



BEASTKIN

Wild souls with animal traits—wings, claws, tails, or more. Beastkin thrive on the edge of civilization, guided by instinct and curiosity. Scouts, wardens, and survivors, they bond fiercely with those who earn their trust.

DWARF

Sturdy, stone-born folk of Ironhold. Dwarves are resilient, loyal, and skilled in craft and battle. Tradition and clan shape their lives; endurance is their legacy.

ELF

Ancient, graceful, and psionic. Elves are attuned to mind and spirit, living in harmony with nature and memory. Their senses and discipline are unmatched.



HUMAN

Ambitious, adaptable, and diverse. Humans thrive in every land, driven by dreams and ingenuity. They shape the world with their will.



KOBOLD

Small, draconic tricksters with a knack for traps and tinkering. Kobolds are clever survivors, thriving in tunnels and ruins.



ORC

Resilient and bold, orcs are driven by exploration and survival. Their strength and perseverance are legendary.



SYDEREAN

Mystical, plane-touched beings with celestial or fiendish traits. Sydereans walk between worlds, marked by cosmic power.



SMALLFOLK

Small, clever, and community-minded. Gnomes and halflings survive with luck and wit, fitting in anywhere.

ELF

- Size: Medium
- Speed: 30 ft.
- Senses: Adv. Perception (sight/hearing), see in dim/lightly obscured
- Magic Ancestry: Adv. vs. charm, immune to sleep
- Trance: 4 hr. meditation = 8 hr. rest

DWARF

- Size: Medium
- Speed: 30 ft.
- Darkvision: 60 ft.
- Resilience: Adv. vs. poison, resist poison
- Toughness: +1 HP per level

BERSTKHIN

- Size: Medium or Small
- Speed: 30 ft.
- Skill: Perception or Survival
- Natural Weapon: 1d6 (choose type)
- Adaptation:
 - Avian (fly), Agile (climb), Aquatic (swim), or Sturdy (AC 13 + DEX, carry more)

DRC

- Size: Medium
- Speed: 30 ft.
- Senses: Adv. Perception (sight/hearing), see in dim/lightly obscured
- Perseverance: Enter stasis instead of dying from exhaustion/suffocation
- Stalwart: Save at start of turn

KOBOLD

- Size: Small (or Medium Truescale)
- Speed: 30 ft.
- Darkvision: 60 ft.
- Tinker: Add d8 to tool checks
- Adaptation:
 - Fierce (Small): Reaction attack vs. Large+ foe
 - Truescale (Medium): AC 13 + DEX, resist one damage type

HUMAN

- Size: Medium or Small
- Speed: 30 ft.
- Skill: Any
- Talent: Any (meet prerequisites)

SMALLFOLK

- Size: Small
- Speed: 30 ft.
- Grounded: 1/day reroll failed save, gain 1 Luck
- Small Stature: Move through/hide behind Medium+ creatures
- Adaptation:
 - Gnome: Darkvision 60 ft., minor illusion cantrip
 - Halfling: Adv. vs. charm/fear

Syderean

- Size: Medium
- Speed: 30 ft.
- Darkvision: 60 ft. (30 ft. magical darkness)
- Resistance: Necrotic
- Adaptation:
 - Celestial: 1/day, spectral wings (fly), radiant damage
 - Fiendish: 1/day, frighten nearby, necrotic/fire damage