

**Bronwyn's D&D Game**  
**Racial Appearances**

- Humans vary from pale Caucasian skin colour to a deep coffee brown. Their hair colour varies from pale blonde to brown to black, and can occasionally be ginger red. Hair varies from straight to curled ringlets, but does not include African/Pacific Islander variations. Eye colour can be brown, green, hazel, blue, and blue-gray (and intermediate tones). Facial appearance is European; there are no Asiatic, African, Pacific Islander, or Aboriginal facial or body types. The nobility will typically have slightly paler skin than the average, as a consequence of being indoors often. There is no distinct prejudice towards or against any human skin tone or appearance, excepting that beauty is always recognized, and the unique (such as red hair and blue eyes) is remarked upon generally favourably. Fashions in hair colour change, and a number of young people in particular may dye their hair. Older humans tend to allow their hair to gray or whiten naturally, and will rarely dye it, as with age generally comes respect, and white or gray hair is a sign of wisdom. Some young men and women at the moment follow the fashion of bleaching one's hair white. The nobility dress in a luxuriant and costly style, and are generally easily recognizable for this reason. The more careful observer will see the addition of jewelry and a signet ring.
- Gnomes vary from the standard human appearance by their unusual hair and eye colour, and their shortness. It is quite normal for a gnome to have blue hair and violet eyes, or green hair and yellow eyes, for example. (Think anime heroes). Their skin tone varies from a generally dark tan to a woody brown. Their clothing is often richly decorated and bright.
- Halflings vary from the standard human appearance firstly by their size, which is half that of humans, and their amazing strength in proportion to their size, despite the lack of obviously enhanced musculature. Their skin is uniformly of a pale Caucasian to tanned Caucasian shade. Their hair and eyes are of usual human variations, with a tendency towards brown and black hair, and brown eyes. Their clothes are generally utilitarian, geared for comfort in travelling and movement.
- Elves vary from standard human appearance by their delicate and ethereal build, their exceptionally large almond shaped eyes (picture "grey" aliens), and their lobeless upswept ears, the tips of which brush against the tops of their heads. They have no facial or body hair (but yes, they have eyebrows and hair on their heads), and have pale Caucasian to tanned Caucasian skin tones, with green eyes, and normal human variation in hair colour. They are usually shorter than most humans, and have notable cheekbones, a widow's peak hairline, and a pointed chin. Those humans who can look beyond the freakishly large eyes and ears, and fragile build, often consider elves to be very gracefully beautiful, as they have very symmetrical features, and few cosmetic physical flaws. Both male and female elves will typically grow their hair long.
- Half-elves conform to the stereotypical fantasy view of the elf in our world. Very human looking, except for mildly pointed ears without lobes, a tendency to look delicately beautiful (the men can sometimes look effeminate), with normal human sized green eyes, though slightly more almond shaped than is normal, and arched

eyebrows. Their skin tone and hair colour vary along normal human lines. Their bodies are typically quite smooth-skinned, but not as hairless as a full-blooded elf. They will never pass as an elf among elves, but may be able to pass as a human if well disguised (e.g. ears hidden, and a successful disguise roll is made). Half-elves are also rumoured to be sterile, and are often sought by the wealthy and noble (of both sexes) as paramours.

- Dwarves conform to the stereotypical fantasy view of dwarves. They are shorter than humans, very muscular and of a broad and solid build. Dwarven men grow long beards which they will style or braid in a very intricate fashion. They keep their hair short. They also typically have more body hair than human males, and will almost always have hairy chests. Dwarven women do not grow beards, but will often style the front sections of their hair with braids or beads, while the rest is left loose and long, or braided also. Both sexes favour simple styles in clothes, but may enrich them with simple embroidered or tooled leather patterns. Their skin and hair tend strongly towards the darker shades; deep tan to light brown skin, brown eyes, and black or brown hair (gray when older).
- Half-orcs are considered to be ugly by just about everyone except other half-orcs. They are larger than humans, muscular, have grayish skin, a sloping forehead, jutting jaw, prominent lower incisors, and coarse body hair. Full orcs like scars, and display battle scars as tokens of pride, and ornamental scars and tattoos as things of beauty. Half-orcs will usually have scars of some kind, but their attitude towards them is influenced by their upbringing. Many humans find their squashed in skeletal-like noses their most unattractive feature. Those few humans who are attracted to orcs or half-orcs find their sheer size appealing. Some few women find the rugged musculature, enhanced size, and brutish natures attractive, while men find the orcish women's oversize breasts and typically submissive nature towards men attractive (orcish society is heavily patriarchal). Where the orcish partner is the instigator of a cross-breeding (which is the most common origins of half-orcs), it is likely to be a case of a male orc capturing and raping a human woman; adding her to his harem or branding her a slave, and impregnating her. Half-orcs are rumoured to be infertile, but few humans or orcs are interested in testing the theory, one way or the other.