
HUMAN

NAME

NAME

HUMAN

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

ATTRIBUTES

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

NOTES:

WOUND TRACK



ORC

NAME

NAME

ORC

You never feel out of place *anywhere*. Except, of course, the *Procyon*. You see orcs and humans everywhere you go and (almost) everyone speaks the Northword, so asking for directions is never a problem. Your family, of course, would love to have you visit home more often, but life always gets in the way.

ATTRIBUTES

Ordhuden Grit. Your ancestors thrived in the harsh extremes of the Eastern Expanse of Homeworld so you can **better endure cold and heat without much protection**, and **survive with less water or food than your average human**.

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

NOTES:

WOUND TRACK



ELF

NAME

NAME

ELF

You are part of the tiny number of elves who have left the terrestrial protection of *Homeworld*, which has made the last few decades *complicated*. While there are millions of elves in space, you are still usually the only elf at the bar, and it's not always easy to relate to others when your fond childhood memories are older than *commercial spaceflight*.

ATTRIBUTES

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*.

NOTES:

WOUND TRACK



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 terrestrial-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.

ATTRIBUTES

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.

What is your vestigial trait? _____

Presence. Your Fae ancestors are literally *alien*, but halflings have been around for the last 5,000 years, so reactions to you are always mixed: *fear, reverence, awe, curiosity*. It's the emotional equivalent of watching a celebrity shop for an extra-large economy pack of toilet paper.

NOTES:

WOUND TRACK



DWARF

NAME

NAME

DWARF

It wasn't an easy decision to leave the comfortable prospects of the mile-high metropolis in the Essian Compact of Homeworld, but you and your mates had to answer the call for *discovery*. It also helps that there are plenty of other dwarves and saurians to drink with and belt out a song or two.

ATTRIBUTES

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:

WOUND TRACK



SAURIAN

NAME

NAME

SAURIAN

It was not an easy decision to leave the comfortable prospects of a city in the Huxlon Republic of Homeworld, but there are these vast vistas you are compelled to discover. 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.

ATTRIBUTES

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

Brumation. Saurians are able to enter into a *deep slumber* for *twelve to twenty days*. During this time they require *no food or water*, but they awaken with *two Wounds* and *two Strain* if they *sleep for more than five days*.

NOTES:

WOUND TRACK



GOBLIN

NAME

NAME

GOBLIN

Your ancestry is as old as the *elves*, but your family history is a *lot* more *wild* and *varied*. The *last* few generations in particular: goblins lead the first deep-space ventures, and many continue to push the boundaries of space travel. With full support from your family, you embrace the endless frontiers of deep space.

ATTRIBUTES

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. You are *dying* at five (5) Hits instead of four (4).

Extreme Immunities. You *can* get sick from disease, poison, and *radiation*, but only very old Goblins (120 years or more) actually *die* from these causes. This trait makes goblins crews incredibly adept for space travel, where shaving off a few tons of radiation protection is handy.

NOTES:

WOUND TRACK



GOLEM

NAME

NAME

GOLEM

You were born from run-away magic and rich Homeworld clay. Your ancestors were created as *tools*, but that magic seeped deep into the earth and Golems rose from the soil, fully formed and *independant, Gods-Touched* and *alive*. And like all other Gods-Touched beings, you cannot explain *why*, but you still make the most of this life, because even *clay* eventually turns to *dust*.

ATTRIBUTES

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 be rendered *incapacitated*, it is due to *structural integrity*. You can *never* be *knocked unconscious*.

Made of Clay. You are *naturally armored* (1 AR). However *clay* does *not heal naturally*, and you need *clay ritually consecrated with your spirit and specialized rituals* to *heal any Wounds*. Fortunately most *major* hospitals have the capability to treat golems.

NOTES:

WOUND TRACK

