

Bronwyn's D&D Game
Racial Interactions

- Long lived races such as elves, dwarves, and gnomes, tend to develop very complex societies, with detailed cultural expectations, laws, customs, and social mannerisms. As the period of childhood in such races is decades long, there is plenty of time for members of these races to absorb their culture and history. Human culture, and that of other short-lived races, is simple and straightforward in comparison. Unless otherwise indicated below, no unusual bonuses or penalties will regularly apply to inter-racial or in-racial skill checks.

The table below indicates how positively an individual of a particular racial type is stereotypically viewed by a society made up of another particular racial type.

An individual of the race of...(A)	In a society made up of...(B)							
	Elves	½ Elves	Humans	Dwarves	Gnomes	Orcs	½ Orcs	Halflings
Elves	+	+	~	~	~	-	-	~
½Elves	+	+	~	~	~	-	~	~
Humans	-	~	+	~	~	-	~	-
Dwarves	~	~	~	+	+	-	-	~
Gnomes	-	~	~	+	+	~	~	~
Orcs	-	-	-	-	~	+	+	-
½Orcs	-	~	~	-	~	+	+	~
Halflings	~	~	~	+	~	~	~	+

+ = Good relations. Bonuses may apply for an individual A in a society made up of B.

~ = Good or neutral relations. No unusual bonuses or penalties are likely to apply for individual A in a society made up of B.

- = Poor relations. Penalties may apply for an individual A in a society made up of B.

Note that disregardless of how highly a particular race is held in esteem, other diplomatic factors may influence conduct.

- Humans may incur penalty checks to Diplomacy checks with *any* non-human, non-monster race, particularly when interacting with such an individual in its own non-human societal setting. As the dominant culture of the region, few humans bother to learn about non-human cultures in any detail. They are quick to pick up body language however, and do not incur penalties to sense motive or bluff checks.
- Dwarves do not have a particularly complex society or set of cultural behaviours. However, they are encouraged from a young age to specialize in a craft, profession, or area of knowledge valued by dwarven society. They will become

quite obsessive about this area of interest, and are fascinated by any opportunity to improve their knowledge or abilities in this area. Dwarves have a +4 racial bonus to *one* of Craft, Profession, or Knowledge. The area of specialization must be narrow, and is rarely what humans or other non-dwarvish races would consider a *useful* skill. For example, dwarves may take Craft- Waraxe engraving, or Profession- Beard braiding, or Craft- Clan banners, or Knowledge- Nobility- Dwarven Kings of Mt. Myrik. The more generalized area of the craft, profession or knowledge, in these cases Craft- Engraver, Profession- Hair Stylist, or Knowledge- Nobility, will receive a +1 racial bonus, if there is a rank taken in the skill. Dwarves typically have little interest in learning the intricacies of Elvish culture, and don't interact with them often. They are fairly knowledgeable about elvish and gnomish history, nobility, and the like, though. They get on much better with gnomes, another mining-inclined long-lived race.

- Gnomes, correspondingly, get on well with Dwarves, another mining-inclined long-lived race. They aren't as appreciated by elves, however, generally due to their reputation for impulsiveness and for "stupid jokes and pranks", as the elvish sense of humour is far more subtle than the gnomish, and their sense of dignity easily offended. Gnomes are fairly knowledgeable about elvish and dwarvish history, nobility, and the like. Their long lives are filled with fun, and they can spend weeks setting up someone for a particularly involved and well-planned prank. Any skill check involving setting up or executing a prank or joke will attract at least a +2 circumstance bonus, due to the race's love and experience with such activities.
- Orcs and half-orcs are disliked by most races, but particularly by the elves, dwarves, and humans. Elves regard them as inherently untrustworthy and uncultured, Dwarves see them as invaders of their lands, and Humans view them as just another monster. They typically know little about non-human *long-lived* races (Elves, Dwarves, Gnomes, and others), except for details of orcish battles with elves, and so on (where the knowledge will of course be one-sided). They may receive racial bonuses (+2 to +4) to intimidation rolls against elves, dwarves, and humans, who regard them as unstable, violent, and short tempered, depending on circumstances.
- Halflings are perennial travelers. Having no settled territory of their own, they interact with most races at one point or another, or know someone who has. Their short lives do not allow time to learn the intricacies of Elvish or Gnomish culture, but their concerted efforts to be polite, and their frequent visits over the years to the same places and families to trade, often see them establish good relations with many Dwarven kingdoms. Most halflings are aware of the dwarvish tendency to obsess about a particular area, and will be very careful to ask about a dwarf's area of interest to make a good impression, and will not insult their level of skill.

Racial Languages

- Any character speaking a language that is not their native racial language (Common is the human native language) will always have a perceivable accent to native speakers of that second language. Players who wish to have their character

speaking a second language *like a native* must firstly purchase that language at double the cost in skill points or language slots, and must secondly justify it in game. As an example of this rule's impact on game play, a human who takes a potion of polymorph to gnome will not be able to automatically pass as a gnome amongst gnomes. Their human accent will be notable, and they will not understand the intricacies of gnomish culture, such as the proper clothes to wear in different situations. A disguise skill check, among others (such as diplomacy, bluff, sense motive, or knowledge-local, depending on the circumstances), will be required in such situations.