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# HUMAN

NAME

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## 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.

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## ATTRIBUTES

**Social Dominance.** Every major market in the world 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 world.

## NOTES:

### WOUND TRACK



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# ORC

NAME

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## NAME

### 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.

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### ATTRIBUTES

**Ordhuden Grit.** Your ancestors thrived in the harsh extremes of the Eastern Expanse 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 everywhere in the world, including *medical services*.

### NOTES:

#### WOUND TRACK



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ELF

NAME

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## NAME

### ELF

You are part of the growing number of elves who were raised *outside* of the ancestral homelands in the *Silohain*, which has made your first century or so of living *complicated*. While there are millions of “Exilohains” in the world, you are usually the only elf at the bar or the mall, and it’s not always easy to relate to others when your fond childhood memories are older than most *grandparents*.

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## 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



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# HALFLING

NAME

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## 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.

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## 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.** 5,000 years ago the Fae nearly *destroyed* the world, but the original ancestral halflings *saved* it, so reactions to you are 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



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# DWARF

NAME

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## 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.

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### 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



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# SAURIAN

NAME

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## 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.

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### 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*. This is why saurian crews were famed sea explorers.

### NOTES:

#### WOUND TRACK



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# GOBLIN

NAME

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## NAME

### 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.

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### 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. Sadly, this trait makes goblins a favored subject for magical and scientific experimentation, both *voluntary* and *involuntary*.

### NOTES:

#### WOUND TRACK



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# WETLOE

NAME

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## NAME

### GOLEM

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 Golems began to rise 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*.

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### 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

