

Kindred	Group	Str	Con	Dex	Int	Luk	Chr	Wiz	Ht	Wt	Multiplier Total	Avg MR	Armor Size	Special
Dryad/Nymph	Fey	1	1	1	2	2	3	2	0.75	0.67	12	27	Standard	Female only, Wizard, Spirit Mastery Spell, Tied to a Tree or Area, Merge Physical Body with Tree, Hill, Brook, etc.
Satyr	Fey	1.5	2	1.5	1	2	2	2	0.75	0.67	12	35	Standard	Male only, Tied to an Area
Mer-Elf (Dolphnea/Merfolk)	Fey	1	1.5	1	1	2	2	2	1	1	10.5	29	Standard	Gills, Sonar, Must Stay Moist out of Water
Dark Elf	Fey	1	1	1.5	1.5	1	2	2	1	1	10	24	Standard	Permanent Catseye
High Elf (Elf)	Fey	1	0.67	1	1.5	1.5	2	2	1	0.67	9.67	22	Standard	
Fairy	Fey	0.25	0.25	2	1	2	2	2	0.1	0.001	9.5	15	Fairy	Flying, Must Be Lightly Encumbered
Wood Elf/Swamp Elf	Fey	1	0.67	1.5	1.5	1	2	1.5	1	0.75	9.17	22	Standard	Woods or Swamp Do Not Impede Movement
Dwelf (Dwarf-High Elf)	Fey	1.5	1.33	1	1.25	1	1.5	1.5	0.75	0.75	9.08	25	Standard	
Dwarf	Fey	2	2	1	1	0.67	1	1	0.67	0.75	8.67	35	Standard	
Hobb	Human	0.5	2	1.5	1	1.5	1	1	0.5	0.5	8.5	21	Hobb	
Graymalkin/Catperson	Human	1.5	1.5	1.5	0.75	1	1.25	0.75	1	1	8.25	29	Standard	Cat-like traits
Merperson	Human	1.5	1	1.5	1.25	1	1	1	1	1	8.25	23	Standard	Gills, Must Stay Moist out of Water
Nixie (Mer-Pixie)	Fey	0.5	0.5	2	1	1.75	1	1.5	0.25	0.1	8.25	20	Leprechaun	Gills, Must Stay Moist out of Water
Lizardman	Monster	1.75	2	0.75	0.67	1	1	1	1.25	1.5	8.17	32	Standard	Skin Armor 2
Brownie	Fey	0.33	1.33	1.33	1	1.5	1.33	1.33	0.25	0.25	8.15	11	Leprechaun	Survival, First Aid, and Baking Talents
Half Elf (Human-Wood Elf)	Human	1	0.75	1.25	1.25	1	1.5	1.25	1	1	8	20	Standard	
Leprechaun	Fey	0.5	1	1.5	1.5	1.5	1	1	0.25	0.33	8	17	Leprechaun	Wizard, Wink Wing
Quackin/Duckperson	Human	0.75	1.5	1.5	1	0.75	1.5	1	0.67	0.5	8	20	Hobb	
Formousi/Bugperson	Monster	2	1.5	1	0.75	1	1	0.67	1.25	2	7.92	35	Standard	Special Smell Sense, Chitin Armor 4
Ignome	Fey	0.75	1	1	1.5	1	1.5	1	0.5	0.5	7.75	20	Hobb	
Muskin/Weaselperson	Human	1.5	1.5	1	0.75	1	1	1	1	1	7.75	24	Standard	
Pixie	Fey	0.33	0.33	1.75	1	1.75	1	1.5	0.25	0.01	7.66	12	Leprechaun	Flying, Must Be Lightly Encumbered
Gremlin	Monster	0.5	0.5	1	1.5	1.5	0.5	1.5	0.33	0.33	7	11	Leprechaun	
Half Orc (Human-Orc)	Human	1.25	1	1	0.75	1	1	1	1	1	7	21	Standard	
Hawkman (Winged Human)	Human	1	1	1	1	1	1	1	1	0.75	7	18	Standard	Flying, Must Be Lightly Encumbered
Human	Human	1	1	1	1	1	1	1	1	1	7	21	Standard	
Orc (Urook)	Monster	1.25	1.25	1	0.75	0.75	1	1	1	1.25	7	20	Standard	
Shilting (Lesser Hobb)	Human	0.5	0.75	1.5	1	1.25	1	1	0.5	0.33	7	14	Hobb	
Shiznit (Fallen Shilting)	Human	0.5	1	1.5	1	1.25	0.67	1	0.5	0.33	6.92	15	Hobb	
Goblin	Monster	0.75	0.75	1.5	1	1	0.5	1	0.75	0.75	6.5	20	Standard	
Desmodi/Batperson	Monster	0.75	1	1	0.67	1	0.67	1	0.67	0.5	6.09	10	Standard	Flying, Sonar
Hobgoblin	Monster	1	1	1	0.75	0.5	0.75	1	1	1.5	6	17	Standard	
Ratling	Monster	0.5	1	1	1	0.75	0.5	1	0.33	0.33	5.75	8	Hobb	
Gitling (Shilting-Goblin)	Monster	0.5	0.75	1.5	0.5	0.5	0.5	0.5	0.33	0.25	4.75	4	Leprechaun	