

☐ HUMAN

Common everywhere. 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.

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. 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.

Ordhauden 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. Though there are plenty of other dwarves and saurians to drink with in metropolises outside of the Essian Union, it gets harder to find another dwarf at karaoke in the small towns scattered throughout the world.

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. Though there are plenty of other saurians and dwarves to share stories with in metropolises outside of the Essian Union, it gets harder to find another saurian at the bar or in a cafe in the small towns that dot the world.

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 Check every day** to stay *healthy*.

☐ ELF

Rare, but unremarkable. Elves are in every book, on every screen, and in every high-end ad. Elves are everywhere you look, but you hardly ever meet one of your kin face-to-face. There is the occasional meet-up at a community center, but elves, like everyone else, are a *mixed* bag.

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. You kin is as ancient as the elves, but your ancestors hid as the world bent, and burnt, and changed. Until the *last* century scholars still thought your kind were *half elves*, due to the similarities, but your descendants always *knew* that was wrong. Very few goblin communities exist today, but goblins are on the move now, and you are no longer hiding.

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 it takes *prolonged exposure*, and only *very old* Goblins (200 years or more) actually *die* from these causes. You also *recover extremely quickly* from the effects of these hazards.

☐ FAEKIND

Extremely rare, and significant. It's a brutally glorious and paralyzingly lovely world, 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 faekin are rarer than *elves* or *goblins*, but lucky for you, you always seem to find *friends*.

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 faekind *saved* it, so reactions to you are mixed: *fear, reverence, awe, curiosity*.

☐ GOLEM

Extremely rare, and memorable. 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 suffer *Strain and Hits*, you experience it as *structural failure*. You can never be knocked *unconscious*.

Made of Clay. You are *naturally armored* (1 AR). However *clay does not heal naturally*, and you *need* to *magically attuned clay and healing rites* to recover any **Wounds**. Fortunately most *major* hospitals have the capability to treat golems.