**New Player Character Races**

 **Class Half-Drow Oompa Lloompa**

 Cleric U 3

 Druid 5 U

 Fighter 11 6

 Paladin no no

 Anti-Paladin U no

 Ranger no 7

 Magic-User 14 5

 Illusionist 11 U

 Thief U U

 Assassin U no

 Monk no no

**Ability Scores (M/F)**

 Strength (min) 5/5 3/3

 (max) 18/18 16/15

 Intelligence (min) 8/10 3/3

 (max) 18/18 17/17

 Wisdom (min) 3/3 8/8

 (max) 18/18 19/19

 Dexterity (min) 8/9 3/3

 (max) 19/19 18/18

 Constitution (min) 6/6 9/9

 (max) 18/18 18/18

 Charisma (min) 3/3 4/4

 (max) 18/18 19/19

**Bonuses for Race**

Half-Drow +1 Dexterity, -1 Constitution

Oompa Lloompa +1 Wisdom, -1 Intelligence, +1 Charisma

**Age Tables**

 Cleric Fighter Magic-User Thief

Half-Drow 35+1d4 16+1d6 30+2d10 14+1d10

Oompa Lloompa 25+2d6 15+1d8 28+3d4 15+2d4

**Age Categories**

 Young Middle

 Adult Mature Aged Old Venerable

Half-Drow 18-30 31-75 76-150 150-210 211-250

Oompa Lloompa 11-18 19-37 38-55 56-85 86-140

**Height**

 Under Average Over

Half-Drow 01-15 16-90 91-00

Oompa Lloompa 01-19 20-93 94-00

**Weight**

Half-Drow 01-20 21-85 86-00

Oompa Lloompa 01-30 31-85 86-00

 Height Weight

 Avg +/- Avg +/-

**Males**

Half-Drow 62 1-4 / 1-6 110 1-10 / 1-12

Oompa Lloompa 36 1-3 / 1-6 55 1-12 / 2-12

**Females**

Half-Drow 56 1-4 / 1-4 90 1-8 / 1-10

Oompa Lloompa 33 1-3 / 1-4 45 2-8 / 1-6

**Half-Drow**

 Half-Drow are a mix of racial stock between Human and Drow. They are typically the children of female Drow who have consorted with human male slaves. Within the Drow community they have no real position of power or authority except that which is imposed by a parent. The human community regards these individuals with caution at best. They vaguely resemble a black human, but the mix of elvish features clearly defines the character of Drow lineage.

 As with their Drow parent, a Half-Drow will retain some level of *Infravision.* Most will be able to see up to 60' with 10% having sight up to 90'. They are not subject to the penalties that full Drow are when exposed to bright light. They can move freely in bright light but most choose to stay within their Drow homes. They can speak Common, the Common subterranean trade language, Gnome, Elven, the Silent Drow language, their alignment tongue and up 1 additional language for each intelligence point above 14.

 Half-Drow gain some of the innate magical ability of the Drow. When attaining 4th level they are able to cause *Darkness* once per day. When reaching 6th level they can *Detect Magic* once per day and at 8th level *Levitate* once per week. Additionally, Half-Drow Magic-Users and Illusionists gain one additional memorizable spell per spell level over the listed number in the Players Handbook. Unfortunately, they do not gain any Magic Resistance. They are able to detect hidden and secret doors like a Half-Elf and have ability equal to 1/2 that of a dwarf with respect to stone and things underground.

 Half-Drow may multi-class in any combination allowed in the table above. They can *Move Silently*, but only up to 1/2 their full movement, which is 12". They gain a +1 to hit in darkness and when using a Long/Short sword or a Hand Crossbow.

**Oompa Lloompa**

 The Oompa Lloompa's are a breed long thought extinct. Their benefactor, Willy Wonka, thought nothing but a legend or myth. These people originate from Oompa Lloompa Island off the main continents northern coast. These folk are uniquely and easily identified by their size (averaging 3') and skin color (a reddish orange). They are uniquely qualified as choclatiers and all of their race are able to make chocolate. They speak common, Oompa Lloompa, their alignment and one of the following: Dwarvish, Gnome, Elvish or True Neutral alignment. They can learn additional languages as their intelligence will allow.

 They have no magical abilities innately, but all creatures will adjust reactions to these creatures by 10% in favor of an Oompa Lloompa. Despite their somewhat odd appearance, these folk are strangely likeable and typically exude a good will that is reflected by this reaction adjustment. They have no Infravision or Ultravision, but they are immune to Charm, Hold and Sleep. They also gain a +1 per 6 Constitution points bonus against Poison.

 These creatures are at -2 to hit larger than man-sized creatures but these creatures are at -3 to hit an Oompa Lloompa. Uniquely, up to 3 Oompa Lloompa's or 1 normal man-sized creature and 1 Oompa Lloompa can fit in to 1 normal sized combat hex. All figures in the hex can operate as if they were alone in the hex. Area effect attacks cast at the hex will effect all figures but 1 figure attacks (ie Disintegrate) have a 75% chance of hitting the intended target (25% chance to hit another figure - determined randomly). Oompa Lloompa's are limited to wearing armor that is rated as Fairly and Non Bulky.

 Oompa Lloompa's are limited in the size of their weaponry. They are unable to use any weapon over 4 feet in size (no pole weapons are allowed). They can multi-class in any combination allowed above. A Druid class Oompa Lloompa casts all spells at 25% increased efficiency.