

☐ HUMAN

Common everywhere. Humans are numerous and prolific. You see humans and orcs everywhere you travel and (almost) everyone knows *Northword*, so asking for an inn is never a problem.

Social Dominance. The world bases their services, weapons, and tools around human *needs*, and the *human*-origin language of *Northword* is spoken, though not always perfectly, in nearly every corner of the world.

☐ ORC

Common everywhere. Orcs are numerous and prolific. You see orcs and humans everywhere you go and (almost) everyone speaks *Northword*, 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 *healing* services.

☐ DWARF

Rare, but unremarkable. Your kin helped provide the weapon and tools needed to defeat the Fae, so while dwarven traders were rare, they were consistent in their routes.

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

Rare, but unremarkable. The birthplace of your kin was mostly untouched by the Fae, but saurians travelled the world collecting and protecting Old World knowledge from the flames of war.

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

Very rare, and highly regarded. Elves started this war two millennia ago, but they have spent hard earned blood redeeming themselves in the centuries in between.

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

Extremely rare, and unusual. Goblins stayed hidden throughout the war, but the few that fought were coveted as couriers and scouts.

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, and poison, but only **very old** Goblins (120 years or more) **actually die from these causes.**