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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 spell 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 Wit * -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 |

Racial Traits

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| **Trait** | **Description** |
| Alien | Your race is considered strange and otherworldly. You take a –2 to all social checks when dealing with races other than your own |
| Amateur Alchemist | You begin the game with the Alchemy skill and two potion recipes of your choice |
| Amateur Chanter | You begin the game with the Words of Power skill and two spells with the keywords of chant, or song |
| Amateur Trickster | You begin the game with the skill Words of Power and two spells with the keywords of charm, illusion, or trickery |
| Animal Companion | The beasts of the world still remember when your people were kings. You begin the game with an animal companion |
| Blend with Nature | You get a +2 to stealth checks in a wilderness setting |
| Boatman | You start the game with a small longboat capable of carrying 6 people and a meager amount of supplies |
| Book Smart | You get +1 to lore checks, and any check pertaining to learning spells |
| Born in the Saddle | You start the game with the ride skill, get +2 ride checks, and own a horse |
| Breath Control | You may hold your breath 5x the normal time (5 rounds/toughness) and you get a +4 to save vs. gas attacks |
| Child of Darkness | You get a +2 bonus to stealth checks, and if you hide in a shadowy location, and succeed by rolling a 10—12, you blend into the darkness and are even harder to find (enemy search checks are –4) |
| Claws | Your claws give you a +2 to climbing checks. You get the brawling skill for free, and your claws act as 1d6 unarmed weapons |
| Creation Lore | You begin the game with the Creation skill |
| Desert Sense | You get +2 to navigate and survival checks in arid, or desert climates |
| Divine Favor | You are a favorite of your race’s patron god. You may start every game session with a point of divine favor that can be used as inspiration when acting on behalf of your race’s patron god |
| Fallen | Your race has a history that has tainted their reputation. You take –2 to all social tests when dealing with other races |
| Forbidden Knowledge | You get a +2 to any checks to learn spells or bind spirits |
| Fight With Wild Abandon | You take a –1 to all your defenses, but do +2 damage |
| Heirloom Item | You start the game with a special item given to you by your ancestors. This item starts with some minor power, but can gain abilities as you level |
| (X) Hunter | You get +1 attack, damage and wound rolls against your favored enemy |
| Immortal | Members of your race do not age, or die of natural causes |
| Large Frame | You get a +2 to saves/procs pertaining to being knocked down, or knocked back. Armor for you costs 20% more |
| Legendary Greed | You can detect large deposits of gold or precious stones within 100 meters. |
| Lore Gatherer | You start the game with a lore skill of your choice, and 2 perks to apply to your lore skills |
| Multiple Legs | You can ignore the first leg wound in any combat |
| Mutineer | When you make a surprise attack on a combatant who is not already in combat, you get a +2 damage and +1 to your wound roll |
| Natural Climbers | +2 to all climb checks and ½ fall damage |
| Natural Sprinters | +2 Move |
| Natural Swimmers | You start the game with the swim skill |
| One With The Land | You gain a +1 to Animal Lore and Herb Lore checks |
| Patron God | One of the gods favors your race. You get a +1 to all divination, theology, or magic checks dealing with your race’s patron god. At the GM’s discretion, other checks might be modified if they somehow deal directly with the patron. For instance, fighting to protect the god’s temple, or to recover one of their artifacts would apply |
| Quick Learner | When you gain free skill checks, you get an additional free check |
| Resist (x) | You get a +2 bonus to saves against the resisted element/effect. If you are affected by the resisted element/effect, you reduce the effect by –1 point/die |
| Resolute | You may spend 1 inspiration to heal 1d6 hit points |
| Sanctioned Traveler | You are a traveler sanctioned by the Founders of Caldruine. You start the game with a special assignment from the city, as well as one special piece of gear associated with your assignment. Completing your assignments brings an experience bonus, a new assignment, and a material reward |
| Shade Touched | You are more acutely aware of Shadow’s imprint on the world. Though you cannot speak it, you instinctively understand Shadowspeak. Also, you can make search checks to detect any creatures, objects or spells that are tainted by Shadow. Some residual Shadow might be too weak for others to notice, but you can still see it. In these cases, you may be subject to corruption while others may not |
| Shadow Sight | You can see in the dark |
| Short Legs | Your movement rate is –1 hex/combat round |
| Shunned | The Lantern Gods of Anthis no longer heed your call. You may not gain divine favor (though you can gain divine malus). You may never take spells pertaining to the gods. Priests must spend one inspiration to cast beneficial spells on you |
| Slaver | Your culture practices slavery and you start the game with a slave who is pledged to you. The exact nature of this npc, and his relation to you should be worked out with the GM |
| Steadfast | You get a +2 to save against any spell or effect that alters your state of mind, or changes your form (i.e. charms, sleep, or polymorph) |
| Swift(X) | You gain +X to initiative and +X move/round |
| Tough(x) | You gain +X hit points |
| Trapper | You get +2 to tracking checks. You start the game with the combat: throw skill, and can use nets |
| Treasure Map | You start the game with a treasure map leading you to a legendary treasure on a remote island |
| Tricky | You get +1 to any social, or magic check where you are cheating, deceiving, or manipulating someone |
| Tunnel Sense | You gain a +2 to all navigate and survival checks underground |
| Underworld Guardian | You get +1 to attack, defense, and damage rolls against Shadow and its minions |
| War Weary | You take a –1 to both attack and damage, but get +2 to defense, converse and persuade checks |
| Weather Eye | You have an innate sense of the coming weather, and get +2 to survival checks pertaining to weather hazards |