

# Humanoid Races

"I suppose you think we look ...odd, don't you? That's fine. We Guado are used to that sort of thing. But if you ask me, you humans look absolutely disgusting. Still, what does it matter? Such nonsense is beneath us, no? Once, a human child simply looked at me and then burst into tears. That hurt."

- Female Guado"



Omega Fantasy differentiates between two kinds of living beings: characters, which by default we assume to be human and monsters, which we assume to be similar to animals. As in the real world, one can identify different tribes and races within those groups and for monsters we present a wide variety of different species in the core document. In the following, we will explore character races that are fictional, but resemble humans in both appearance and intelligence. These, so-called humanoid races can be interesting for both players and game masters, because they increase the diversity of the game world, while still fulfilling the same roles as humans.

## Worldbuilding

As the GM, you can create multiple humanoid races to make up the population of your world. Usually, those races fall somewhere in-between humans and monsters: On the one hand, they are intelligent, can interact and communicate with humans and create their own civilizations and technologies. On the other hand, humanoid races can have a vastly different appearance, language, outlook and way of life compared to humans. Furthermore, races with a different anatomy might prefer living conditions that are unpleasant to humans, such as underwater, underground or on treetops. Naturally, the existence of such different races will have consequences on the state of the world: just as human tribes, different races may create conflicts and alliances within themselves and between each other. Accordingly, each race will write its unique history and shape the world in its own regard.

## Players

"I have to find out who I am... I'm scared... What if I'm not even human...?"

- Vivi"

As inhabitants of the game world, player characters can also be part of any humanoid race. Therefore, it is important that the GM briefly introduces the existing races to the players before they create their characters. When a player chooses his or her character to be from a non-human race, this usually implies the following consequences: firstly, it is important that the players consider their character's race and origin as part of their background story. Furthermore, the appearance of a character will be heavily influenced by their race and they might show specific personality traits that are common within their people. During the adventure, party members of different races may be perceived and treated differently, depending on who they interact with.

## Racial Talents

The choice of race should not fundamentally change the mechanics of the game for player characters. Nevertheless, it is beneficial to explore gameplay elements that help players to consider their character's race when role-playing. Each race usually has at least one craft or discipline which they excel in, usually enabled by their unique anatomy and knowledge. Such expertise can be expressed through race exclusive Talents, so-called Racial Talents. They work exactly as regular Talents, but are only available to characters of specific races. So whenever a player chooses a Talent for their character, they can pick the Racial Talent of the character's race instead of any of the ones available to all characters.

## Examples

"Much more running around with Bangaa at my heels and I'm like to give up sky-pirating altogether."

- Balthier

In the following, some example of humanoid races are given, which are inspired by races that appear in various Final Fantasy games. They are strictly to be understood as examples and GMs are not expected to include them as part of the world they create. Their primary purpose is to provide inspiration to GMs that want to create their own races.

# Bangaa

"It takes a lot of nerve to call a Bangaa a lizard!"  
- Male Bangaa



## Appearance

With their skin covered in scales, as well as their long heads and tails, Bangaa clearly resemble reptiles. Another notable trait are their four long ears which hang off from the sides of their faces. Their large physique and unusual features often make Bangaa appear intimidating towards other races. Even though they are quite intelligent, the anatomy of their mouth makes it difficult for them to speak human languages properly.

## Profile

Bangaa have no rigid societal structures. They often travel or reside in big cities and have no problems with living among members of other races. Although Bangaa are traditionally a race of warriors, many have advanced beyond that and towards disciplines such as trade, politics or craftsmanship. Most Bangaa shy away from Magic, but they make up for it with their physical strength and intelligence. They also have a preference towards using well-crafted weapons and armor.

## Racial Talent: Regenerate

Bangaa scales not only protect against incoming damage, but also help them to recover from injuries much more quickly. After every successfully completed battle, you immediately regain an amount of HP equal to 1d + your current Level if they are not suffering **KO**.

# Guado

"Although we Guado differ from humans in appearance, our respect for the dead is the same."  
- Male Guado



## Appearance

The most prominent features of Guado are their long arms that end in claw-like fingers and their long ears. Their hair grows out of their head in an unusual manner and is often compared to branches of a tree. Guado are slightly thinner and more flexible than humans, which enables them to be surprisingly agile. Nevertheless, they prefer wearing long clothes or heavy armor.

## Profile

Guado usually build their settlements in natural environments such as forests or caverns. They are a religious race that practices elaborate rituals to commemorate their dead. The so-called Maester is the official religious and the de facto political leader of the tribe. Guado are extremely well versed in Magic and prefer it to using advanced technology. They believe themselves to be superior to other races and are in return perceived as arrogant by others.

## Racial Talent: Farplane

Guado have a unique connection to the world of the dead, which they call the Farplane. You can perform a 10 minute long ritual and if you successfully pass a check, you can speak to the ghost of a dead character. The DC is determined by the GM, but it becomes easier the closer you are to the persons place of death and the closer your relationship with the dead person was.

# Moogle

"A stuffed animal!? I'll have you know I'm a moogle, kupo!"

- Montblanc



## Appearance

Moogles are very short, usually no taller than 1u and have rather high pitched voices. With their long ears and their fur, which can be of almost any color, they resemble rabbits. In addition they have small wings on their back as well as an antenna on their head, with a large ball of fur at its end. This "pom pom" is very sensitive to touch and thus Moogles are usually very protective of it.

## Profile

Moogles are very diverse: while some live in hidden forest tribes, others prefer traveling alone or living in large cities. They are an ambitious race that loves to explore and discover different disciplines. While they have traditionally relied on Magic to survive, modern Moogles have also become skilled tinkers, artists, traders and even warriors. Their diet mostly consists of nuts and plants, as they rarely touch meat at all. Moogles are generally perceived as kind and trustworthy, but are often not taken seriously due to their appearance.

## Racial Talent: Glide

Using their wings, Moogles can fly up to 0.5u above the ground and can cover a distance of up to 10u before landing. While flying, they can move only half as fast compared to their walking speed. Furthermore, Moogles can glide down from heights of up to 10u without taking any damage.

# Nu Mou

"It's hard when everyone thinks of you as a genius"

- Ezel



## Appearance

Nu Mous are slightly shorter than most other races and the color of their smooth skins can vary greatly between its members. They have rather round bodies and faces that together with their long tails, remind of canine animals. Their long ears branch off towards the end, leaving large holes that they often decorate with earrings. The average Nu Mou life span is also significantly longer than any other race, with some living for more than 300 years.

## Profile

It is believed that Nu Mous are by far the oldest race in existence, that once ruled over the most rich and powerful civilizations. Nowadays, the members of their race are scattered across the world with barely any cohesion. They have always been highly skilled Magic users, but more and more Nu Mous also show interest in the research of alchemy, astronomy and monster taming. Most of them also tend to be introverted and focused on one area of expertise, which is why other races perceive the Nu Mous as odd, but harmless beings.

## Racial Talent: Wisdom

Bits and pieces of ancient Nu Mou wisdom have survived through the centuries and are still known among its members. Accordingly, you are capable of reading and understanding almost any old language or dialect regardless of how long it has not been in use.

# Ronso

"You have angered Kimahri! The spirits of the Ronso will guide Kimahri's spear!"  
- Kimahri



## Appearance

Ronso appear like a mixture between humans and lions. While they show many feline features such as claws and a tail, their mannerisms are closer to humans. However, Ronso differ from both with their blue-colored fur and their horn on their forehead. They prefer light clothing, as their fur already covers their entire body.

## Profile

Ronso tribes prefer to live in cold climates, usually on top of mountains, which they consider to be sacred. They are a race of warriors first and foremost who rarely deal with Magic or technology. Ronso tend to be religious and take special pride in their horns, which they understand to be the source of their strength. Still, they are generally indifferent to outsiders and occasionally engage with other races and civilizations on friendly terms. Therefore, Ronso are perceived as a kind, but primitive people by other races.

## Racial Talent: Padded

Their thick fur allows Ronso to be comfortable regardless of their surroundings. You are not slowed down by difficult terrain such as swamps or snow and you do not require shelter even under extreme weather conditions.

# Viera

"The Viera may begin as part of the Wood, but it is not the only end that we may choose."  
- Fran



## Appearance

Viera look similar to humans, except for a few distinguishing features: their long ears are covered with fur and their claw-like hands and pointed feet are reminiscent of feline limbs. Most Viera wear gloves and heeled shoes that are made to fit their unique anatomy. In general, they prefer light and revealing clothing that does not impede their movement.

## Profile

Viera tribes live in forests that are closed off to the rest of the world. They not only consider the forest to be their own, but they also feel a spiritual connection to the flora and fauna. As such, they usually do not engage with other races and are hostile towards outsiders. Viera who decide to leave the forest are immediately considered as exiles and treated like outsiders. While Viera tribes mostly consist of hunters and gatherers, some also have a strong affinity towards Magic. Exiled Viera are often not as proficient in their traditional disciplines, but may possess a wider set of skills due to their experiences in other civilizations.

## Racial Talent: Perceptive

Viera have significantly sharper senses compared to other races. Accordingly, you gain Advantage on all checks that involve noticing nearby sounds, smells, traces and movements.