

Addendum to Character Creation

Some of the materials below are excerpted from the Ares magazine article "Questing" by Gerry Klug.

Players have questioned why they roll their Aspects after they've made their characteristic and racial choices. They may have planned a Pacifistic Earth Healer Adept and rolled Death as their Aspect. Where does that leave them? So, Aspect is now rolled after point generation, but before the points have been distributed. This switch allows the players to make more intelligent choices with their characteristics and their race. Also, the Aspect table has been expanded to look like this:

[5.1.1] Each player randomly determines the aspect of his character.

Each player rolls D100, and enters the result corresponding to his dice-roll on his Character Record:

01-05	Winter Stars, Air Sign
06-10	Winter Stars, Water Sign
11-15	Winter Stars, Fire Sign
16-20	Winter Stars, Earth Sign
21-25	Spring Stars, Air Sign
26-30	Spring Stars, Water Sign
31-35	Spring Stars, Fire Sign
36-40	Spring Stars, Earth Sign
41-45	Summer Stars, Air Sign
46-50	Summer Stars, Water Sign
51-55	Summer Stars, Fire Sign
56-60	Summer Stars, Earth Sign
61-65	Fall Stars, Air Sign
66-70	Fall Stars, Water Sign
71-75	Fall Stars, Fire Sign
76-80	Fall Stars, Earth Sign
81-85	Sun
86-90	Moon
91-95	Life
96-00	Death

The *Signs*, of course, correspond to the assumption in the world of DQ as to what the four elements are and the corresponding four elemental Colleges of Magic. Thus, whenever a player is involved in a situation in which his astrological sign comes into play (being affected by magic of an opposite element, for example), allow a die roll bonus of up to plus or minus 10% (depending on how well that player has been role-playing his character's Aspect) in his favor to any roll affecting him. Also, if he chooses a College which matches his sign, all spells, rituals, and talents are given a bonus of +1% to

their Base Chance to begin with, which may later be taken away or increased depending on how well the character is played. This alteration give a little additional flavor and comes closer to the original intent of the Aspect system.

[6.3] Each player can always choose to be a human character. If the player wishes his character to be non-human, he has three chances to roll within one of the indicated ranges.

If the player is a human character, none of his characteristics are modified. He gains no advantages and is subject to no restrictions.

When a player wishes to be a non-human character, he declares which race he is attempting to be, and rolls D100. If the roll is equal to or less than the percentage chance given for that race, the character is that type of non-human. If the roll is greater than the indicated percentage, the character cannot be of that race.

Race	Chance (%)
Dwarf	25
Elf	30
Giant	06
Gnome	20
Goblin	15
Half-Elf	09
Halfling	15
Human	100
Orc	20
Shape-Changer	04
Suarime	13

A player can attempt up to three rolls (for separate races) to be a non-human. If he fails on all three rolls his character is human. Conversely, if one of his rolls falls within the indicated span of numbers for a race, his character *must* be of that race. A player can forfeit his right to any further rolls to be a non-human if he has exhausted the race he wants to be.

When a character gains proficiency in an ability, it is represented in game terms by his player expending Experience Points. The cost, in terms of Experience Points, to advance in any one ability is affected by the character's race. Multiply the cost for any advancement in one

Addendum to Character Creation

ability (see the Experience Chart, 91.7) by the race multiplier:

Race	Multiplier
Dwarf	1.1
Elf	1.2
Giant	1.5
Gnome	1.3
Goblin	1.5
Half-Elf	0.9
Halfling	1.1
Human	1.0
Orc	0.9
Shape-Changer	1.6
Suarime	1.3

[6.4.1] A Gnome is a short, stocky, and stubborn humanoid, closely related to Dwarves.

Traits: Gnomes are hardworking, generally pleasant folk. They are friendly toward man, although they do have an antipathy toward elves, and a fierce hatred of Goblins. Like their dwarven cousins, gnomes are excellent stone and metal workers also possessing an affinity for mining. They commonly hoard large numbers of gems and other earthy treasures. Gnomes favor Short Swords and small Hammers as weapons. They are organized into functional clans, which are highly competitive toward each other.

Special Abilities: 1.) Gnomes can see in the dark as a human sees at dusk. Their range of vision is 150 feet while underground or indoors, and 50 feet elsewhere. 2.) A Gnome can analyze the quality of construction of man made structures, enabling him to determine things such as age, strength, and durability of buildings, tunnels, and possible yield of mines. Additionally, a Gnome has a 30% base chance to detect relatively minor traps, doors, and passages. 3.) A Gnome who takes the Mechanician Skill expends *one-half* the necessary experience points to advance in rank. 4.) A Gnome who takes the thief skill expends *three quarters* the necessary experience points to advance in rank. 5.) A Gnome adds 10% to his chance of performing any activity requiring stealth. 6.) Gnomes require half the sleep of a human being.

Characteristic	Modifier
Physical Strength	Subtract 4
Manual Dexterity	Add 2
Willpower	Add 1
Fatigue	Add 2
Perception	Add 1
TMR	Subtract 1

Average Life Span: 100 to 125 Earth years.

[6.5] An elf is a lithe humanoid, of joyful demeanor, who frequents wooded areas.

Special Abilities: 8.) Elves require 1/3 the amount of sleep of humans. 9.) An elf may fire a bow without first preparing it.

[6.5.1] A half-elf is a rare crossbreed between men and elves who may be found mingling with either race.

Traits: Half-elves are traditionally found in the role of mediators in disputes between men and elves. Upon reaching maturity, they must choose whether they will follow the "Doom of Men" or the "Doom of the Elves"; that is, whether or not to become immortal. In either case, they tend to live in populated areas and are often found as leaders.

Characteristic	Modifier
Physical Strength	Subtract 2
Willpower	Add 3
Perception	Add 2
Endurance	Subtract 2
Fatigue	Add 2

Special Abilities: 1) Half-elves receive a +10% reaction on rolls involving men, elves, and dwarves. 2) If the half-elf takes the Healer skill, he expends *three-quarters* the Experience Points to progress in ranks. 3) If the half-elf takes the Military Scientist skill, he expends *three-quarters* the Experience Points to progress in ranks. 4) The "resurrect the dead" ability of Healers is available to those Half-elves who choose the "Doom of Man."

Addendum to Character Creation

Estimated life span if Elvish Doom:

CA. 30,000 earth years.

Average life span if Mannish Doom:

200 to 300 years.

[6.52] A Goblin is a short (3 to 4 feet tall) humanoid with large eyes, pointed ears, large fangs, and skin ranging from brown to pallid grey. They are usually quite ugly, have foul breath and carry an unpleasant odor.

Traits: Goblins dislike sunlight and suffer a penalty of -10 to all Base Chances in the light, and are feared and hunted by normal humanoid society. They dislike dwarves and gnomes. They have favorable relationships with dire wolves and receive a +15% on reaction rolls when dealing with wolves.

Special Abilities: A Goblin possesses infravision, which allows seeing solid red shapes where living beings are located in the dark. Range of vision is 60 feet. Goblins also possess the same abilities with stone as dwarves. A Goblin adds 10% to any activity requiring stealth. A Goblin expends *one-half* the Experience Points to progress ranks as a thief.

Characteristic	Modifier
Physical Strength	Subtract 2
Manual Dexterity	Subtract 1
Agility	Add 1
Endurance	Subtract 2
Magical Aptitude	Subtract 2
Fatigue	Add 1

Average Life Span: 67 to 100 Earth Years.

[6.6] A giant is a huge, slightly prognathous humanoid, whose existence stems from deep elemental magic.

Giant character have proven a problem. If a Giant is generated, the GM must do some interpolation to arrive at the correct values for PS, EN, and TMR.

To determine PS and EN, the GM must compare the character's chosen value for the characteristic as opposed to the average value for a human character (15). This plus or minus modifier is then compared to the average value in that characteristic for that particular type of Giant. The amount above or below the human

average is then translated as directly as possible to the Giant's characteristic. For example, a character is generated with a PS of 20 and an EN of 12. Compared to 15, these values are +5 and -3 respectively. The player was successful in dicing for a Giant, and generated a Fire Giant. A Fire Giant's average PS is 24 and average EN is 29. Thus, the character's PS would be $24+5 = 29$; his EN would be $29-3 = 26$. A more complex and accurate method would be to apply percentage differences (e.g., 20 is 33% greater than 15, therefore the average Giant PS of 24 should be increased by 33% or 8 yielding 32). Whichever method you prefer should be used.

For a Giant's TMR, first a similar average TMR must be found for the particular Giant type to compare with the average human TMR of 5. For Fire Giants, the average TMR is 9. This replaces the TMR of 5 on the chart in 5.6. The TMR modifiers are then applied as if the midpoint was 9, so a Giant with a modified Agility of 18 would have a base TMR of 10 ($9+1$), just as a human would have a TMR of 6 with an Agility of 18. Then the racial modifier for Giant characters would bring that back down to 9. In this regard, Giant characters are slightly worse off than Giant NPC's, due to the hesitancy they have developed by dealing with the smaller, more delicate races of men and elves during their adventure life. They are more afraid of stepping on their smaller companions, while Giants living in the wild, so to speak, amongst their own kind have no such worry. They just stomp around wherever they like.

[6.81] A Suarime (Lizard-man) is a rebellious member of his parent race, the Suarime (see Monsters, 69.1).

Traits: Suarime (Lizard-men) have traditionally been looked upon by most other races as residing just below orcs on the social ladder, and thus have spent many long centuries as loners, very proud of their clannish heritage. They are convinced that if only they would be accepted for their merits they would prove a useful additional to society. They are rarely found much above the subtropical zone since they tend to retain their racial dislike for colder climates.

Addendum to Character Creation

Special Abilities: 1.) See 69.1 for all abilities of Suarime. 2.) Lizard-man receive a -10% on reaction rolls involving any other race except their own, where they receive a +10%. 3.) If a Lizard-man takes the Ranger skill and specializes in a Marsh environment, he expends *one-half* the number of Experience Points to progress in ranks. 4.) If a Lizard-man takes the Courtesan skill, he expends double the amount of Experience Points to progress in ranks. 5.) A Lizard-man *character* may never exceed the characteristic values listed in 69.1 by more than *two* in each characteristic. This replaces any characteristic modifiers normally used for character generation. The player may need to juggle his characteristic points at this juncture to meet the characteristic ranges given. 6.) A Lizard-man character is not limited by the weapon choices listed in 69.1; he may choose whatever he feels would suit him best.

Life Span: 125 to 175 earth years.

Last updated 5/97