

HUMAN

Common system-wide. You never feel out of place anywhere in the system, even *Procyon*. You see humans and orcs everywhere you go and (almost) everyone speaks *Common*, so asking for directions is never a problem.

Social Dominance. Every major market in the system bases their services and products around *human needs and human tastes*, and the *human*-origin language of *Common* is spoken, though not always perfectly, in nearly every corner of the system.

ORC

Common system-wide. You never feel out of place anywhere in the system, even *Procyon*. You see orcs and humans everywhere you go and (almost) everyone speaks the *Common* tongue, so asking for directions is never a problem.

Ordhauden Grit. Your ancestors thrived in the harsh extremes of the Eastern Expanse of *Homeworld*, which give you **higher environmental tolerances** 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, including *medical* services.

DWARF

Common on Homeworld and Procyon. Though there are plenty of other dwarves and saurians to drink with in metropolises of *Homeworld* and *Procyon*, it gets harder to find another dwarf or saurian at karaoke in the small stations and settlements scattered throughout the system.

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

Common on Homeworld and Procyon. Though there are plenty of other saurians and dwarves to share stories with in metropolises of *Homeworld* and *Procyon*, it gets harder to find another saurian or dwarf at the bar in the small stations and settlements that dot the system.

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, but unremarkable. Elves are in every piece of media in the system, especially on *Homeworld*. Elves are everywhere you look, but you hardly ever meet one of your kin face-to-face. You'll occasionally hear about a meet-up online, but elves, like everyone else, are a *mixed* bag.

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** (400-600 years or *more*). You **age about three times slower than a human**, so it took *decades* to mature, and your experience with time is *skewed*.

GOBLIN

Rare, and highly respected. Your kin is as ancient as the elves, but your ancestors were driven into *hiding* and nearly went *extinct* as the world bent and burned five Eras ago. Today, your kin are *leaders* of space exploration. Goblin anatomy is built for space travel, and goblin operators are in *huge* demand, *when* they can be found.

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, poison, radiation, and adverse gravity**, but it takes **prolonged exposure**, and only **very old** Goblins (200 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 universe, 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 – even your Fae progenitors wandering *Procyon* are utterly (and literally) *alien*. Luckily, you still manage to make friends, whatever soil you tread.

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

Presence (H♥). 5,000 years ago the Fae nearly *destroyed* *Homeworld*, but ancestral faekind *saved* it, and with the *peaceful* return of the Fae, reactions to you are mixed: *fear, reverence, awe, curiosity*.

GOLEM

Extremely rare, and memorable. You were born from run-away magic and rich clay on *Homeworld*. Your ancestors were created as *tools*, but that magic seeped deep into the earth and you rose from the soil, fully formed and *independant*. 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, cold, radiation, and adverse gravity have 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 Marked Traits or Scars**. Fortunately most *major* hospitals in the system have the capability to treat golems.