the characteristics of various animals with Man. One of the more successful attempts was the Reptile Men. Their carnivorous diet and inability to endure extreme cold limited their 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 Wilderlands.

- Reptile Men have a lifespan equal to that of a Man.
- Reptile Men are +2 to Health (20 pts), +2 to Strength (20 pts), -1 to Reactions (-5 pts).
- Reptile Men have scales which give DR 2 (10 pts).
- Reptile Men have Blunt Claws (3 pts) which allows them to add +1 per die to damage done with a punch or kick. (3 pts)
- Reptile Men have a Temperature Tolerance centered around 75 degrees (instead of 55 degrees) and can tolerate temperatures between 55 degrees and 120 degrees. (instead of 35 degrees to 90 degrees for normal humans). This only applies to dry or desert climates. Extreme cold or heat cause the character to suffer fatigue loss throughout the day.

Lizard Men (53 pts)

Several campaigns of the war took place in swamp or jungle regions and Reptile Men proved unsuitable for those conditions. Lizard Men were created as a semi aquatic race to act as elite shock forces in those regions. Since the wars they have continued to live in the swamps and rainforests of the southern Wilderlands.

- Lizard Men have a lifespan equal to that of a Man.
- Lizard Men are +2 to Health (20 pts), +2 to Strength (20 pts), -1 to reactions (-5 pts).
- Lizard Men have scales which give DR 1 (5 points).
- Lizard Men have Blunt Claws which allows them to add +1 per die to damage done with a punch or kick. (3 pts)
- Lizard Men are Amphibious can swim at their full basic move. (10 pts)
- Lizard Men live in humid hot conditions, and are not tolerant of dry or cold climates. For humid hot climates, Lizardmen have a Temperature Tolerance centered around 75 degrees (instead of 55 degrees) and can tolerate temperatures between 55 degrees and 120 degrees. (instead of 35 degrees to 90 degrees for normal humans). This only applies to dry or desert climates. Extreme cold or heat cause the character to suffer fatigue loss throughout the day.



The Demon King's Scepter

Serpent Men (36 pts)

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.

- Serpent Men have Extended Lifespan 1 (2 points) and a lifespan double that of a Man.
- Serpent Men are +2 to Health (20 pts), +1 to Dexterity (10 pts), have -1 to reactions (-5 points), and -1 to Move (-5 points).
- Serpent Men have scales which give DR 1 (5 points).
- Serpent Men have sharp teeth that causes their bite to do thrust -1 *cutting* damage. In addition they have small fangs that inject venom. Follow-up 4d6 toxic or 2d6 with a successful HT roll. Reach C. (5 points)*
- Serpent Men gain +2 to rolls with the intimidation skill. (4 points)
- Serpent live in humid hot conditions, and are not tolerant of dry or cold climates. For humid hot climates, Lizardmen have a Temperature Tolerance centered around 75 degrees (instead of 55 degrees) and can tolerate temperatures between 55 degrees and 120 degrees. (Instead of 35 degrees to 90 degrees for normal humans). This only applies to dry or desert climates. Extreme cold or heat cause the character to suffer fatigue loss throughout the day.

Serpent Men Poisoned Bite: Sharp Teeth (1 pts), Innate Attack (Toxic) 2d6 (8 pts) with Melee, Range C (-30%) and Blood Agent (-40%) plus Innate Attack (Toxic) 2d6 (4pts) with Melee, Range C (-30%) Blood Agent (-40%), and Resistible, HT-2 (-15%) Total: 5 points

Viridians (39 points)

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 gods, Elves, and Men. 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 war they were imprisoned in the Abyss along with the other Demons. Centuries later they escaped; manipulating the Serpent Men and other mortal races they managed to have one of the crystals warding the entrance of the Abyss stolen. The resulting gap was just large enough to allow the entire Viridian race to escape. They fled the entrance and sailed into the Sea of Five Winds. At the head of one of its gulfs they landed and founded the city of Viridistan.

Viridistan grew to be a capital of a large empire enslaving Men and Goblins. At their height the Viridians fell into infighting as their ancestors once did. Over the centuries their numbers dwindled and more of their empire was given to be run by Men and Goblins. The last Viridian of Imperial Blood has been killed and the Empire has now collapsed into civil war. A few surviving Viridians wander the land, a shadow of their past glory.

- Viridians have Extend Lifespan 2 (4 pts) a lifespan four times that of a Man.
- Viridians have Charisma 2. (10 points)
- Viridians have Magery 1 (15 points)
- Viridians can spend points on powers that function as innate magical abilities. And are considered a magical creature for spells (see Pentagram, etc.) Unusual Background (10 pts)

Half-Viridans (+12 points)

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.

- Half-Viridians live a lifespan double that of their base race. Add enough Extend Lifespan to account for this. (2 pts per).
- Half-Viridians gain their base racial abilities (*)
- Half-Viridians add one level of Charisma over and above what their base racial bonus (5 pts)
- Half-Viridians have Magery 0. (5 pts)
- Half-Viridians can spend up to 20 points on powers to represent innate magical abilities. Unusual Background (5 pts)
- Children of Half-Viridians have a 25% chance of being Half Viridian otherwise they revert to their base race. If both parents are Half-Viridian it is a 50% chance.

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