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| **Race** | **Stats** | **Traits** |
| Ashen | * +1 Skill * +1 Reflex * +1 Wit * -1 Muscle * -1 Toughness * -1 Charisma | * *Fallen* – The ashen spent years as slaves to Shadow and that taint remains with them. Ashen suffer a -2 to social skills when dealing with other races * *Favored By The Twins* – Ashen get +1 to any checks dealing with the gods Castor and Corax * *Shade Touched* – Ashen gain all of the advantages and disadvantages of being Shade Touched * *Shadow Sight* – Ashen can see in darkness * *Short Legs* – Ashen get -1 movement * *Untrustworthy* – Ashen get +1 to any social or magic check where they are cheating, misleading or deceiving someone |
| Caldruine (Man) | * +1 Wit * +1 Charisma * -1 Muscle * -1 Toughness | * *Book Smart* – Caldruine get +1 to all lore checks and on any check that pertains to learning spells or binding runes * *Lore Gatherers* – Caldruine start the game with one lore skill of their choice, and two extra perks to associate with any of their lore skills |
| Dwarf | * +1 Muscle * +1 Toughness * +1 Wit * -1 Reflex * -1 Power * -1 Charisma | * *Favored by Mordain* – Dwarves get +1 to any checks dealing with the God of the Underworld, Mordain * *Shadow Sight* – Dwarves can see in darkness * *Short Legs* – Dwarves get -1 movement * *Tunnel Sense* – Dwarves get +2 navigation and survival checks underground * *Underworld Guardians* – Dwarves get +1 attack, defense and damage when fighting Shadow and its minions |
| Elf | * +1 Skill * +1 Reflex * +1 Wit * +1 Power * +1 Charisma | * *Fallen* – Elves were once the chosen people of the gods, but have since lost favor. They suffer a -2 to all social checks when dealing with other races * *Forbidden Knowledge* – Elves get a +2 to any check that pertains to learning spells or binding runes * *Immortal* – Elves do not age and never die of natural causes * *Shunned* – Elves may never gain divine favor and may never take a rune or ritual associated with one of the Lantern Gods * *Steadfast* – Elves get +2 to saves against any spell or effect that alters their mental state, or changes their form. This includes sleep, charm, fear, stoning, or polymorphs |
| Sarkan (Man) | * +1 Toughness * +1 Wit * -1 Reflex * -1 Power | * *Desert Sense* -- +2 to navigation and survival checks in desert/arid terrain * *Man Hunter* – Sarkan start with the ***Favored Enemy (Man)*** talent * *Trapper* -- +2 to tracking rolls and +1 to hit with nets |
| Theydan (Goblin) | * +1 Skill * +1 Reflex * -1 Wit * -1 Power | * *Claws* – Theydan have sharp claws and teeth that act as 1d6 unarmed weapons. They start the game with the Brawling combat skill and get a +1 to Climb checks * *Favored By Ulder or Tathe* – Theydan take a +1 to all checks pertaining to either Ulder or Tathe, their choice * *Natural Swimmers* – Theydan have webbed fingers and toes and get the Swim skill for free |
| Tirkid (Insect Men) | * +1 Skill * +1 Reflex * +1 Toughness * -1 Power * -1 Charisma | * *Claws* – Tirkid have sharp claws and teeth that act as 1d6 unarmed weapons. They start the game with the Brawling combat skill and get a +1 to Climb checks * *Insect Eyes* – Tirkid cannot be flanked or backstabbed. They have a +2 to any checks related to them being surprised * *Multiple Legs* – Tirkid ignore the first wound to their legs in any given fight * *Natural Amror* – Tirkid get +1 armor value |
| Vask (Orc) | * +1 Muscle * +1 Reflex * +1 Toughness * -1 Wit * -1 Power * -1 Charisma | * *Favored by Brul* – Vask get a +1 to any checks dealing with Brul * *Resolute* – Vask may spend 2 inspiration to heal 1d6 hit points |