ИАМUH

HUMAN

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

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

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ОВС

] **JMAN**

ORC

You never feel out of place anywhere in the system. Except, of course, *Procyon*. You see orcs and humans everywhere you go and (almost) everyone speaks the Common language, so asking for directions is never a problem. Your family, of course, would love to have you back on *Homeworld*, but you have your own reasons for leaving.

<u>Ordhauden Grit.</u> 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.

<u>Common Services</u>. 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 system, including *medical* services.

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DWARF

] **JMAN**

DWARF

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

<u>Short.</u> You are a little under five feet tall.

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

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NAIRUAS

SAURIAN

It was not an easy decision to leave the comfortable prospects on *Homeworld*, but you got out and found a place in the deep void. 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.

<u>Cold Blooded</u>. 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*.

<u>Brumation</u>. You are able to enter into a *deep slumber* for *twelve to twenty* days. During this time you require *no food or water*, but you'll awaken with *two Wounds* and *two Strain* if you sleep for more than five days.

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] **3MAN**

ELF

You are part of the *small*, but growing, number of elves who are *leaving* Homeworld, which has made your first century or so of living *complicated*. While there are millions of elves off-world, you are usually the only elf at the bar or at port, and it's not always easy to relate to others when your fond childhood memories are older than *modern space travel*.

<u>Magical Senses.</u> 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*.

<u>Slow Aging.</u> 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

WOUNDS[][][][]

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, but goblins have led the charge in *this* era. The void is still as frightening to you as anyone else, but goblins are just a little better prepared than most.

<u>Small.</u> You are a little over four feet tall, and much *lighter* and *weaker* than the average human.

<u>Stubborn Survivors.</u> 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 has allowed goblin crews to travel deeper into the void than anyone.

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HALFLING

HALFLING

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, since other halflings are rarer than *elves*, but lucky for you, you always seem to find *friends*.

<u>Small.</u> You are a little under five feet and you are *lighter* and *weaker* than the average human.

<u>Demi-Fae.</u> You *look* human, but you have a beautiful vestigial physical trait from your Fae ancestry. What is your vestigial trait?

Presence. 6,000 years ago the Fae nearly *destroyed* Homeworld, but now they are *allies*? No one *really* knows, and since they are your "cousins", reactions to you are mixed: *fear*, *reverence*, *awe*, *curiosity*. It's the emotional equivalent of watching a celebrity shop for an economy pack of toilet paper.

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] **3MAN**

GOLEM

] **3MA**N

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 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*.

<u>Of the Earth.</u> 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.

<u>Made of Clay.</u> You are *naturally* armored (1 AR). However clay does not *heal naturally*, and you *need* clay that is *ritually attuned* to your body and a *healing spell* to recover any Wounds. Fortunately most *major* hospitals have the capability to treat golems.

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