

## HUMAN

**Common everywhere.** You never feel out of place anywhere on the planet. Except, of course, the Silohain. You see humans and orcs everywhere you go and (almost) everyone knows Northword, so asking for directions is never a problem.

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

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## ORC

**Common everywhere.** You never feel out of place anywhere on the planet. Except, of course, the Silohain. You see orcs and humans everywhere you go and (almost) everyone speaks the Northern tongue, so asking for directions is never a problem.

**Ordhauen Grit.** Your ancestors thrived in the harsh extremes of the Eastern Expanse which means you have **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 in the world, including medical services.

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## DWARF

**Common in many places.** Though there are plenty of other dwarves and saurians to drink with in the metropolises outside of the Essian Union, it gets harder to find another dwarf or saurian at the karaoke joints and dives in the small towns scattered throughout the world.

**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.

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## SAURIAN

**Common in many places.** Though there are plenty of other saurians and dwarves to share stories with in the metropolises outside of the Essian Union, it gets harder to find another saurian or dwarf at the bars or cafes in the small towns that dot the world.

**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*.

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## ELF

**Rare, but unremarkable.** Elves are in every book, movie, and every high-end ad. Elves are everywhere you look, but you hardly ever meet one of your kin face-to-face. There is the occasional meet-up at a community center, 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** (300-500 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 notable.** 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. Until the *last era* scholars still thought your kind were *half elves*, due to the similarities, but your descendants *always* knew that was *wrong*. The very few goblin communities that exist today are beginning to flourish, and you are *no longer hiding*.

**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, and radiation**, 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.

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## 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.** 5,000 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*.

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## GOLEM

**Extremely rare, and memorable.** You were born from run-away magic and rich clay. 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 and radiation 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 Marked Traits or Scars**. Fortunately most *major* hospitals have the capability to treat golems.