

HUMAN

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] NAME

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.

Social Dominance. 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.

NOTES

WOUNDS [] [] [] [] [] [] [] []

DWARF

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] NAME

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.

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

WOUNDS [] [] [] [] [] [] [] []

SAURIAN

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] NAME

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.

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. 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*.

NOTES

WOUNDS [] [] [] [] [] [] [] []

ELF

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] NAME

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*.

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

WOUNDS [][][][][][][]

GOBLIN

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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, 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.

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 has allowed goblin crews to travel deeper into the void than *anyone*.

NOTES

WOUNDS [] [] [] [] [] [] [] [] [] []

GOLEM

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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 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 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 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.

NOTES

WOUNDS [] [] [] [] [] [] [] [] [] []

Requires specialized healing.