

- **Divinely Gifted:** The gods grant Divine Ones great magical prowess. They gain the Arcane Background: Miracles Edge for free.

- **Golden Wings:** Divine Ones can fly with a Pace of 6.

- **Destined for Greatness:** The gods of good and light only pick true heroes to gain their blessings. Divine Ones have the Heroic (Major) Hindrance.

Faun



Appearance: Fauns stand about 5 feet tall with small horns protruding from their foreheads. The top half of their body is that of a human, and the bottom half is that of a goat. Their fur and hair always match, typically in colors of grey and brown, and occasionally black.

Archetypes: Storytellers, Diplomats, Philosophers, Dreamers.

Culture: Fauns are a jovial sort, hosting parties and dances for other Fauns into all hours of the night. They tend to seclude themselves in the woods, though they do well with other species.

- **Optimists:** Fauns are naturally cheerful people. They gain a free d6 in the Spirit Attribute, this increases the Attribute's maximum by +1.

- **Friendly:** Fauns do well with others. They gain a free d6 in the persuasion skill. This increases the skill's maximum by +1.

- **Fast Hooves:** Fauns can move with ease. They have a Pace of 8 and a d8 Running Die.

- **Sheltered:** Despite their friendliness, Fauns keep to themselves. They aren't familiar with the rest of the world and have the Clueless and Mild Mannered Hindrances.

Frost Dwarf



Appearance: These Dwarves have blue skin and shock-white beards. In all other respects, they look like a standard Dwarf standing at the average height and build.

Archetypes: Ice Mages, Miners, Knights.

Culture: Frost Dwarves live in the frigid mountain tops, where it is particularly cold. In some settings, they have a hatred for Frost Giants if such creatures are used.

They are like Dwarves in many respects, only more aloof and secluded. Their personalities tend to be more rigid than their counterparts, and they are often misunderstood by other races.

- **Built Tough:** Frost Dwarves are hardy creatures who start with a free d6 in the Vigor Attribute. This increases the Attribute's maximum by +1.
- **Frost Resistant:** As a species, Frost Dwarves are very adept at ignoring the cold around them. They gain a +4 bonus to rolls made against cold weather effects and reduce damage from attacks with the cold/ice trappings by -4.
- **Easily Melted:** Frost Dwarves don't do well in heat. They have a -4 penalty to rolls made to resist hot weather and take +4 damage from attacks with the fire/heat trapping.
- **Infra-vision:** Frost Dwarves are so used to the cold that heat stands out to them. They can see on the infrared spectrum and halve penalties for bad lighting.
- **Heart of Ice:** Frost Dwarves are used to dealing with their own kind more than other species and are very blunt. They gain the Mean Hindrance.

Gnome

Appearance: These small creatures have large noses and a sunny disposition.

Gnomes' ears are almost as large as their noses as well. While not all choose to grow a beard, many male Gnomes do.

Archetypes: Negotiators, Tinkerers, Alchemists, Scholars.

Culture: Gnomes very clever creatures who enjoy experimenting and tinkering. While it is not an inherent trait, many of them are very curious about the world around them.

It is not uncommon to see them going out on adventures. They value knowledge, and don't care if the journey to gain it is dangerous.

- **Positive:** Gnomes are very friendly. They gain a free d6 in the persuasion skill. This increases the skill's maximum by +1.
- **Small:** Gnomes tend to be on the smaller side. They have a -1 to size, decreasing their Toughness by -1.
- **Clever:** Gnomes are very smart. They gain a free d6 in the Smarts Attribute. This increases the Attribute's maximum by +1.

Half-Giant



Appearance: These people look like humans, but tower above the standard person at an average of nearly 8 feet.

Half-Giants are a bit bulkier than standard humans, with short hair.

Archetypes: Laborers, Thugs, Warriors.

Culture: These folk have a naturally cumbersome physicality. They do adapt well, and are very diverse like their human half. However, they are still bumbling in many ways.

- **Big:** Half-Giants are much larger than humans, standing almost 8 feet tall and weighing about 500 pounds. This characteristic grants Half-Giants a +2 bonus to size, increasing their Toughness by +2 and increasing the maximum of their Strength Attribute by +1.

• **Adaptable:** Half-Giants are very diverse, much like humans. They gain a free Novice Edge of their choice. They must meet the requirements.

• **Bumbling:** Half-Giants aren't very graceful. They gain a -1 penalty to all Agility rolls.

Half-Ogre

Appearance: Standing almost 7 feet tall on average, Half-Ogres usually have calloused skin and warts on their bodies. Their eyes are sunken-in and their noses are abnormally large.

Archetypes: Brutes, Thugs, Barbarians.

Culture: While they do not possess the insatiable appetite for human flesh of their Ogre ancestors, Half-Ogres are very brutish in nature. They tend to handle situations with weapons drawn. They are smaller than the average Half-Giant, but they are still bulky and the formidable.

• **Strong:** Half-Ogres gain a free d6 in the Strength attribute, this increases the Attribute's maximum by +1.

• **Tall:** Half-Ogres are about 7 feet tall, granting them a +1 bonus to size. This also increases their Toughness by +1 as well as their Strength Attribute's maximum by +1.

• **A face only a mother could love:** Half-Ogres are far from attractive. They gain the Ugly (Minor) Hindrance.

Half-Troll

Appearance: These creatures are typically the size of an average human,



with long ape-like arms and stringy black hair. The skin of a Half-Troll is usually a shade of green. Some of these creatures have tusks protruding from their faces.

Archetypes: Brutes, Barbarians, Enforcers.

Culture: Half-Trolls are relentless and known for their natural inclination to live longer than the average person. They rarely give up when they decide they want something, and it is difficult for them to forget their desires.

• **Resilient:** Half-Trolls may make a natural healing roll once a day instead of once every five days.

• **Long Arms:** Half-Trolls have very long arms. This grants them a Reach +1.

• **Nasty:** Half-Trolls are grotesque to see and usually have a rancid smell. This gives them the Ugly (Minor) Hindrance.

High Elf

Appearance: High Elves are often more pale and thin than their counterparts. Their ears are pointed higher on their head than typical Elves and their eyebrows are eternally furrowed.

Archetypes: Wizards, Oracles, Scholars.

Culture: High Elves are very different from their woodland-loving counterparts. They seem to favor cities or other places with books and easy access to magic. They are more aloof than most Elves and can seem very standoffish to those unacquainted with them.

- **Intelligent:** High Elves are naturally very cunning and have an arsenal of knowledge at their disposal. They gain a free d6 in the Smarts Attribute. This increases the Attribute's maximum by +1.
- **Low Light Vision:** High Elves can see well in little light. They ignore penalties for Dim or Dark illumination.
- **Meditation:** High Elves meditate for half the time a normal human sleeps instead of needing a full night's sleep.
- **Full of Themselves:** High Elves tend to look down on others who they deem less intelligent. They gain the Arrogant Hindrance.

Hobgoblin

Appearance: These creatures stand taller than the average Goblin, but shorter than most humans. Hobgoblins have gray, calloused skin and pointy ears. They have fangs that protrude from their lips and reddish colored eyes.

Archetypes: Captains, Soldiers, Thugs, Hitmen.

Culture: In many respects, Hobgoblins are much like their natural relatives, Goblins. They are, however, larger in size

and more commanding in presence. They are typically more of a threat than the average Goblin and are also more diverse. They're sturdy creatures that are hard workers and loyal friends.

- **Low Light Vision:** Hobgoblins are used to seeing in very little light. They ignore penalties for Dim or Dark Illumination.
- **Sturdy:** Hobgoblins are durable creatures. They gain a free d6 in the Vigor Attribute. This increases the Attribute's maximum by +1.
- **Natural Avarice:** Hobgoblins have a desire for gold and riches. They gain the Greedy (Minor) Hindrance.

Ifreet

Appearance: Ifreet are red-skinned creatures with black, orange, or red hair. Ifreet can have devilish features with horns as well, but this is not always the case.

Archetypes: Fire Mages, Scouts, Rebels.

Culture: Ifreet are known to shoot first and ask questions later, as they are spontaneous. They are usually hot-headed and are naturally passionate creatures. Ifreet rely primarily on gut-instinct and are quick to judge those around them. All the same, they are steadfast friends to those that they like.

- **Strength of Will:** Ifreet are known for their strong wills. They gain a free d6 in the Spirit Attribute. This increases the Attribute's maximum by +1.
- **Fast:** Ifreet move quickly. They have a Pace of 8 and a d8 Running die.
- **Heat Resistant:** Ifreet have a +4 bonus to rolls made to resist the effects of hot weather. Damage with the heat/fire trappings is reduced by -4.