

# DEMIHUMANS OF THE UNKNOWN

*Adding Dwarves, Elves, and Halflings (Hobbits) to Searchers of the Unknown*

## Concept

These rules add the three classic demihuman races to the amazing rules lite rpg "Searchers of the Unknown" by Nicolas Dessaux (required for play). An Elves spellcasting ability requires the use of the "Spellcasters of the Unknown" supplement.

## Build a PC

Your first choice when creating a demihuman character is selecting the race you desire to play. This determines whether you can use spells, hit dice, racial abilities, and experience requirements; as well as any level limits the character may suffer.

## Common Demihuman Attributes

Demihumans have infravision (can see in the dark) with a 60' range. Demihumans commonly have limits on the maximum level they can attain to balance their special abilities and racial benefits.

In most other respects they conform to the standard rules for a Searchers of the Unknown PC, with the exceptions noted below:

## Dwarves

Dwarves are short, broadly built, muscular, bearded demihumans. They are about 4' tall and 150 lbs.

**1° Level limit:** Can advance only to 6<sup>th</sup> level.

**2° Combat benefit:** Dwarves gain a -1 bonus to hit Goblins, Orcs and Hobgoblins. They are also skilled against fighting opponents like Ogres, Trolls, and Giants, who have a +4 penalty to hit a dwarf.

**3° Magic and poison resistance:** Dwarves make saving throws against magic and poison as if they were 4 levels higher.

**4° Languages:** Dwarves can speak Dwarf, Common, Gnomish, Goblin, Orcish, and Kobold.

**5° Underground Experience:** Dwarves note slanting passages, traps, shifting walls and new construction underground on a 1-4 on a d6.

**6° Small Size:** Dwarves cannot use two handed weapons or longbows. Their movement rates are 9" in no or leather armor.

## Elves

Elves are fey creatures with pointed ears, slight build, and are generally shorter than most humans. They are unique in that they combine the abilities of a standard Searchers of the Unknown PC with a Wizard from Spellcasters of the Unknown.

**1° Level limit:** Can advance only to 4<sup>th</sup> level adventurer/8<sup>th</sup> level wizard.

**2° Hit Dice:** Elves gain 1d6 hp per level (HD).

**3° Armored Spellcasting:** Elves can cast spells while wearing any armor and must have at least one hand free. Spell use is otherwise as per the Spellcasters of the Unknown Wizard class.

**4° Slow Advancement:** An elf progresses both as an adventurer and wizard simultaneously, and has an experience multiple of 4500 x current level.

**5° Combat Benefit:** Elves gain a -1 bonus to hit with bows, swords and are immune to Ghoul paralysis.

**6° Languages:** Elves can speak Common, Elvish, Gnoll, Hobgoblin and Orcish.

## Halflings(Hobbits)

Hobbits are shorter than dwarves, usually around 3 feet tall and weighing about 60 lbs. They generally have curly hair and furry feet.

**1° Level limit:** Can advance only to 4<sup>th</sup> level.

**2° Hit dice:** Due to their small size, halflings gain but 1d6 hp per level (HD).

**3° Combat benefit:** Halflings are deadly with missile weapons, gaining a -3 bonus to hit. Their small size and skill are useful against fighting larger humanoid opponents, who have a +2 (human sized) or +4 (giant sized) penalty to hit.

**4° Magic and poison resistance:** Halflings make saving throws against magic and poison as if they were 4 levels higher.

**5° Stealthy:** Halflings gain +4 to their effective level to sneak up on monsters and hide in shadows.

**6° Languages:** Halflings can speak Dwarf, Elf, Common, Gnomish, Goblin, Orcish, and Kobold.

**7° Small Size:** Halflings cannot use two handed weapons or longbows. Their movement rates are 9" in no or leather armor.