
HUMAN

NAME

NAME

HUMAN

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.

TRAITS

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

NOTES:

TRAUMA



INCAPACITATED DYING DEAD

ARMOR



BASE CURRENT

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ORC

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ORC

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. Your family, of course, would love to have you closer to home, but you have your own reasons for leaving the Ordhauden.

TRAITS

Ordhauden Grit. Your ancestors thrived in the harsh extremes of the Eastern Expanse so that you can endure extreme cold and heat without much protection, and keep running at full strength with very little water or food.

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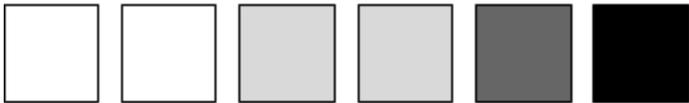
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ELF

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ELF

You are *young* for an elf, only about a century old and just the *third* generation of elf who grew up *outside* of your ancestral homelands in the *Silohain*. While there are millions of "Exilohains", you are usually still the only elf at the bar on *Uio's Ascent Day* giving a toast to the honored dead.

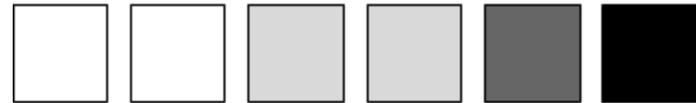
TRAITS

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 *slowed*, and despite your decades of experience, you just *barely feel* like a functioning adult. You might be old, but you spent so much of that time just *growing up*.

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BASE CURRENT

HALFLING

NAME

NAME

HALFLING

It's a brutally glorious and paralyzingly lovely world, and you have an unyielding affection for this terrifying existence, even if it always exhausts your earth-body. It's hard for you to find anyone else that relates to you, since other halflings are rarer than *elves*, but lucky for you, you always seem to find peers in the Work, and in the Unending Chorus.

TRAITS

Small. You are a little under five feet and you are **lighter** and **weaker** than the average human, which is too bad for them.

Demi-Fae. You *look* human, but you have a beautiful vestigial physical trait from your Fae ancestry. **Describe your vestigial trait.**

Otherworldly. Your Fae nature keeps you slightly detached from *this* reality, which makes it hard to navigate the world sometimes.

NOTES:

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BASE

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DWARF

NAME

NAME

DWARF

It wasn't an easy decision to leave the comfortable prospects of a mile-high metropolis in the Essian Ranges, but you and your mates managed to get out and find a *place* in this world. It also helps that there are plenty of other dwarves and saurians to drink with and belt out a song or two.

TRAITS

Short. You are a little under five feet tall.

Muscular. Though you are shorter, you are *all* muscle, making you as strong, and as heavy, as an average human.

NOTES:

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BASE

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SAURIAN

NAME

NAME

SAURIAN

It was not an easy decision to leave the comfortable prospects of a city in the Huxlon Republic, but you got out and found a place in this wider world. It also helps that you can always find other saurians and dwarves on the same journey, who are always happy to share a drink and a good story.

TRAITS

Cold Blooded. You require less food to survive (preferring large, infrequent meals), but you have difficulty *naturally* regulating your body temperature and sudden temperature changes can be *harmful*.

Amphibious. You are able to *safely* breath underwater for a little under fifteen minutes, but you can go twenty minutes in an *emergency*.

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GOBLIN

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GOBLIN

Your ancestry is as old as the *elves*, and your family has quietly watched the rise and fall of every human and elven empire. It's the same story for every goblin family, but your grandparents are telling you that something new is blooming, and you are ready to find out what that means.

TRAITS

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 conditions.

Extreme Immunities. You *can* get sick from disease, poison, and *radiation*, but only *very old* Goblins (90 years or more) actually *die* from these causes. Sadly, this trait makes goblins a favored subject for magical and scientific experimentation, both *voluntary* and *involuntary*.

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