

Racial Descriptors

Dwarf

You're a stocky, broad-shouldered, bearded native of the mountains and hills. You're also as stubborn as the stone in which the dwarves carve their homes under the mountains. Tradition, honor, pride in smithcraft and warcraft, and a keen appreciation of the wealth buried under the roots of the world are all part of your heritage. Those who wish you ill should be wary of your temper. When a dwarf is wronged, he never forgets.

You gain the following characteristics:

Stalwart: +2 to your Might Pool.

Skill: You are trained in Might defense rolls.

Skill: You are trained in tasks related to stone, including sensing stonework traps, knowing the history of a particular piece of stonework, and knowing your distance beneath the surface.

Skill: You are practiced in using axes.

Skill: You are trained in using the tools required to shape and mine stone.

Inability: When you fail an Intellect defense roll to avoid damage, you take 1 extra point of damage.

Additional Equipment: You have an axe.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You found the PCs wandering a maze of tunnels and led them to safety.
2. The PCs hired you to dig out the entrance to a buried ruin.
3. You tracked down the thieves of your ancestor's tomb and found they were the PCs. Instead of killing them, you joined them.
4. Before a dwarf settles down, he needs to see the world.

Elf

You haunt the woodlands and deep, natural realms, as your people have for millennia. You are the arrow in the night, the shadow in the glade, and the laughter on the wind.

As an elf, you are slender, quick, graceful, and long lived. You manage the sorrows of living well past many mortal lifetimes with song, wine, and an appreciation for the deep beauties of growing things, especially trees, which can live even longer than you do.

You gain the following characteristics:

Agile: +2 to your Speed Pool.

Long-Lived: Your natural lifespan (unless tragically cut short) is thousands of years.

Skill: You are specialized in tasks related to perception.

Skill: You are practiced in using one bow variety of your choice.

Skill: You are trained in stealth tasks.

In areas of natural woodland, you are specialized in stealth tasks.

Fragile: When you fail a Might defense roll to avoid damage, you take 1 extra point of damage.

Additional Equipment: You have a bow and a quiver of arrows to go with it.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Before putting an arrow in the forest intruders, you confronted them and met the PCs, who were on an important quest.
2. Your heart yearned for farther shores, and the PCs offered to take you along to new places.
3. Your home was burned by strangers from another place, and you gathered the PCs along the way as you tracked down the villains.
4. An adventure was in the offing, and you didn't want to be left behind.

Halfling

Your greatest goal is retirement in the comforts of your own home. A place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples. But even these wanderers love peace, food, hearth, and home, though home might be a wagon jostling along a dirt road or a raft floating downriver.

You gain the following characteristics:

Small and Practical: +2 to your speed pool.

Lucky: When you roll a 1 on any roll, you can reroll the die and must use the new roll.

Brave: You are trained in Intellect defence rolls against being frightened.

Nimble: You can easily slip through creatures that are larger than you. You are considered small.

Skill: You are trained in using musical instruments.

Skill: You are trained in stealth tasks in cities and small spaces with people, as a tavern.

Additional Equipment: You have a dagger.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. An old friend knocked on your door, promising adventures beyond your wildest beliefs.
2. You were hired to entertain at an event of some kind.
3. Somebody broke into your home and ate your entire supply of food, and you are trying to find out who done it.
4. Your uncle left for adventures and came home a changed man. You want this transformation for yourself.

Human

In the reckoning of most worlds, humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves and dragons. Perhaps it is because of their shorter lives that they strive to achieve as much as they can in the years they are given. Or maybe they feel they have something to prove to the elder races, and that's why they build their mighty empires on the foundation of conquest and trade. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the world.

Versatile: You choose one of the available Descriptors to add to your character.

Dragonborn

You are born of dragons, as the name proclaims, and you walk proudly through a world that greets you with fearful incomprehension. Shaped by draconic gods or the dragons themselves, dragonborn originally hatched from dragon eggs as a unique race, combining the best attributes of dragons and humanoids. Some dragonborn are faithful servants to true dragons, others form the ranks of soldiers in great wars, and still others find themselves adrift, with no clear calling in life.

You gain the following characteristics:

Draconic Heritage: +2 to your Might Pool, and +1 to your Intelligence Pool.

Draconic Ancestry: You have powers of dragons. Choose one of the following ten powers:

- Black Acid (line, Speed defence)
- Blue Lightning (line, Speed defence)
- Brass Fire (line, Speed defence)
- Bronze Lightning (line, Speed defence)
- Copper Acid (line, Speed defence)
- Gold Fire (cone, Speed defence)
- Green Poison (cone, Might defence)
- Red Fire (cone, Speed defence)
- Silver Cold (cone, Might Defence)
- White Cold (cone, Might Defence)

You are Specialized in defence against the chosen type of damage, and you get a breath weapon of the chosen type and damage. It does your character level times 3 in damage.

Additional Equipment: You have a staff.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You convinced one of the other PCs to tell you what he was doing.
2. A sibling recommended you to the other PCs
3. You saved one of the PCs at an earlier date, and now they need your help once more.
4. You have grown weary of your isolation. Joining the other PCs gives you a chance to belong.

Gnome

A constant hum of busy activity pervades the warrens and neighbourhoods where gnomes form their close knit communities. Louder sounds punctuate the hum: a crunch of grinding gears here, a minor explosion there, a yelp of surprise or triumph, and especially bursts of laughter. Gnomes take delight in life, enjoying every moment of invention, exploration, investigation, creation and play.

You gain the following characteristics:

Gnomish Thinking: +2 to your Intellect pool.

Gnome Cunning: you are trained in all intellect defence rolls against magic.

Skill: You are trained in using tools to tinker with mechanical objects.

Skill: You are specialised in tasks related to perception in the dark.

Skill: You are small, and are trained in defensive tasks against larger opponents.

Skill: You are trained in tasks related to magical items, alchemical items, or technological devices.

Additional Equipment: You start with a wrench.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You heard what the other PCs were up to and suddenly decided to join them.
2. You pulled everyone together after you heard rumors about something interesting you want to see or do.
3. You blew all of your money and now find yourself strapped for cash.
4. You're in trouble for acting recklessly. You join the other PCs because they offer a way out of your problem.

Half-Elf

Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. Some half-elves live among humans, set apart by their emotional and physical differences, watching friends and loved ones age while time barely touches them. Others live with the elves, growing restless as they reach adulthood in the timeless elven realms, while their peers continue to live as children. Many half-elves, unable to fit into either society, choose lives of solidarity wandering or join with other misfits and outcasts in the adventuring life.

You gain the following characteristics:

Of Two Worlds: +2 to your Intellect pool, and +1 to either your Might pool or your Speed pool.

Fey Ancestry: You are trained in defensive tasks against being charmed, and magic can't put you to sleep.

Human Traits: You choose one of the available Descriptors to add to your character.

Half-Orc

Whether united under the leadership of a mighty warlock or having fought to a standstill after years of conflict, orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.

You gain the following characteristics:

Might of Groomish: +3 to your Might pool.

Menacing: You are specialized in tasks related to intimidation.

Relentless Endurance: When your pools are reduced to zero, it drops to 1 instead. This only works once per pool per 10h recovery roll.

Savage Attacks: When you roll a Minor effect or Major effect, you may roll a second attack.

Skill: You are trained in tasks related to persuasion.

Inability: When you fail a task related to your honor or being taunted, you initiate combat.

Additional Equipment: You have a club.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You suspect that you might gain a long-term advantage from helping the other PCs and may be able to use that advantage against your enemies.
2. By joining the PCs, you see an opportunity to grow your personal power and status at the expense of others.
3. You hope to make another PC's life more difficult by joining the group.
4. Joining the PCs gives you an opportunity to escape justice for a crime you committed.

Tiefling

To be greeted with stares and whispers, to suffer violence and insult on the streets, to see mistrust and fear in every eye: this is the lot of the tiefling. And to twist the knife, tieflings know that this is because a pact struck generations ago infused the essence of Asmodeus - Overlord of the Nine Hells - into their bloodline. Their appearance and their nature are not their fault but the result of an ancient sin, for which they and their children and their children's children will always be held accountable.

Infernal Bloodline: +3 to Intellect pool

Hellish Resistance: You are specialized in tasks regarding defence against fire.

Infernal Legacy: At first, third and fifth Tier, you choose one ability from the corresponding tier of Magic Flavor.

Inability: You are generally mistrusted by everyone. Increase the difficulty regarding social tasks by one step.

Additional Equipment: You have a cloak.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. It seemed weird, so why not?
2. Whether the other PCs realize it or not, their mission has to do with something weird that you know about, so you got involved.
3. As an expert in the weird, you were specifically recruited by the other PCs.
4. You felt drawn to join the other PCs, but you don't know why.

Types

Barbarian

Explorer flavored with combat

Bard

Speaker

Cleric

Speaker flavored with magic

Druid

Explorer flavored with magic

Fighter

Warrior

Monk

Explorer

Paladin

Warrior flavored with magic

Ranger

Explorer

Rogue

Explorer flavored with stealth

Sorcerer

Adept

Wizard

Adept flavored with magic