
Denizens of the Known Realms v4.0

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Introduction

Fair thee well, my friends. And unto you I bring this, a tome of creatures from all of the known kingdoms of men – and even some from beyond! Or something like that...

The following are statistics using the Sundered Epoch: d20 RPG System (SE:20) species creation rules. Each of these

species are based on the Dungeons & Dragons 5th Edition stats, but converted using the SE:20 Nonhuman SRD.

This document assumes you are using the SE:20 Core Rules SRD, which is available for free from SunderedEpoch.org.

Human

If you are reading this, you're probably human and should know what a human looks like. If you need more information than personal experience, this book is NOT the place to look. However, given that we are talking about non-human species we have to start with a baseline and humans are "it".

If something appears to be missing from the species description it is because it does not differ from a normal human's abilities. For example, if there is no Movement listed, use the Human value.

Human Cost:

0cp/0 Att, 0 Skill Points

Attribute Modifiers:

None

Abilities:

Lifespan 80 years

Movement = Agility

Jump = ½ Athletics

Target Size (1-2m, 10 T#)

Unarmed Attack 1d6 temp

Vision, Normal

Humanoids

The following are creatures that have body styles very similar to humans. For example, they have two arms, two legs, and stand upright.

Bugbear

**Bugbear Cost:**

12 CP/-1 Att, -8 Skill Points

Attribute Modifiers:

+2 Agility, +2 Physique, -1 Focus, -1 Guile

Abilities:

Darkvision

Catfolk



Catfolk Cost:

14 CP/-2 Att, -6 Skill Points

Attribute Modifiers:

+2 Agility, -1 Guile

Abilities:

Darkvision

+2 Acrobatics

+2 Perception

+2 Stealth

Bite 1d6p Physical Glance

Claws 1d6s Physical Glance

Doppleganger



Doppleganger Cost:

10 CP/-1 Att, -6 Skill Points

Attribute Modifiers:

+2 Agility

Abilities:

Change Appearance +4

Dwarf



Dwarf Cost:
18 CP/-2 Att, -10 Skill Points

Attribute Modifiers:
+2 Physique

Abilities:
Darkvision
-1 Movement
+2 Stamina
Resistance to Poisons
Lifespan 350 years

Elf



Elf Cost:
14 CP/-2 Att, -6 Skill Points

Attribute Modifiers:
+1 Agility

Abilities:
Darkvision
+2 Perception
+1d6 Control vs. Mental Magic
Lifespan 750 years

Giant, Hill



Hill Giant Cost:

12 CP/-1 Att, -8 Skill Points

Attribute Modifiers:

-1 Agility, +5 Physique, -2 Focus, -2 Guile

Abilities:

Size Huge (5-10m, T# 6)

Unarmed Attack 2d6c Glance

+2d6 Glance

Gnome



Gnome Cost:

17 CP/-2 Att, -9 Skill Points

Attribute Modifiers:

+2 Focus

Abilities:

Size Small (0.5-1m, T# 12)

Darkvision

-1 Movement

+1d6 Control vs. Mental Magic

Lifespan 350 years

Gnoll



Cost:

4 CP/0 Att, -4 Skill Points

Attribute Modifiers:

+2 Agility, +2 Physique, -2 Focus, -2 Guile

Abilities:

Darkvision
Bite 1d6p Physical
Lifespan 60 years

Goblin



Goblin Cost:

18 CP/-2 Att, -10 Skill Points

Attribute Modifiers:

+2 Agility

Abilities:

Size Small (0.5-1m, T# 12)
Darkvision
+2 Stealth
+2 Acrobatics
Lifespan 60 years

Harpy

**Harpy Cost:**

12 CP/-1 Att, -8 Skill Points

Attribute Modifiers:

+1 Agility, +1 Physique, -2 Focus, +1 Guile

Abilities:

Flying Movement

Claws 1d6sp Physical Glance

Power: Harpy Song (Guile) – Spend 1 CA to sing. All characters that can hear the song must roll Magic Defense vs. Harpy Song's T#. The song charms a character to perform a task, usually to lure them into a trap or to attack an ally.

Halfling

**Halfling Cost:**

12 CP/-1 Att, 8 Skill Points

Attribute Modifiers:

+2 Agility

Abilities:

Size Small (0.5-1m, T# 12)

+2 Luck

-2 Movement

+2 Moxie

Kender


Kender Cost:

20 CP/-3 Att, -8 Skill Points

Attribute Modifiers:

+2 Agility

Abilities:

Size Small (0.5-1m, T# 12)

Fearless

+2 bonus on Taunting Action

Kobold


Kobold Cost:

16 CP/-2 Att, -8 Skill Points

Attribute Modifiers:

+2 Agility

Abilities:

Darkvision

Size Small (0.5-1m, T# 12)

Lifespan 120 years

+2 bonus on Distraction Action (grovel, beg, cower)

Sunlight Sensitivity: Wrecked in Sunlight

Lizardfolk



Lizard Man Cost:

22 CP/-3 Att, -10 Skill Points

Attribute Modifiers:

+2 Physique, +1 Guile

Abilities:

Bite 1d6p Physical Glance
Tail 1d6c Temporary Glance
4 Natural Armor
Natural Swimmer
Lifespan 60 years

Minotaur



Minotaur Cost:

12 CP/-1 Att, -8 Skill Points

Attribute Modifiers:

+3 Physique

Abilities:

Horns 1d6p Physical Glance
Lifespan 80 years

Ogre



Ogre Cost:
8 CP/-1 Att, -4 Skill Points

Attribute Modifiers:
-1 Agility, +4 Physique, -2 Focus, -2 Guile

Abilities:
Size Large (2-3m, 8 T#)
Darkvision
Lifespan 60 years

Orc



Orc Cost:
12 CP/-1 Att, -8 Skill Points

Attribute Modifiers:
+2 Physique

Abilities:
Darkvision
Lifespan 50 years

Satyr

**Satyr Cost:**

16 CP/-2 Att, -8 Skill Points

Attribute Modifiers:

+1 Agility, +2 Guile

Abilities:

+2 Magic Resistance

+2 Movement

Troll

**Cost:**

42 CP/-5 Att, -22 Skill Points

Attribute Modifiers:

+1 Agility, +4 Physique, -2 Focus, -2 Guile

Abilities:

Large (2-3m, 8 T#)

Darkvision

4 Natural Armor

+2 Perception

Fast Regeneration 10

Vulnerability, Fire and Acid