

HUMAN

Common everywhere. Humans are numerous and prolific. You see humans and orcs everywhere you travel and (almost) everyone knows *Northword*, so asking for an inn is never a problem.

Social Dominance. Every Kingdom in the world (except the *Silohain*) **bases their services, weapons, and tools around human needs**, and the *human*-origin language of *Northword* is spoken, though not always perfectly, in nearly every corner of the world.

ORC

Common everywhere. Orcs are numerous and prolific. You see orcs and humans everywhere you go and *almost* everyone speaks *Northword*, so asking for directions is never a problem.

Ordhaudden Grit. Your ancestors thrived in the harsh extremes of the Eastern Expanse so you can **better endure cold and heat** than most (besides *goblins* and *golems*).

Common Services. Humans have **nearly the same anatomy as orcs**, so there is never any problem with using all of the human-oriented services everywhere in the world, including *healing* services.

DWARF

Rare, but unremarkable. Your kin have spread throughout the world from the Essian range, and while your numbers are small, Essian caravans being led by dwarves or saurians are common.

Short. You are a **little over four feet tall**.

Muscular. You are *all* muscle, so you are **as strong, and as heavy, as an average human**, but with a much *lower* center of gravity.

SAURIAN

Rare, but unremarkable. Your kin have emerged from the relative safety of the Essian lowlands, and while your numbers are limited, Essian caravans being led by saurians or dwarves are common.

Cold Blooded. You require less food to survive (preferring one *large* daily meal), but it is **difficult to naturally regulate your body temperature**, so sudden temperature changes can be *harmful*.

Brumation. You are able to enter into a *deep slumber* where you require **no food or water**, but you **cannot recover cards**, and after *five days* you have to **make a Check every day** to stay *healthy*.

ELF

Very rare, and highly regarded. Elves have been the guiding light for the world for the last *four* millennia, but their influence is starting to wane. You are one of the few elves who have left the sacred lands of the *Sil'o Hanir*, trying to discover what it means to be an elf in a new world.

Magical Senses. You are naturally attuned to magic and are able to **naturally sense magical energies**, perceiving magic in a way similar to a sense of *smell*.

Slow Aging. You are going to live a **long time** (500-800 years or *longer*), because **your aging is about five times slower than a human**, so it took *decades* to mature, and your experience with time is *skewed*.

GOBLIN

Extremely rare, and unusual. Goblins have remained relatively hidden and isolated, but as the world grows, your communities have been forced to adapt. Many consider you “half-elves”, which helps, but you have many more lessons in finding out how your kin fit in this world.

Small. You are a **little over four feet tall**, and much **lighter and weaker than the average human**.

Stubborn Survivors. You can survive on **miniscule amounts of food and water** in **very extreme temperature ranges**.

Extreme Immunities. You **can get sick from disease, and poison**, but only **very old** Goblins (300 years or more) **actually die from these causes**. You also **recover extremely quickly** from the effects of these hazards.

FAEKIND

Extremely rare, and significant. It’s a brutally glorious and paralyzingly lovely world, and you have an unyielding affection for this terrifying existence, even if it’s always *exhausting*. It’s hard for you to find anyone else that relates to you, since faekin are rarer than *elves* or *goblins*, but lucky for you, you always seem to find *friends*.

Demi-Fae. You have a unique and *beautiful physical* mutation from your Fae ancestry that makes you *clearly* stand apart from others, but it is sometimes *inconvenient*. **What is your unique mutation?**

Presence. 4,000 years ago the Fae nearly *destroyed* the world, but the original ancestral faekind *saved* it, so reactions to you are mixed: *fear, reverence, awe, curiosity*.

GOLEM

Extremely rare, and memorable. You were born from run-away magic and rich clay. Some of your kin still serve as tools, but that magic seeped deep into the earth and you rose from the soil, fully formed and *independent*. Like all other Gods-Touched beings you make the most of *this* life, because even *clay* eventually turns to *dust*.

Of the Earth. You **do not have to eat, sleep, or breath, and extreme heat, and cold has no effect on you**. You also **do not feel pain**, so while you can suffer *harm*, you experience it as *structural failure* or *emotional numbness*. **You can never be knocked unconscious**.

Made of Clay. You are **very durable** and can suffer **one (1) additional Scar**. However **clay does not heal naturally**, and you **need to have magically attuned clay and healing rites to recover any Hits**. *Unfortunately*, outside of *major* cities, it is *hard* to find this kind of clay.