

HUMAN Common everywhere.

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

ORC Common everywhere.

Ordhau den Grit. Your ancestors thrived in the harsh extremes of the Eastern Expanse so you can **better endure cold and heat.**

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.*

DWARF Common in many places.

Short. You are a **little under five feet tall.**

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

SAURIAN Common in many places.

Cold Blooded. You require **less food to survive** (preferring one *large* daily meal), but it is **difficult to naturally regulate your body temperature**, so sudden temperature changes can be *harmful.*

Brumation. You are able to enter into a *deep slumber* where you require **no food or water**, but you **cannot recover cards**, and after *five days* you have to **make a C♣ Check every day.**

ELF Rare, but unremarkable.

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 about five times slower than a human**, so it took *decades* to mature, and your experience with time is *skewed.*

GOBLIN Rare, and notable.

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.**

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.**

HALFLING Extremely rare, and significant.

Demi-Fae. You have a unique and *beautiful* mutation from your Fae ancestry that makes you *clearly* stand apart from others, but it is sometimes *inconvenient.* **What is your unique mutation?**

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.*

GOLEM Extremely rare, and memorable.

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 suffer *Shock*, 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 rites to recover Wounds while in Shock.**

Fortunately most *major* hospitals have the capability to treat golems.