

Other Folks

Modular Folks

At the Gamesmaster's discretion, Player Characters can be folks other than human. If you decide to allow this as an option, you'll need to allocate everyone in the group more **Background Points**, as non-human folks are purchased with Background Points.

Start with 10 Background Points (instead of 5)

These can be used to purchase a non-human Character, or make a human Character who has more impressive Attributes, Skills or Talents. It's up to the Player's choice.

Beforehand

The Gamesmaster creates a number of optional Player Folks before the game starts. These are then presented to the Players as choices. Obviously, a Player and Gamesmaster can negotiate if the Player wishes to play a non-human folk that is not standard in the game, but this needs to be agreed upon.

Characteristics

Each non-human folk is made up from a set of **Characteristics**. Some Characteristics cost Background Points. Some add a Background point. However, the number of Background points Players have to work with cannot exceed 10. That is, if you build a creature entirely out of disadvantageous Characteristics, Players are still stuck at 10 Background Points. Some Characteristics cost zero, because they carry both advantages and disadvantages. Typically, a 'negative' Characteristic cannot be bought off with more Background Points, although this is something that can be negotiated between a Player and Gamesmaster.

Balance

Because of the point set-up (where Characteristics cost or grant only one point), it is trivially easy to create a 'powerful' folk. This is intentional. The system is supposed to provide the possibility of a spectrum of potential power. It is up to the Gamesmaster to decide what level of balance is required for their game. Players should be allowed plenty of time to assess the available folks ahead of time and choices should be fair. That is, if a noticeably more powerful folk is available, then it needs to be available to everyone in the game.

Characteristics List

Below are some Characteristics that you can make use of.

Ancient of Days (Costs 1) You are very long lived, so much so that you have already accumulated much lore and skill. You start with 40 Skill Points instead of the usual 20. If you do not take *Arrogance*, then this trait Costs 2. If you do take *Arrogance*, then *Arrogance* Costs 0 instead of granting +1 points.

Aptitude (Costs 1) Pick a Pathway. If you take that Pathway (it must be paid for using other Background Points), then you start at Rank 2 instead of Rank 1.

Arrogance (Gain 1) The folk are arrogant in their dealings with other peoples. They are at Disadvantage when interacting socially with anyone who is not of their own kin.

Astounding Nose (Costs 1) You can smell as well as a dog. This may require a lot of narrative imagination on the part of the Gamesmaster, so be sure to confer with them first.

Beastbider (Costs 1) You must have **Speaks with Beats** to take Beastbider. You may spend a point of Effort to give a command to any one creature of the same type that you can speak with. This includes unnatural versions of the creature, though you need to win a Contest of Volition if commanding a magical or supernatural being. The creature will do its best to follow your instructions, but will not put its life at risk, or injure itself to do so.

Blackpowder (Costs 1) Your folk either have access to or can make blackpowder and associated weapons. In the standard setting these weapons include blunderbusses, carbines, flintlock pistols, clay-pot grenades etc. You start with one blackpower weapon of your choice.

Blood is Poison (Gain 1) If blood from an animal or person spills on your bare skin, you suffer 3d10(5) damage every round until it is washed off. You cannot eat raw flesh, but cooked flesh is tolerable (if unpleasant).

Burrowers (Costs 1) Your folk naturally live in holes and can move a surprising amount of dirt in a short time. It takes you about 5 min to burrow through 5 m of solid earth. You can excavate a burrow to spend the night in within about an hour. You might use usual natural features (such as heavy paws),

but if you do not (i.e. if you need a shovel or other digging implement), then this Characteristic costs 0 instead of 1.

Catlike Agility (Costs 1) Although Tests of Manoeuvre may still be required, you can jump, leap and fall much farther than a normal human (typically up to 10m) and can land or balance on surfaces that no human would ever be able to (such as a swaying tree-branch or large running animal).

Considered Inferior (Gain 1) Some other people, or perhaps multiple peoples, consider you to be inferior or primitive in some way. You might also be considered a dying race, or may have lost most of your ancestral lands. You will be met with condescending, mistrustful or patronising attitudes.

Dangerous to kill (Costs 1) Upon death, something happens that is a threat to those nearby. Perhaps your folk are able to inflict a death curse on your killer, or dark magic spills out of you, or you resurrect as a vengeful ghost. In any instance, it is known that your folk are dangerous to murder.

Despised (Gain 1) Someone or something hates you so much that it will hunt and kill your folk on sight.

Discomfited by Armour (Gain 1) Your folk cannot stand heavy armour. You cannot wear any armour heavier than leather. Cannot be taken with **Who Needs Clothing?** If you already have Who Needs Clothing, then you can't wear any armour, so being discomfited by armour is moot.

Disinclined to fight (Gain 1) Your folk generally prefer to resort to violence only as a last measure. You are not naive, and will defend yourself if threatened, but you don't jump at a fight.

Dusk Sight (Costs 1) You can see perfectly in low light, but not in complete darkness.

Effortful (Costs 1) Add +3 to Effort.

Fascination of Creatures (Costs 0) Pick a normal, natural species of animal. This species is fascinated by the folk in question and will follow them about, approach and even run alongside when travelling. This Characteristic does not allow you to talk to the creatures, or command them, though they

will be noticeably friendly, and may even bring 'gifts' inasmuch as they are able.

Fade into Shadows (Costs 1) You can hide in shadows and dim light almost as if they were solid objects. It costs you no Effort to add your Attribute bonus when hiding in dark places.

Fear (Costs 1) Regardless of your actual intents, you give off an aura of fear. Anyone who has not had extensive dealings with your folk before will refuse to come close and may react to you as if you are some sort of monster.

Flight (Costs 1) You have wings and can fly, though this doesn't mean that you are necessarily good at it. Add 'Flight' as a Skill based on Quickness +1. You must take either *Small* or *Very Small* in addition to *Flight*. It costs 1 Effort for every 10 mins of flight past the first 10 mins.

Fortunate (Costs 1) Add +3 to Fate. Unlike everyone else, your Fate regenerates slowly at a rate of 1 point between game sessions. However, you cannot exceed your initial starting pool.

Grubs and Bugs (Costs 1) Your natural diet is mostly insects, grubs and worms. You can eat them raw or cooked, and prefer them to more human-like food. Your folk may even find it repulsive or immoral to kill and eat large animals.

Hasteful Climbing (Costs 1) Your folk can climb anything with handholds approximately as quickly and easily as a monkey would. This means that you can climb most objects as easily as a human would walk along the ground. You may still have to test your Climb Skill, but only under extraordinarily difficult circumstances.

Hold breath (Costs 1) You can safely hold your breath for up to 30 mins.

Hulking (Costs 1) Your **Fortitude** can be increased to 8. Gain a +1 bonus to Fortitude. Quickness cannot be higher than 3. Your **Hale** can be as high as 9, which means that Wound Slots can be more numerous than is standard in a



human. Also, your armour slots top out at 4 instead of 3. You will have difficulty entering standard doorways or small buildings. You cannot ride a horse. If you take *Hulking* you also gain *Inhuman Appearance* (but don't gain any points). If you want to take *Hulking* without *Inhuman Appearance*, then *Hulking* costs 3.

Inhuman Appearance (Gain 1)

The folk look animal-like, or are in other ways inhuman in appearance. They are at Disadvantage when interacting socially with humans, unless the humans are already well-acquainted (i.e. villagers local to your lands might not view you as quite so strange).

Integument (Costs 1) You have a covering of feathers, scales, shell or thick skin that acts as a barrier against the environment. Add +1 to your **Endure Skill**. You also gain **Inhuman Appearance**, but *do not gain* the usual 1 point from that Characteristic.

Intimidating (Costs 1) Whether or not your folk are actually dangerous, you look dangerous and other folks will probably think twice before getting into a fight with you.

Iron Guts (Costs 1) You can safely eat more or less anything that resembles food, no matter how rotten or otherwise noxious. Any poison you ingest is also reduced in severity at the Gamesmaster's discretion.

Leaves will do (Costs 1) Although you can eat other more 'typical' food, you can subsist entirely from wild leaves, including grass and shrubs. You can eat anything (more or less) that a goat could. This means that as long as you are in an area of vegetation you don't have to carry food with you.

Magical (Costs 1) Gain +5 Anma.

Many Eyes (Costs 1) You have more than the usual two eyes. Add +1 to your **Senses Skill**. You also gain **Inhuman Appearance**, but *do not gain* the usual 1 point.

Many Limbs (Costs 1) You have more than the usual two arms and/or two legs. Add +1 to your **Reflexes Skill**. You also gain **Inhuman Appearance**, but *do not gain* the usual 1 point.

Meat Eater (Gain 1) Your folk are carnivorous, or at least, in as much as matters. You might be able to choke down the odd piece of bread, or swallow herbs for medicine, but if you don't get a meal of flesh each day, you will sicken.

Mythical (Costs 0) Your people are reclusive and secretive. Most other folks believe that you don't really exist.

Natural armour (Costs 1) Add three slots of natural armour anywhere you like to armour slots. If these are 'damaged' they heal naturally at a rate of one slot per week. Individuals of the same folk always have the same natural armour slots.

Naturally blessed (Costs 1) Pick an Attribute. Add +1 to the Attribute. The Attribute can exceed 4. All Characters of the same Folk will be blessed in the name Attribute. That is, all Elves might be blessed in Quickness, whereas all Dwarves might be blessed in Fortitude.

Natural Poison (Costs 1) You must also have *Natural Weapon* to take *Natural Poison*. On a successful wound inflicted with your Natural Weapon, of at least Deep or greater, you inflict a poison with a final effect specific to your folk (death, blindness, sleep) and a Threat Level of your Fortitude+1. It is a 'fast acting poison' (tested every 5 mins).

Natural Weapon (Costs 1) The folk have a natural weapon of some sort (claws, teeth, spiked tail) that can be used to attack using Brawling. It has 3d10(Fortitude+2) Menace.

Not dangerous to look at (Costs 1) You give the appearance of not being very dangerous. Perhaps you are small, or perhaps even just 'cute' in appearance. Other folks will not treat you as a physical threat, and will likely leave you until last in a fight. You can take this Characteristic for free if you are also *Small* or *Very Small*.

Once enslaved (Gain 1) Someone or something considers your folk to be their rightful property and will take actions to return you to their service, forcibly if needed.

Pelt (Cost 0) Your folk have a coat or fur or hair. This can mitigate a need for clothing or add some protection in cold weather. Test Endure at Advantage when resisting cold. The downside is that some folks think your pelt makes for a rather nice fur.

Proclivity (Gain 1) You have a fondness and weakness for a particular thing. This might be physical, like gold, or gems, or good food, books, or a narcotic (such as pipe-weed), or less tangible, such as a story, a clever riddle, or song or a bit of lore you don't know. If you are bribed with the proclivity, or are offered payment with the proclivity, you find it hard to say no, even if it is a bad deal. Merchants and traders know this about your folk and may try to take advantage (test of Volition to resist, usually at normal). You also find it hard to resist taking the item, even if it is obviously part of a trap (such as food sitting inside an obvious net, or a single gold coin sitting on a table in an otherwise empty tomb) (test of Volition to resist, usually at normal). You can have more than one proclivity, but you cannot gain more than 2 points from combined proclivities total (i.e. if you have a fondness for good food, and song, and pipe-weed, you still only gain 2 points).

Remarkable hearing (Costs 1) Your folk can hear as well as a dog, rabbit or deer.

Scamper (Costs 1) You can run on all fours when necessary. You can move about twice as fast as a normal running human when doing so.

Shifting Appearance (Costs 1) Your folk can shift their appearance to look like someone else. Treat this as a skill based on Wits (i.e. write the Skill 'Shifting Appearance' under your Skills list at Wits +1).

Skilled Craftfolk (Costs 1) You can take as many starting Sundry items as you want, 9 Common Items and 3 Expensive items. You can nominate one item to be *masterfully crafted* (always roll at advantage for Skill Tests when using it).

Skin-changer (Costs 2) Your folk have the ability to change into a normal, natural animal form no larger than a bear. 1) Your clothing does not change with you. 2) You have all the abilities of the animal. 3) You can be killed in animal form, just as easily as the animal in question. 4) You must make a Test of Volition (normal difficulty) to change (costs 1

Effort). You must also make a Test of Volition (normal difficulty) to not change into an animal form when you become angry (no Effort cost).

Small (Costs 0) Your Fortitude is limited to 2. You cannot wear more than 5 slots of armour. You cannot use a normal weapon with more than 6 Menace. Your Quickness can exceed 4. Add +1 to Quickness. Cannot be taken together with *Naturally Blessed*. Small Characters also have no Shallow Wound ranks (blank these out on your sheet).

Speaks with Beasts (Costs 1) Pick a normal animal species (raven, sparrow, bear, wolf). You can talk with this species, and it may do as you ask if you need help (though a test of social skill, or some negotiation or payment may still be required). This Characteristic costs 3 points if you are friends with *all* beasts, rather than just one species. The animal is about as intelligent and inclined as you might expect, so that sparrows are flighty and don't remember much other than their last meal, whereas a badger might have a longer memory, but it might be quite focused on where the best earthworms are, and quite difficult to convince to do anything it doesn't want to.

Squamous (Gain 1) You have wet skin, perhaps slug-like or amphibian-like. Dry air and lack of access to water is painful will kill you eventually. It may take a few days or a week, but you'll eventually dry out and die.

Supernatural Honey (Gain 1) There is a type of powerful supernatural being that finds your folks especially delicious.

Swimmer (Cost 1) You can move effortlessly through the water, as quick and easily as an otter. Gain the Swim Skill at Fortitude +4. You may still need to test the 'Swim' skill, but only for extremely usual situations, such as swimming against a whirlpool or avoiding being pulled over a waterfall. Otherwise, you can swim just as easily as walking.

Quiet (Costs 1) You are naturally silent when moving and leave few traces behind. It costs you no Effort to add an Attribute bonus when either attempting to move silently or cover your tracks.

Quite good at it (Costs 1) Pick a non-fighting / non-social Skill. You always test this **Skill at Advantage**. If you wish to pick a Fighting or Social skill, then this costs 3 points instead. (Can be selected multiple times).

Repute for Dishonesty (Gain 1) Your folk are widely considered to be dishonest, cheats and thieves, regardless of whether you actually are any of these things.

Resistant (Cost 1) Pick one: Fire/heat, cold, concussion (blunt shock), electricity, poison, laceration (cutting), piercing (arrows/spears), or disease. If you would normally take a wound from this source, test your Strength (normal). If you succeed, the wound is reduced to Shallow. If the Wound was already Shallow, then you take no wound.

Stands out (Gain 1) You are not going to be very good at hiding because of some aspect of your physical form. Always roll at Disadvantage when attempting to hide.

Talent for Illusions (Costs 1) You can conjure small (hand-held sized) illusions that last about 10 min if they leave your person, and/or they can be maintained by concentration, including conjuring light to see by. It costs 1 Effort to add any one of these features: appearance, touch (including heaviness), smell, taste, sound. It costs 2 less Effort to lay the illusion on something already in existence. So, it would cost 4 Effort to create a convincing meat pie out of nothing (appearance, touch, taste, smell), but it would cost 2 Effort to make a toadstool *look, taste and feel* like a meat pie.

Transmutability (Costs 1) The folk can shift their form very slightly. This allows them to take a point from Fortitude or Quickness and temporarily swap it to the other Attribute. The change takes about 30 seconds and reverts after a few minutes. It costs 1 Effort to make the change.

Wise in the Wilds (Costs 1) Pick one: Caves, Deserts, Hills Seas and Coastlines, Snowy lands, Swamps, Rivers, Mountains, or Woods. When you are in the chosen environment you can opt to make any relevant outdoor related Skill test at Advantage once per game session. You may need to explain why a given skill test is relevant to your background.

Unable to climb (Gain 1) Something about your physical form makes it impossible for you to learn how to climb (such as tree, or wall). A folk with the shape of a centaur, for example, might be **Unable to climb**.

Unable to run (Gain 1) Something about your physical form means that you cannot move as fast as a person running. At best you can achieve a quick amble or slow jog.

Unable to swim (Gain 1) Something about your physical form makes it impossible for you to learn how to swim. You are likely to be afraid of deep water as a result.

Uncanny Craft (Costs 1) Your folk have the ability to take any one particular insubstantial material (e.g. spiderweb, or fog, or moonlight, or darkness) and craft with it. You still need the appropriate craft skills, and other materials may be needed (like thread or tools), and the process takes time. Objects created have the appearance of the material and may retain some limited aspects of the properties (e.g. a sword made of fire may be warm to touch, glowing and flickering, but won't burn on touch). These items are treated as *Least Enchanted*.

Unnatural Beauty (Costs 1) You are unnaturally and eerily beautiful. However, this can work both to your advantage and disadvantage. Strangers will stop and stare, and may react positively. Or, they may find you unearthly and frightening. It will depend on the stranger.

Unusually good vessel (Gain 1) Spirits, demons or ghosts find your folks unusually easy to possess, and they can turn you into an unusually powerful possessed vessel. It is very difficult to cast out a spirit once it has possessed you.

Unworldly (Gain 1) You are an isolated folk with little knowledge about the world. Whenever using *Lore* to check for knowledge about the world, you test at Disadvantage.

Valuable (Gain 1) Something about your folk is valuable, but you need to be killed to obtain the thing in question: it might be that you have a gemstone for a heart, or that your horns are remedies against poison. You may have to work to hide your true identity.

Vanishing (Costs 1) You can hide quickly and remarkably well as long as there is cover. It costs you no Effort to add your Attribute bonus when hiding as long as you actually have somewhere to hide.

Very Small (Gain 1) Your Fortitude is limited to 1. You cannot wear more than 3 slots of armour. You cannot use a normal weapon with more than 3 Menace. Your Quickness

can exceed 4. Add +2 to Quickness. Cannot be taken together with *Naturally Blessed*. Very Small Characters also have no Shallow or Deep Wound ranks (blank these out on your sheet).

Violent Repute (Gain 1) Either because of appearance (perhaps unfairly) or prior experience, you have a reputation for being dangerous to deal with. Presence cannot exceed 2. No Social Skill can exceed 6.

Well Known to be Goodly (Costs 0) Other folks will respond positively. However, if you do not act in a way that matches your folk's reputation, then other folks will react negatively out of a sense of being betrayed by their own preconceived notions (whether true or not).

Whiskers (Costs 1) You have whiskers, and can use them to feel air currents and move about in complete darkness, much like a cat.

Who needs clothing? (Gain 1) Your folk do not need clothing and find clothing uncomfortable. You will still wear belts and straps to carry bags, but you do not wear clothing (including armour).

Without Homeland (Gain 1) For whatever reason, your homeland has been lost and you are a wandering folk.

Without Magic (Gain 1) You have no ability to learn magical arts and cannot cast magical spells, write runes or similar. (Herbalism is still permitted).

Without Talent or Interest (Gain 1) Pick three skills. You cannot learn these skills. They are always tested at *Unskilled* (i.e. with rank equal to the relevant Attribute).

Boggoth

Called also Boggorel, Mandaboglings, Bogothlings, these small hairy creatures haunt dark forests where they make houses out of polished timber, rock crystal and spiderwebs. They are friendly with and have a magical affinity for spiders. Their homes are often crawling with spiders, and tales tell that Boggoth can speak with, and even command spiders or use them as spies. So it is said, Boggoth can harvest spider-silk, from which they weave ensnaring nets and enchanted, gossamer fabrics.

At least around the face, both the male and female Boggoth are quite hairy, though the female of this kith only sometimes sport profuse beards. The folk tend to live alone or in small family units and keep largely to themselves. Some trade with humanfolk is sought out, mostly exchanging food or good ale for their weird fabrics made of shimmering silks.

BACKGROUND POINTS 9: Beastbider (Costs 1) [spiders], Catlike Agility (Costs 1), Fade into Shadows (Costs 1), Fascination of Creatures (Costs 0) [spiders], Fear (Costs 1), Hasteful Climbing (Costs 1), Uncanny Craft (Costs 1) [spiderweb], Skilled Craftfolk (Costs 1), Small (Costs 0), Speaks with Beasts (Costs 1) [spiders], Magical (Costs 1)

"One hopes that thou hast not stepped on a spider of late."



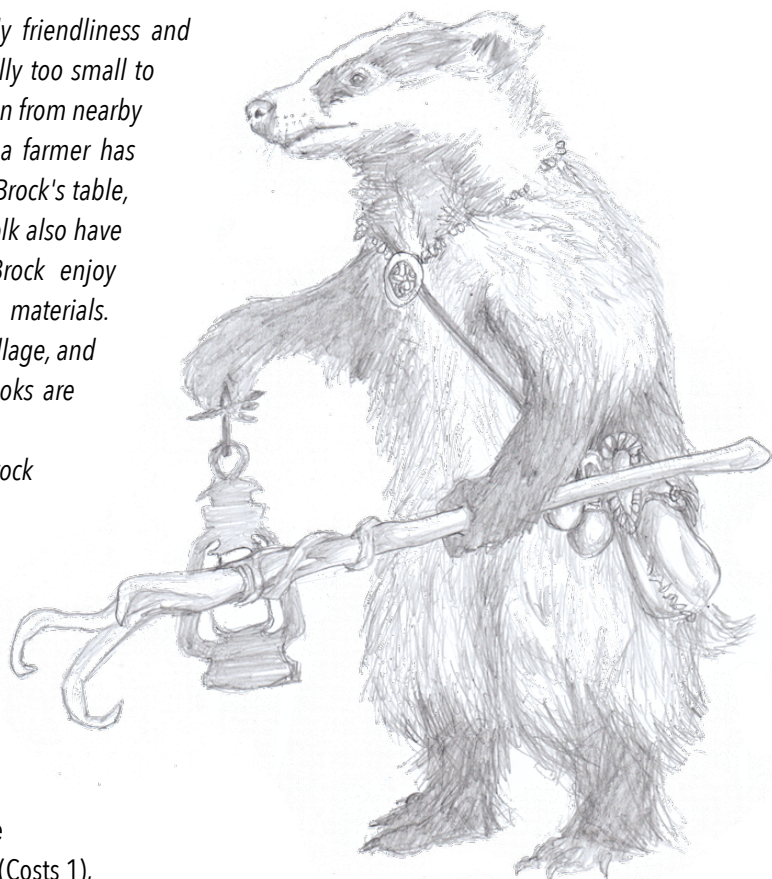
Brock

A folk of small badger-like people. The Brock live in loose communities of comfortable underground houses. Each village is called a 'sett', and have names like Burrowsett, Greensett, or Settlong. The houses within a sett tend to be connected by tunnels so that travel overground, especially in winter, isn't needed.

The Brock have a reputation for grumbly friendliness and hospitality, though their houses are usually too small to admit a full grown human. Human children from nearby hamlets are not unwelcome, and many a farmer has fond memories of being a littleun at the Brock's table, eating wild honey and carrot mash. The folk also have a reputation for wisdom, and many Brock enjoy collecting all manner of books and old materials. Library houses, which are owned by the village, and are used exclusively to hold overflow books are not unheard of.

Perhaps in their connection to old lore, Brock often also show a proficiency in magic, in particular Folk Magic, though Brock have been know to learn all manner of arts of spell and bone.

"Actually," grumbled the Brock, "I think you'll find it is both a magic staff and backscratcher."



BACKGROUND POINTS 9: Aptitude

(Costs 1) [Folk Magic], Astounding Nose (Costs 1), Burrowers (Costs 1), Dusk Sight (Costs 1), Grubs and Bugs (Costs 1), Inhuman Appearance (Gain 1), Magical (Costs 1), Not dangerous to look at (Costs 1), Pelt (Costs 0), Remarkable hearing (Costs 1), Small (Costs 0), Quite good at it (Costs 1) [Lore], Unable to Run (Gain 1), Whiskers (Costs 1), Who needs clothing? (Gain 1)

Glanthorn

A strange, uncanny folk, the Glanthon look much like a human, except that their faces and ears have a deer-like cast to them, and both men and woman of this folk are crowned with antlers. Unlike either deer or people, the Glanthon have sharp teeth and must eat a diet of meat to survive.

Some scholars have suggested that the Glanthon are descendants of a cursed human clan. Some old folktales seem to support this. The supposed tale is that long ago the Glanthon ancestors took such delight in hunts, and grew so bored with ordinary prey, that they hunted for sport a creature that they very much ought have left alone. The hunt ended with the creature cursing the hunters and their bloodline forever.

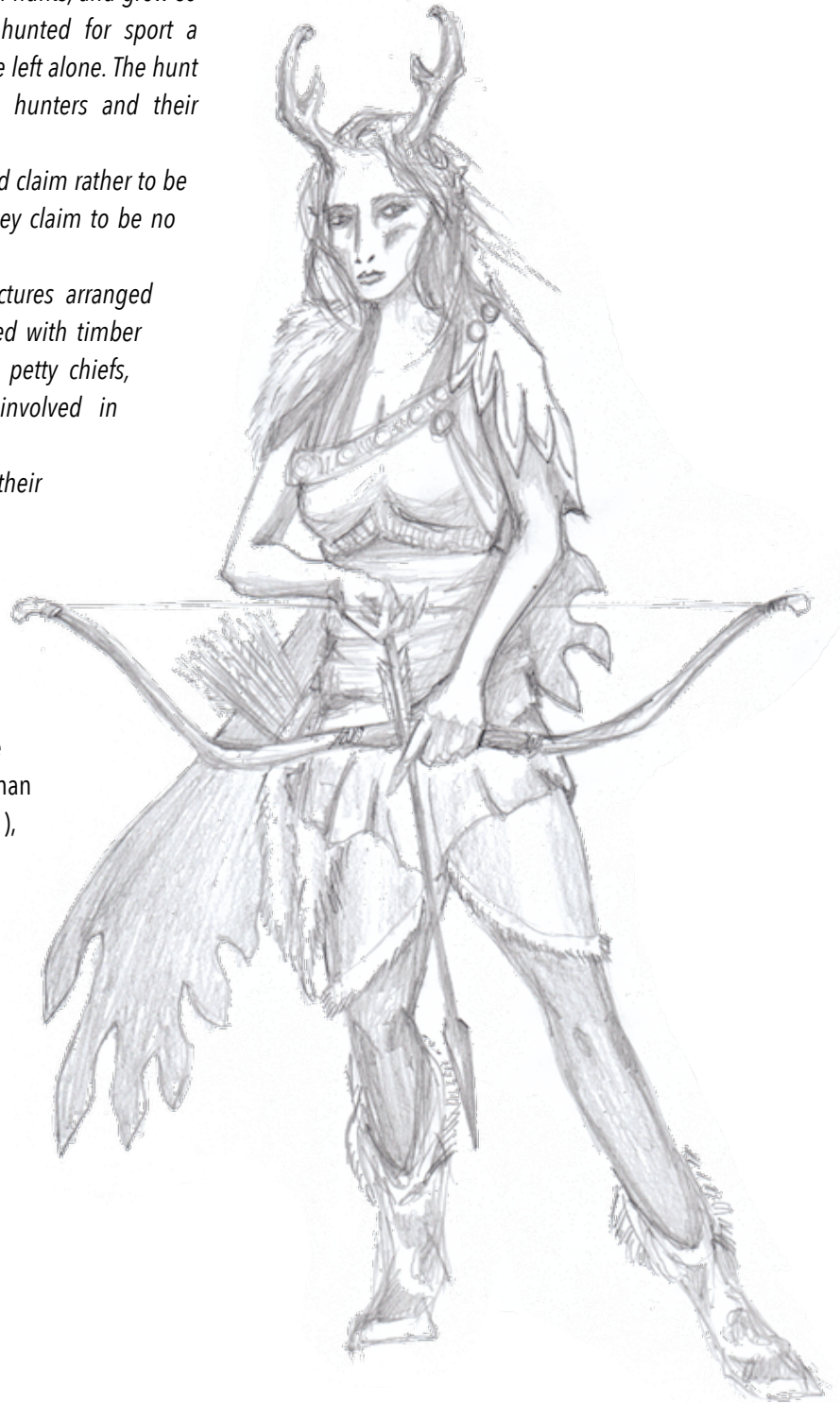
The Glanthon themselves deny this, and claim rather to be the original inhabitants of the land. They claim to be no more human than a Brock or Russet.

The Glanthon live in loose clan structures arranged around villages and longhouses fortified with timber and embankments. They are ruled by petty chiefs, kings and queens, and are often involved in skirmishes with one another.

Largely keeping to themselves, in their occasional dealings with humanfolk, the Glanthon can quite dismissive, and often come across as haughty.

BACKGROUND POINTS 3: Arrogance (Gain 1), Dusk Sight (Costs 1), Inhuman Appearance (Gain 1), Meat eater (Gain 1), Naturally blessed (Costs 1) [Quickness], Remarkable hearing (Costs 1), Quite good at it (Costs 1) (x3) [Initiative] [Manoeuvre][Track]

She was unimpressed. "The question you need to consider, is whether or not you can run faster than an arrow."





The Russet twitched his whiskers. "I think I smell a pheasant."

Russet

Relaxed, humourous fox-people with a penchant for good food, fresh caught game and plenty of pear cider. Russet have a reputation as poachers, but engage in theft no more or less than most people. They cultivate little and take most of their food directly from the wild woods: fat wild geese or pheasants, blackberries, feral pears or plums, wild carrots, watercress and the like. Russet live in small towns along the edges of woods or a little way into woodland. Their homes are a mixture of timber and brick built above burrows that are tunnelled around tree roots. The roots themselves are often painted or lightly carved.

BACKGROUND POINTS 7: Astounding Nose (Costs 1), Blackpowder (Costs 1), Dusk Sight (Costs 1), Inhuman Appearance (Gain 1), Not dangerous to look at (Costs 1), Pelt (Cost 0), Proclivity (Gain 1) [Good food and drink], Scamper (Costs 1), Small (Costs 0), Quiet (Costs 1), Quite good at it (Costs 1) [Forage], Repute for Dishonesty (Gain 1), Whiskers (Costs 1).

Woolsaw

Woolsaw look much like humanfolk, but are much larger of size, averaging seven to nine feet when adults. They are much thicker limbed, with heavy brows and wild, woolly hair. The males tend to sport big, woolly beards, and older female Woolsaw can also develop beards, though the facial hair will tend to be a bit downier than a man's.

Woolsaw have a reputation for friendliness, good cheer and a desire to enjoy good food and company above all else. They are hard working, and frequently hold feasts to which all are invited: as a result the are typically much-liked by neighbouring humanfolk.

Although Woolsaw are not naive, and will defend themselves if threatened, they've a cultural tendency to prefer talk over fighting, and will only resort to physical conflict as a last resort. This has earned them something of a

reputation as 'gentle giants', which is somewhat true in general, but can't be applied uncritically to every last Woolsaw.

Woolsaw villages tend to look like scaled up versions of nearby human dwellings, and the Woolsaw are known to copy human trends and fashions. They produce children at such a slower rate that small communities are the rule, and such a thing as a 'Woolsaw city' is unheard of. It would be unusual to find a Woolsaw settlement of more than even a dozen houses.

BACKGROUND POINTS 3: Disinclined to fight (Gain 1), Effortful (Costs 1), Hulking (Costs 1), Intimidating (Costs 1), Naturally blessed (Costs 1) [Fortitude], Proclivity (Gain 1) [Good food and company], Resistant (Cost 1) [concussion], Stands Out (Gain 1), Well Known to be Goodly (Costs 0)

"Hullo, barkeep. How are you? No, just me today. Eight pints please."