

## RACES OF ATHIA

The world was once lush with life. Various races, cultures, and people peppered the land. Great Elven kingdoms populated the forests, mighty Dwarven clans ruled the hills, and Orc villages were beyond counting. Now, following the devastation of the Great War and the plight of the Sickness, the races of the world are nowhere near their previous numbers. With as much as fifty percent of the world's population slain in the Great War, countless others lost to the Sickness, and even more falling to starvation and disease, the world today is a completely different place. Humans are the predominant Race in Athia, outnumbering all other races combined. As Athia's denizens sought to rebuild their lands or tried to rekindle their traditional cultures, they have done so in the civilized human world. Each of Athia's surviving Races is described below, using the following breakdown:

- **Racial Traits:** This is a short listing of the average physical characteristics of a given Race (these statistics are averages and many within Athia are larger or smaller than the numbers listed), their typical lifespan, and any Health bonuses (by tier) for the Race.
- **Physical Description:** This is a macro view of the typical appearance of a given race, how they often present themselves, and what their general make-up is in the eyes of others.
- **Personality:** This is a summation of the stereotypical Race's outlook on life, beliefs, taboos, or other inner workings of their minds and personalities.
- **Society:** This is a quick summary of the race's organization and culture, who their leaders are, and what changes have transpired since the Great War.
- **Pre-War:** This is a snapshot of what a given race was like before war ravaged the lands. It is often worthwhile to know what a race once had to understand how it is coping with those losses.
- **Today:** This section gives a general sense as to what the Race is facing in the present state of the world. It lists changes to the culture, belief, or organization of the Race.
- **Racial Perks:** This is a selection of racial benefits the Player may choose from to help define their given character. Each Character has two Racial Perks, and those Perks chosen must come from that Character's Race. Each Racial Perk is considered to always offer its benefit unless otherwise stated in the Racial Perk itself.

## HUMAN

The Age of Men is upon us. More so than ever before are the ambitions of these Humans, the predominant Race, likely to direct the very course of Athia.

### Racial Traits

- Average Height: 6 feet (males), 5 feet 8 inches (females)
- Average Weight: 215 pounds (males), 180 pounds (females)
- Lifespan: 60 years
- Fatigued: +1
- Battered: +1
- Injured: +1

**Physical Description:** Humans vary from place to place, often modeled by the environments in which they reside. Some are darker skinned, some fair. Some have light hair, others dark. Some put forth a great deal of effort in their appearance, yet others seem content to remain practical. One thing is common amidst the features of men, and that is their ears. Humans have the only rounded ears in Athia, and as such seem to have no connections to the ancient Faie. This has led many to argue where it was that humans stemmed from. Though they might have long hair, short hair, no hair, green eyes, brown eyes, red skin, or wear embroidered robes, they seem to be somewhat out of place amidst the rest of the peoples of Athia.

**Personality:** Ambition, pragmatism, judiciousness, and curiosity are all common traits to humankind. As the lands of men are vast and their people varied, it is difficult to pinpoint individual quirks or measures of personality, but one thing is for certain, Humans are never content with what they have. There is always something more to do, something else to explore, or some other avenue to pursue. Humans covet change, be it for better or worse. It is this vigorous lifestyle that often separates them from the other races of Athia. Some may be suspicious of the humans, knowing full well that their interests now may not be their interests later – let alone the interests of their successors.

**Society:** Humans, more than any other race, are organized by laws and rules. Aside from the commonality of laws amongst Humans, the lands of men differ greatly. Some lands are headed by a single figure, some by a council, and yet others are represented by divine right. One thing is typically true about human society: it is organized and governed in some fashion or another. Humans are also some of the most militant people in all the lands, having guards, security forces, and going back far enough, some of the single largest armies in Athia.

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**Pre-War:** Humans are an industrious and driven lot. They are responsible for some of the greatest construction in Athia. Most of the roads were all built by human hands, most of the maps ever drawn were drawn by human explorers, and the greatest of all cities were raised by the efforts of men. Before the war, the various kingdoms of men each had their own interests and struggles. Kingdom often fought with kingdom, and petty squabbles over land, people, and titles were all that drove man's interests. Eventually things settled down, most of the Kingdoms focused on their own internal interests, and the map was divided fairly enough that no great interests to march armies against one another arose.

**Today:** The Red Orc army has been defeated, the Kingdoms have become Houses, the Sickness has been fought on every front, and although the humans have survived it all, they have had little time to recover. Where their cities were once filled with endless seas of people, now entire neighborhoods lie vacant. Farmlands have overgrown, roads have become impassable, and there are very few to uphold the laws of the land. Today most humans have just finished repairing their homes, plowing their land, or stepped out beyond their gates. They squabble amidst themselves as to who among them should lead. The desire to trade and communicate once more is there, and once the humans get an inclination it takes a great deal to dissuade them from their paths. Humans are viewed as the saviors of Athia by most, but as greedy or as having waited too long by others. Their faiths have nearly overtaken the world, and now it would seem they have the attention of all the races, though none know for certain what they will do next.

### Racial Perks

Players may choose any two Racial Perks for their Human character from the collection below:

#### **Adapted**

You have been practicing and training since an early age. You may select one additional Ability from your Class or the list of General Abilities.

#### **Arcane Resilience**

Your body or spirit has an inherent resistance to the destructive powers of Arcane magic. Characters with this Perk have a Damage Reduction equal to your Character Level against all harmful Arcane Spells.

#### **Courageous**

Not even death itself gives you pause. A Character with the Courageous Perk gains a +1 to their Daring.

#### **Exceptional**

You are a bit of a protégé. Characters with the Exceptional Perk have their maximum modifier for any one Attribute raised to +4.

**Forceful**

Conditioning and physical preparations have made you very enduring. Characters with the Forceful Perk gain an additional point of Stamina per Level.

**Hunter**

Knowing your prey, you never come home empty handed. A Character with the Hunter Perk has Advantage on any Hit Check and Damage roll versus one specific Family of Monster (chosen when this Perk is gained).

**Resilient**

Hardened by life or battle, you are a tough nut to crack. You gain an additional point in your Fatigued Health tier per Level.

**Sharp**

You have spent more time than most honing your skills. Characters with the Sharp Perk begin the game with four (+4) additional Talent points.

**Shieldsman/Shieldmaiden**

You are a trained defenseman of your homelands. A Character with the Shieldsman/Shieldmaiden Perk has Training with Shields.

**Spiritual**

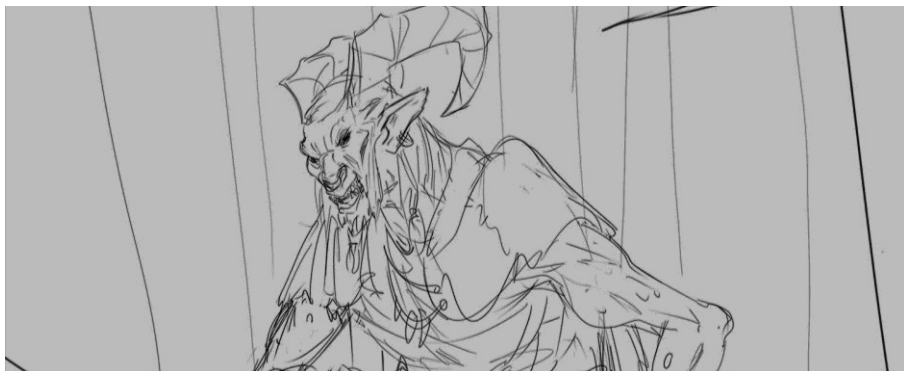
You have always had the eye of one of the gods. Characters with the Spiritual Perk gain a +2 to their Favor.

**Swordsman**

Practice makes perfect, and you've practiced with the sword far more than the others around you. You gain Proficiency with all Swords.

**Urban**

You are always in your element within the confines of civilization. A Character with the Urban Perk has Advantage on all Talent Checks when in a city environment.



## BANTAM

Named for their diminutive size the Bantam are a colorful and resourceful people wowed by change and keen on social interaction.

*Racial Traits*

- Average Height: 3 feet (males), 2 feet 9 inches (females)
- Average Weight: 45 pounds (males), 40 pounds (females)
- Lifespan: 80 years
- Fatigued: +2
- Battered: +1
- Injured: +0

**Physical Description:** Bantam are tiny people, many about the size of a human child. They are svelte, wispy creatures with a spring in their step and a gleam in their eyes. Most unique about the Bantam is their coloration. When a Bantam is born their skin, hair, and eye coloration matches their environment. In the forest a Bantam might have brown hair, green skin, and dark eyes. In the frozen north a Bantam would have pale hair, light eyes, and alabaster skin. In fact, a Bantam's coloration changes with their environment. After spending but a few days in an environment the Bantam's skin, hair, and eyes all start to change to match their surroundings. Full color conversion is typically completed within a week. Bantam ears are slightly pointed to reflect their Faie heritage, but otherwise their facial features are very humanoid in appearance.

**Personality:** Inquisitive and sociable are likely the two words to best describe the Bantam. They love new things, are a very welcoming people, and are constantly on the lookout to make things better. Bantam are consummate optimists, brimming with life, and always a font of enthusiasm. Finding a quiet, sullen, and stoic Bantam could be a lifelong task. Bantam are always willing to join in on new activities, find excuses for celebration, and uplift the spirits of those around them.

**Society:** The Bantam are not a horribly organized lot, but can be easily brought together by bright ideas, charming notions, or notable leaders. They are often celebrating something or another: the end of the Great War, romanticized heroes, or an endless calendar of holidays. Bantam often live independent lives, believing in self-reliance above all, but are quick to come together in times of great need.

**Pre-War:** Before the war, Bantam freely roamed the vast tundra of Athia. They were hearty people with a love for new things. They were in constant contact

with many of the other races, often seen as trustworthy if a bit flighty. They gathered in several small villages composed of bordei huts; small half-dugout shelters with low roofs to avoid the winds. Of all the races of Athia, Bantam were the most accepting. They found the other races intriguing, wanted to hear their tales, share in their experiences, and trade for their wonderful wares.

**Today:** When Krullus turned to the Bantam homelands following his betrayal of the Goblins, the Bantam were devastated. Not being a militaristic people, the Bantam provided little resistance to the war-hardened Orcs. Those that chose to stand their ground to defend their homes and families were killed, and those that escaped did so only because of their familiarity with their lands. They ran to the cities of men, knowing that they would be far better defended. It was their hope that their friendly relations with men would ensure their welcome. At the end of the Great War and having little in the way of homelands to return to, the Bantam chose to remain with their Human friends. The Sickness afflicted the Bantam just as it had each other race. Residing with their human hosts, the Bantam fought and suffered shoulder to shoulder with the men around them in that dark time. Now, having lost their homelands, relocated in the cities of men, and survived the Sickness, Bantam live an urban life – favoring the resources of the city to the scavenging of their tundra homelands.

### Racial Perks

Players may choose any two Racial Perks for their Bantam character from the collection below:

#### **Ardent**

You have always been one to hold to your convictions and beliefs. A Character with the Ardent Perk has Advantage on any Faith Check.

#### **Camouflage**

You have surprising control over your body's coloration. As such you can adapt to your surrounding environment very quickly. You gain Advantage on any Stealth Check.

#### **Giant Slayer**

You are skilled in facing the predators of your people. A Character with the Giant Slayer Perk has Advantage on any Hit Check and Damage roll versus any creature of the Savage family.

#### **Haggler**

You have a knack for getting the best of deals. A Character with the Haggler Perk may purchase any Arms, Armor, or Gear at a 50% discount. Likewise, they earn full price for any used Arms, Armor, or Gear they sell.

**Lucky**

Fortune has always found a way to smile upon you. A Character with the Lucky Perk can bank one (1) reroll any time they score a Critical Success on a Check. These Lucky rerolls can be used for any other roll. Only one reroll can be banked at a time, and once used another can be banked with any subsequent Critical Success.

**Motivational**

You've always had a talent for getting others to see your way of things. A Character with the Motivational Perk has Advantage on any Charisma Check.

**Nimble**

You have a natural agility unlike all others. A Character with the Nimble Perk has their maximum Dexterity modifier raised to +4.

**Quick**

Swift and speedy, you make for a very hard target. You gain a Damage Reduction from physical attacks equal to your Dexterity Modifier.

**Survivalist**

You know your homelands like the back of your hand. A Character with the Survivalist Perk has Advantage on all Talent Checks when in a tundra environment.

**Traditional**

You've trained with the traditional weapon of your people. A Character with the Traditional Perk gains proficiency with Bolas.

**Underfoot**

You've managed to turn your size into an advantage in combat. A Character with the Underfoot Perk may cause any single Hit against them to miss, once per session.

**Wary**

Just as you are interested in the goings on around you, you are also very aware of your surroundings. A Character with the Wary Perk gets to take an Action in the Surprise round when Surprised.

## DWARF

Born in the hills and mountains, hearty, resourceful, and dauntless, the Dwarves are consummate survivors, unwilling to go quietly into the night.

### Racial Traits

- Average Height: 4 feet 6 inches (males), 4 feet 4 inches (females)
- Average Weight: 195 pounds (males), 180 pounds (females)
- Lifespan: 80 years
- Fatigued: +0
- Battered: +2
- Injured: +1

**Physical Description:** Dwarves are a stocky race, shorter than that of a man, but easily one and a half times his width. Their squat, compact bodies are often well-muscled, a result of their hearty and physically demanding lifestyle. Dwarven men and women typically grow their hair long, often styling it in braids with beads and trinkets to represent their clan, faith, or personal interests. The men often grow elaborate beards as a status symbol, the longest denoting a Dwarf of very high station. Their eyes are typically green, brown, or an in-between hazel. Their hair is often red, brown, or sometimes black. Dwarven ears are pointed because of their Faie heritage, and commonly have larger lobes.

**Personality:** The hardships and isolation that the Dwarves have had to endure has made them a very cautious, stubborn, and untrusting lot. They are often skeptical, overly practical, and unlikely to indulge in what they might otherwise consider frivolous activity. This is not to say the Dwarves have no reason to celebrate, just that their celebrations are few and far between. Dwarven women have always been equals to the men and serve side by side with their male counterparts in every aspect of Dwarven society.

**Society:** Dwarves have always been defined by their ancestors, clans, and families. Dwarven society is based on a caste system, and as such Dwarves have a great deal of their lives decided for them at the moments of their births. Each of the Dwarven clans is headed by an individual Dwarf, who is then responsible for the welfare of their entire clan. Dwarven settlements range from forts among the forested highlands to cities within the mountains. Communities are often controlled by individual clans, but there are rare examples of successful collaborative colonies.

**Pre-War:** Dwarves once lived solely above ground, living in the hills and mountains of Athia. There they embraced a frontiersman mindset, exploring and surviving amidst the wilds. They started off as trappers and hunters, but soon



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discovered precious metals, gold, and even gems. They traded with the rest of the world, offering up their valuable findings in return for food and supplies. Further and further into the earth they dug, and when the Red Orcs came it was elaborate mines and tunnels that eventually provided them a means of escape from the Red Orc hordes. They retreated into the earth, collapsed the entries to their tunnels, and hid themselves away from the rest of the world.

**Today:** Many Dwarves died at the hands of the Red Orcs, even before the Great War began. Those that retreated into the mountains struggled to survive. New homes had to be built, new ways to hunt and grow food found, and everything they'd otherwise become accustomed to rethought. Now the Dwarves have all new cities, all new lifestyles. Many were lost – those prior to retreating into the earth, those that died soon after, those who joined the forces of men and were slain by Krullus and his Red Orcs, and those who brought the sickness back with them into the underground cities. The Dwarves are a stubborn and sometimes untrusting lot. They want the best for themselves and their clan. Having struggled for so many years now they are unwilling to take anything for granted.

### Racial Perks

Players may choose any two Racial Perks for their Dwarf character from the collection below:

#### **Acclimated**

You have lived amidst climate extremes your entire life. You are immune to all hot or cold temperatures except for those that are Damage inducing.

#### **Dark-Born**

You were born underground, amidst the darkness, and as such you have a natural night-vision through which you can navigate in complete darkness.

#### **Frontiersman**

You've rekindled a Dwarf's talent to thrive within the wild. A Character with the Frontiersman Perk has Advantage on any Survival Check.

#### **Hardy**

Durable, stout, and enduring – you are a Dwarf's Dwarf. You gain an additional point in your Injured Health tier per Level.

#### **Martial Training**

You've been taken aside at one point or another and shown how to defend yourself in traditional Dwarven fashion. You gain Proficiency with all hammers.

**Ogre Slayer**

You are skilled in facing the predators of your people. A Character with the Ogre Slayer Perk has Advantage on any Hit Check and Damage roll versus any creature of the Logryn family.

**Quick Recovery**

Even for a Dwarf you recover quickly. A Character with the Quick Recovery Perk has Advantage on any Recuperation Check.

**Sound**

You are the epitome of resilience. A Character with the Sound Perk has their maximum Constitution modifier raised to +4.

**Stout**

The tales of Dwarves being hard to take down ring true for you. You do not suffer any penalties while Battered. You do, however, suffer both the penalties when Injured (having to choose between an Action or a Maneuver, and suffering Disadvantage on all Checks) as normal.

**Underworldly**

You are accustomed to subterranean survival. A Character with the Underworldly Perk has Advantage on all Talent Checks when underground.

**Vigorous**

You simply will not quit, giving all you have in every confrontation. You regenerate 1 point of Stamina each round in combat.

**Z-Catcher**

You are accustomed to getting your sleep when, where, and how you can. A Character with the Z-Catcher Perk has Advantage on any Combat Rest Check.



## ATHIA ELF

Once one of the most noble and advanced of all the races, the Elves now barely cling to their survival, let alone sanity.

### *Racial Traits*

- Average Height: 5 feet 3 inches (male), 5 feet 3 inches (female)
- Average Weight: 135 pounds (male), 115 pounds (female)
- Lifespan: 80 years
- Fatigued: +0
- Battered: +1
- Injured: +2

**Physical Description:** Slightly smaller than a typical human, Elves are lither than their counterparts. They have the bone structure of centuries of noble breeding, and despite their current troubles are very comely. They have pointed eyebrows and long pointed ears to reflect their Faie heritage. Their hair varies between copper, gold and silver, and Elves have eyes of gray, blue and violet. Though they once wore ornate robes or armors, they are now commonly found wearing whatever apparel they can find. Elven faces show the weariness of the last several years, and where their lifestyles and magic once carried them throughout the centuries, their lives can now be measured in decades.

**Personality:** Elves are broken – mind, spirit, and body. Everything they once knew is gone. Everything they thought had meaning now seems frivolous. Where they once spent years carving scrollwork into a helmet, they now see that as little more than a waste of time. Fields where magic once ensured bountiful harvests have now been replaced with salted earth and expanses of weeds. Doubt and even madness plagues the elves, and those who have risen above it are faced with the struggles of their own survival. Elves, once the font of knowledge and examples of civilization, have been reduced to little more than beggars and vagabonds. Some Elves, however, are trying to piece their lives and societies together, but those few are the minority.

**Society:** Elves once had a very elaborate civilization, steeped in art, culture, technology, and magic. They were the one race that everyone else looked up to. Now they number few, scattered across the lands, without much organization or leadership. They have fractured into a more tribal and barbaric way of life, trying to piece back together what they once had, still struggling to make it day by day.

**Pre-War:** Before the Great War Elves enjoyed the finest music, the finest wine, the finest clothes, and arguably the finest way of life. They were secluded in woodland cities once populated by their Slyph creators; in harmony with nature

and enshrouded with powerful magic. They lived for centuries, studied arcane arts, recorded the histories of the world, and otherwise had evolved into one of the most civilized cultures on Athia. However, in their security came complacency, and when the Red Orcs rose up the Elves assumed those who understood the powers of magic, or who had fought in wars centuries ago, would take care of the threat. They were sorely mistaken.

**Today:** Having lost the greatest of their cities, the towers that held the arcane secrets of the cosmos, the libraries that held the histories of the world, and the artistic talent they had come to depend upon, Elves have been set back millennia. What they believed was a perfect and impenetrable world now lies in ruins. Countless numbers of their own have been slain, their cities lost or burned to the ground, and what was once a lofty culture is today seen as a sham. They had believed they were the pinnacle of perfection, but when Krullus' hordes came they posed little more than a distraction to the mighty Orc army. Everything they had believed unsurpassable about their technology, magic, tactics, and even culture was crushed in a blink of an eye. Elves are now struggling to find themselves in this dark world, and to find meaning in the lives they once lived. Today the Elves still mourn their losses, wish this was all a bad dream, and endeavor to find a meaning to life. They are scattered, trying to pull themselves up, or perhaps slipping further and further into the abyss of insanity. They strain to start their entire race all over again.

### **Racial Perks**

Players may choose any two Racial Perks for their Elf character from the collection below:

#### **Academian**

Whether formally or informally, you have had the rare opportunity of receiving an education. A Character with the Academian Perk has Advantage on any Scholar Check.

#### **Arcane Potency**

Despite all your people's losses, you carry with you a shard of arcane power. A Character with the Arcane Potency Perk begins with +1 Mana.

#### **Beast Hunter**

You are skilled in warding off the predators of your people. A Character with the Beast Hunter Perk has Advantage on any Hit Check and Damage roll versus any creature of the Beast family.

#### **Blasé**

Be it madness or mental fortitude, your mind is your own. Characters with this Racial Perk are immune to all mind affecting magic.

**Bowman**

You've been taught the art of the bow, as once all Elves were taught. You are considered Trained with all bows.

**Brilliant**

You are either profound or have found the genius in madness. A Character with the Brilliant Perk has their maximum Knowledge modifier raised to +4.

**Detached**

Your sense of reality is always askew. You suffer one less Round of Disadvantage due to a Reaction in Combat.

**Elven Eyes**

You have watchful and observant eyes. A Character with the Elven Eyes Perk has Advantage on any Notice Check.

**Immune to Disease**

A bit of the old blood runs through your veins, protecting you from the harshest of nature's maladies. You are immune to natural diseases and cannot pass diseases on to others.

**Staunch**

A hard life has led to a hard spirit. You are immune to the Drained State and its effects.

**Talented**

Your hands are proof that not all Elves have lost their touch with true craftsmanship. A Character with the Talented Perk has Advantage on any Craft Check.

**Woodsmen**

The woods have always been your home. A Character with the Woodsmen Perk has Advantage on all Talent Checks when in a forested environment.

## FEROX

Gentle giants, the Ferox are a race of plainsmen whose nomadic life has taken them from one corner of the globe to the other.

### Racial Traits

- Average Height: 7 feet 6 inches (male), 7 feet 3 inches (female)
- Average Weight: 270 pounds (male), 255 pounds (female)
- Lifespan: 50 years
- Fatigued: +0
- Battered: +0
- Injured: +3

**Physical Description:** Ferox are very tall, wiry creatures. Towering over most men, the Ferox are a sight to behold. They have tall heads, gaunt faces, almond orbs for eyes, and long, pointed, narrow ears to reflect their Faie heritage. Their eyes are almost always black in color, reflective, and almost metallic looking. Their hair, typically worn in some form of queue, ranges from brown to black, until they reach middle age when it starts to gray. They have broad chests but narrow hips, wide shoulders but slender arms, and strong thighs but thin calves. They typically wear animal skins or other homemade fabrics. Finally, they often decorate their skin with tattoos and piercings – many are marks of their travels, encounters, or trials.

**Personality:** Ferox are a quiet race, reflective, and slow to anger. They are introspective, considerate, and very respectful of the world around them. They know little of humor, lots about hard work, and can be creatures of habit and tradition. Ferox are a simple people and as such often find value in the small things. Trust is a big thing for the Ferox; it can be slowly earned, but once given it is given fully.

**Society:** The Ferox are a simple people, loosely organized, and nomadic, basing a great deal of their travels upon the seasons and the movement of wild game. Guidance and leadership are typically in the hands of both the greatest warrior and the wisest amidst them. This duality forces each of their leaders to make their points well to sway the other. As such the Ferox evolution has been very tempered, but when an Elder has served their time and reached their end of days it is their responsibility to recuse themselves and head off into the wild to be returned to their maker. Having stayed out of the Great War for the most part, the Ferox are both admired and distrusted by the other races.

**Pre-War:** Before the rise of the Red Orc army, Ferox traveled the lands of Athia freely. Although commonly found traveling throughout the vast plains, at times

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their migrations led them into other areas outside their normal limits of travel. Riding their mighty Haalu, flightless birds with beak-like heads, the Ferox would cover much of the globe in the span of a year. The Ferox never lingered too long in any area, packing up their yurts and animals, and heading out sometimes in as little as a couple of weeks. Once the Red Orcs started their conquests the Ferox did their best to stay out of the way. Although some were swept up in the events of the war, if not caught and killed by the Orcs, many chose to place as much distance between them and their Orc pursuers as possible.

**Today:** Ferox are not without their scars from the Great War. Several tribes were killed, and several others joined the armies of men to fend off the impending Red Orc threat. However, having no lands they called their own and little in the way of possessions, the Ferox had little more than their lives to lose. They continued, traveling the great plains in pursuit of dwindling herds, but faced an altogether different evil. The Ferox's greatest enemy became the Sickness, turning their deceased into shambling undead. With the losses spanning decades and lands plagued with the walking dead, the Ferox had nearly run out of places to hide themselves. Now, slower and ever so cautiously, the Ferox attempt to regain some semblance of their former lifestyle.

### Racial Perks

Players may choose any two Racial Perks for their Ferox character from the collection below:

#### **Active**

You've always been active and energetic throughout your life. A Character with the Vigorous Perk has Advantage on any Athletics Check.

#### **Domesticator**

You have a knack with animals. A Character with the Domesticator Perk has Advantage on any Taming Check.

#### **Fast**

You have not only been running your entire life, but you are incredibly quick. A Character with the Fast Perk has a Base Movement of 30' instead of 20'.

#### **Naturalist**

You are aware of the hidden remedies of the land. A Character with the Naturalist Perk has Advantage on any Hermetics Check.

#### **Never Lost**

You are always aware of where you are headed and where you've been. A Ferox with the Never Lost Perk always knows which direction is which.

**Past Life**

There is a connection between you and the lives your spirit once lived. Once per session you may roll an Untrained Talent Check at Journeyman Expertise (+3) to reflect the fact you've done something like that in a previous life.

**Plainsman**

The vast plains have always been your home. A Character with the Plainsman Perk has Advantage on all Talent Checks when in a plains environment.

**Spirit Totem**

You've a connection with a spirit, an ancestor, or an entity from the world beyond. Once per session you may ask any one question of your totem. Totems can be very insightful and should always have an answer that helps the Character out in some way.

**Strong**

Strong and powerful, you hold a great potential. A Character with the Strong Perk has their maximum Strength modifier raised to +4.

**Traditional**

You've followed in the footsteps of your ancestry, hunting as they have always hunted. You gain Proficiency with the Throwing Glaive.

**Unhampered**

Your power and prowess are uninhibited. You do not suffer penalties to your Stamina from a negative Constitution Modifier, nor from restrictions while in armor.

**Wing Clipper**

Taking down the creatures of the sky happens to be your specialty. You gain Advantage on any Hit Check and Damage roll versus any creature with the Flight ability.





## ATHIA GOBLIN

Nearly wiped off the face of Athia, this matriarchal family of cunning creatures can overcome the greatest of obstacles.

### *Racial Traits*

- Average Height: 3 feet 9 inches (male), 3 feet 7 inches (female)
- Average Weight: 75 pounds (male), 65 pounds (female)
- Lifespan: 40 years
- Fatigued: +3
- Battered: +0
- Injured: +0

**Physical Description:** The Goblin are small creatures whose skin tone varies from a yellow-green color to a vibrant hunter green. They have squat, wide noses, and have large, pointed ears that jut in the opposite direction of their heads. Their hair is often wild, but sometimes can be kept in braids, ponytails, or adorned with beads and decorative bone. A Goblin smile is laced with pointed teeth, and they always seem to have a fire burning in their eyes. They wear simple clothing, often pieced together from various materials, but rarely wear metal in their native environment.

**Personality:** Cunning and cautious, vicious and uncertain, these are the dichotomies of the Goblin people. Being a matriarchal society, men are not typically the thinkers for their kind. The men act, and the women plan. As such you might find a female Goblin to be wily and manipulative but reluctant to act, and the male willing to chew your arms off if he just got the nod to do so from someone else. The Goblin are very devout to their clans and families. They believe whole-heartedly in working together. Looking out for your fellow Goblin, or whomever the Goblin may have attached themselves to, is a philosophy clung to by all.

**Society:** Goblin society is matriarchal, headed by the Goblin Queen. Female Goblin are rare; only one in ten births are women, and those women make up the political, advisory, and noble portion of society. The Queen decides who mates and who does not, usually granting her own daughters the right to mate to surround herself with her own blood. Her sons serve as her honor guard, and grandchildren serve in roles of station above the others. She'll serve as Queen until she is no longer fertile, at which point typically her eldest daughter will then ascend to the throne. The males in Goblin society serve as the workers, warriors, and laborers, following the guidance and wishes of their female counterparts.

**Pre-War:** Before the Great War the Goblin were large in number. Their clans littered the arid lands of Athia, with camps totaling as high as fifty thousand Goblins. They had formed an alliance with their Orc neighbors when they faced off against the Reptilian uprisings. Together the Goblins and Orcs forged a tight and meaningful bond. Their combined tactics proved formidable against the countless Kobold and Lizardmen who attempted to infringe upon their lands. Goblins thrived, raised their great boar, hunted the high desert, and otherwise kept to themselves. When Kral-Tarkhan Krullus decided to break that alliance, the Goblins were nearly killed off completely.

**Today:** Very few Goblin clans managed to escape Kral-Tarkhan Krullus' bloodlust. It took everything the Goblin could muster to keep a step ahead of Krullus' scouts. The Goblin hid throughout the lands of Athia, disappearing to the best of their ability out of sheer fear that the Red Orc army would kill them on sight. But just when the Goblin seemed to have their revenge in allying with the Human Houses and defeating the Red Orc army, the Sickness followed swiftly in the wake of the war. Already numbering few, Goblins were forced to huddle up in their caves and villages in hopes of staving off the hordes of undead. Though some Goblins had integrated into human society, most of them have been isolated for generations as the Sickness ceased all trade and communication. Only now are Goblins starting to look away from their homes to determine whether it is safe or not to step outside.

### *Racial Perks*

Players may choose any two Racial Perks for their Goblin character from the collection below:

#### **Arid King**

The arid wastes have always been your home. A Character with the Arid King Perk has Advantage on all Talent Checks when in an arid environment.

#### **Aware**

You are alert, observant, and have great awareness. A Character with the Aware Perk has their maximum Instincts modifier raised to +4.

#### **Boney Brow**

Like the goblins of old, you have an unusually thick skull. Being afforded with such a natural helmet, you are immune to the Stunned State.

#### **Cast-Iron Stomach**

Goblin desperation has resulted in you having been born with the ability to gain sustenance consuming any organic material.

**Enduring**

You rarely tire or find your body giving out on you. A Character with the Enduring Perk has Advantage on any Endurance Check.

**Fast**

You have not only been running your entire life, but you are incredibly quick. A Character with the Fast Perk has a Base Movement of 30' instead of 20'.

**Focused**

You have always been able to center your attention. A Character with the Focused Perk has Advantage on any Concentration Check.

**Group Tactics**

Fighting with others is something of a specialty of yours. You gain a +1 on any Hit Check against any Target already engaged with an opponent.

**Nocturnal**

You were born, raised, and survive via the night, as such you have a natural night-vision through which you can navigate in complete darkness.

**Pickpocket**

You have always been able to provide for yourself at the expense of others. A Character with the Pickpocket Perk has Advantage on any Thievery Check.

**Scale-Slayer**

Taking down the scaly creatures happens to be your specialty. You gain Advantage on any Hit Check and Damage roll versus any creature of the Reptilian family.

**Traditional**

You know the value of a silent and lethal dose of poison. You gain Proficiency with the Blowgun.

## ORC

Honorable and courageous, Orcs struggle to redeem themselves in the eyes of a world torn apart by their own kind.

### Racial Traits

- Average Height: 6 feet 9 inches (male), 6 feet 5 inches (female)
- Average Weight: 350 pounds (male), 275 pounds (female)
- Lifespan: 50 years
- Fatigued: +1
- Battered: +2
- Injured: +0

**Physical Description:** A true Orc has a short nose, sunken features, black eyes, and long, upward pointed ears to reflect their Faie heritage. One peculiarity of Orcs is their coloration; it is based upon their diet. Those that eat fish and seafood heavily are green in color, those that eat the whiter meats of poultry and pork tend to a grayish color, and those that eat red game meats have a more brownish tone. They can have tusks on their lower jaw, thick hides, broad shoulders, long arms and fingers, and large hands and feet. Their hair is often teased into dreadlocks, kept in tufts, or shaved off completely. They commonly wear the skins of great beasts if not otherwise wearing armor. They typically have dour, stern expressions on their faces, and a worthwhile weapon within arm's reach.

**Personality:** Despite their somewhat monstrous appearance, the Orc are a very honorable and proud people. They value strength, decisiveness, courage, and leadership. They are inclined towards a "might makes right" mentality, but it is tempered with practical prudence. Orc society is based upon combat and martial prowess. Ritual suicide is often preferred over living as a crippled warrior, and many Orc have helped a fellow warrior to die with honor. The Orc often view death as a celebration, as a passing from a hard life to an easy one. It is an Orc belief that a warrior who remains strong, courageous, and vigilant is rewarded with a tankard of endless ale, a harem of beautiful women, and a land all his own in the next world.

**Society:** Orcs have always been organized by clan, with each hailing from a specific area of the map. Clans are led by Krals, or chieftains, who are typically the strongest amidst a given tribe. The Orc respect their Krals, and only in times of peace may their authority be challenged. They are an honorable society with a strong code of morals, values, and traditions. They value strength, in all its forms, with idleness being their greatest of taboos.

## ATHIA

**Pre-War:** Orcs have always been tied to the waters of Athia. They reside on the coasts, in the swamps, and throughout the wetlands. They use the water in their travels, building longships and following the coasts in search of new places to explore, hunt, and conquer. Orc villages extended across the map, and the further the Orc expanded, the more divided they became. They had always made the Reptilians their enemies and had forged an alliance with their neighbors the Goblin to fend off one of the greatest of uprisings from the Kobolds and Lizardmen.

**Today:** The Great War was a defining moment for the Orcs. Initially, many within the Orc were swept up in Krullus' leadership. However, as time went on, many Orcs realized that Krullus' dream was not their dream. They fled to the mainland, many were hunted down and killed as their treasonous act caught Krullus' ear. They reached out to the kingdoms of men, tried to warn them that it was only a matter of time before Krullus made his way to their lands, and stood with them in the Five Kingdoms War to prove their dedication against their own kind. However, even with the war won, the Orcs found man's trust wanting. Before much of an effort could be made to rebuild those bridges, the Sickness was upon them. Clans had to bond together to fend off the threat of the undying. Some chose to stay in the lands of men to prove that they weren't the monsters that Krullus' brood was. Some simply choose to fend for themselves. Now the Orcs hope to regain their place in society. Some see Orcs as heroes or victims, where others see them as the reason the Great War started.

### Racial Perks

Players may choose any two Racial Perks for their Orc character from the collection below:

#### **Able-Bodied**

You have a strength and power to you like the Orc of old. A Character with the Able-Bodied Perk has Advantage on any Exertion Check.

#### **Aquatic**

You are like a fish in water. A Character with the Aquatic Perk has Advantage on any Swimming Check.

#### **Fearless**

You are dauntless in the face of all. You suffer one less Round of Disadvantage as the result of determining your Reaction in combat.

#### **Ironclad**

The dangers of Athia are abundant, and you have always prepared for the worst. You gain Training in all armor types (Light, Medium and Heavy).

**Marsh Master**

The wetlands have always been your home. A Character with the Marsh Master Perk has Advantage on all Talent Checks when in a wetland environment.

**Resolved**

You are an exemplar of self-control and self-restraint. A Character with the Resolved Perk has Advantage on any Discipline Check.

**Savage**

You are a force to be reckoned with in combat. Characters with the Savage Perk may roll any one Damage roll at Advantage, once per Encounter.

**Scale-Slayer**

Taking down scaly creatures happens to be your specialty. You gain Advantage on any Hit Check and Damage roll versus any creature of the Reptilian family.

**Scavenger**

Providing for yourself is second nature. You are always able to scrounge up a single meal for yourself each day.

**Traditional**

You were born with an axe in your hand and a fighting spirit in your heart. You gain Proficiency with all Axes.

**Unshakable**

Fearless, stalwart, and intrepid, you make our people proud. A Character with the Unshakable Perk has their maximum Valor modifier raised to +4.

**War-Cry**

With an empowering roar you can stir your fellow combatants. For a single Round you can negate all Disadvantage for all allies within twenty feet (20') of you as the result of Reactions in combat.

