

Fallen Empires

Uncommon Races Handbook v1.2



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Introduction

This additional book is a primer for uncommon races that players can portray in game. There are two ways in which a character can become an uncommon race. If it is a new character and the player has sufficient crowns as listed in the Core Rulebook then they can simply begin game as that race. The other more common option is for a character to Race Change through the course of the game. While it takes time in some ways changing race in game can be more fulfilling, as you will spend time role-playing with members of that race and learning about them, to earn their trust and be accepted as one of their own. This process can take time, normally 6 to 9 months, but

can be lessened if you are working with a PC that is already race.

Like the races in the core book each uncommon race has their own unique background and role-play that must be adhered to through the course of the game. And from time to time plot that directly affects these uncommon races may cause your character to have to take actions accordingly.

At this time there are only a handful of uncommon races as listed in this guide though more may be added at a later time.

Elven Races

Sea Elves

“Perhaps one of the greatest illusions ever played on sailors, the keenest of hunters of the sea would become known as mythical temptress’s waiting to lead wary ships to their end”

Advantages:

- *Breathe Liquid*- The character can exist underwater without the need for air.
- *Underwater Combat*- The character is treated as though they had purchased the skill.

Disadvantages:

- *Makeup*-Pointed elf ears, and full blue face makeup.
- *Waterborn*- Your whole life has been that of an aquatic being, because of this you need the water to survive. You must spend 4 hours each day submerged in clean water.
- *Vulnerable Wind*- You suffer double negative effect/damage from Wind based attacks.

Roleplay

These once denizens of the Inner Plane came to the prime during the times of the Reality War as refugees seeking a new home. Like many races at one time these beings served as a slave race to the rulers of Water, the Tritons. They would inhabit the oceans and waterways for thousands of years before first contact with those of the Prime would ever be truly made. While deemed elves there seems to be no evidence that the blood lines ever crossed at any point in the past; however, their distinct features of pointed ears and facial structure make them dead ringers for true elves save for their skin color.

This race is most commonly found living at the bottom of deep lakes and oceans, but can become adaptive enough to live on land for extended periods of time so long as there is water

nearby. Due to their affinity and movement in water perhaps Sea Elves are the truth behind stories of mermaids. By nature they are distrusting of outsiders, but are loyal to a fault once a bond has been made. In combat they often emulate the ferocity of a shark, making quick tireless strikes before taking down their prey.

While it is uncommon for their kind to strike out on their own and leave their native homes and communities it does happen. When it does most commonly they are found in coastal areas are working on the deck of seaborne ships, keeping them close to their native element.

Powers

Land-legs

This power reflects the characters time spent living on the land and adjusting to the weight of gravity and the air. You only need to spend 1 hour submerged in clean water, instead of the normal 4 hours each day.

Triton Blood

You suffer none of the penalties for combating underwater, and gain the ability to *Resist Elemental* twice each day.

Spearmen

You have mastered the weapon of the seas, the Base damage of Spears and Polearms you wield in increased by 1 point.

Sea Guide*

This power allows the character to extend their racial *Underwater Combat* to five members of their group, for up to one hour or Module. This power can be used once each reset.

One with the Ocean

Through the years your people have become one with the oceans, and as such they respect your race. You gain the *Affinity Water* ability.

Forest Elves

“A wise man once told me never tread in virgin wood,s for they only seem untouched to you, but their protectors are ever watchful.”

Advantages:

- Resist Mind- Gains a free Resist Mind at 1st level, and an additional use for every 10 levels of their character. Additional can be purchased for 3 SP each.
- Natural Archer- Weapon Proficiency in Short Bow and Long Bow gained at 1st level in addition to the proficiencies granted by class.
- Woodlander- Receive a 1 SP discount on Knowledge (Nature) and Survival

Disadvantages:

- *Makeup*- Pointed Ears, and leaf or ivy pattern on the face and arms
- Cannot wear armor crafted of metal.

Roleplay

The race of Forest Elves or, Elvari as they call themselves, is the removed cousin of the High-Elves. While the exact timeline is unknown, it is believed that sometime during the third age a division of elves left the mountains of their homelands to seek a deeper connection with nature and the great forests.

Over generations of adaptation to the deep forests they began to change and become one with their new homes. And in time there nature and heritage would change as well. No longer would they build grand castles and Palisades but instead would use resources of the land to construct intricate living arrangements high in the forest tops.

Hailing from modern-day Trice they keep mostly to themselves, only traveling in very small groups to trade on the outskirts of the deep forest with settlers and merchants. They are not a reclusive race per se, but they feel most at home away from large cities deep in the woods where they can feel the call of nature.

Powers

Forest Haven

The forest accepts you as one of its own. All attempts to track you in wooded areas receive 5 negatives to *Contested Rolls*, and additionally, once each reset you can use *Flee* while in a wooded area.

Tree Born*

There is sap that runs in your veins allowing you to slow your metabolism briefly. Once each reset you can cast either the Ash or Oak spell, as “Natural Ash” or “Natural Oak”.

Wild Blood

Growing up in the wild for generations has changed how the elves act, they are savage and untamed. The character becomes Immune to *Charms* and *Commands*.

Wild Tongue

The character can speak with natural non-aquatic animals as per *Tongue of the Land*.

Natural Fletcher

This power allows the Character to create 2 special quivers each day that will expire at the end of the event if not used. These follow the rules for *Quiver* found in the Core Rulebook; and give a +5 *Temporary Damage Bonus*.

Desert Elves

“Like a mirage these gold skin figures dance on the horizon and vanished just as quickly.”

Advantages:

- *Resist Mind*- Gains a free Resist Mind at 1st level, and an additional use for every 10 levels of their character. Additional can be purchased for 3 SP each.

Disadvantage:

- *Make-Up*- Gold skin and pointed elf ears
- *Vulnerable: Psionic*

Roleplay

Until recent days little to none was known about this bizarre race that hid amongst the *Cursed Desert* of Drakken, only being seen at its edges trading with the Felis and other vagabonds. The Farihadi, are said to gain their name from a valiant leader who would break them free from their bondage and lead them into the deserts.

The race of desert elves began as a slave race created for the purpose of not only servitude but as a livestock for a twisted race of creatures from the Abyss known as the Illithari. For eons their masters would slowly draw power from those whose minds were awakened with *Psionic* potential, for their own nefarious means. It is believed that at some point earlier in the fourth age they had found a way to overthrow their captors and escape fleeing to the only place they hoped to never be found, the *Cursed Desert*. They would spend what seemed like forever lost wandering the desert wastes in search of water and shelter, and as their legend would tell it would be Farihadi who first was gifted and navigated them to safety.

In modern times while it is uncommon to find them outside of the deserts of their homeland, they do pop up from time to time. While they can be reclusive and secretive with many races they

appear to share a common bond with the Felis, perhaps it is the shared upbringing of the desert.

Powers

Awakened Will

This power allows the character to purchase the Vistek Attunement, with access to Abilities up to rank 10; however, they do not have, nor do they earn favor for it unless they join the Vistek Society. After joining, they will earn phantom Favor until reaching 45, at which time they will begin to accrue Favor normally toward Master and Grand Master ranks.

Empowered Will

This power allows the character to deliver Psionic abilities by voice instead of by packet; doing so doubles the Psionic Point cost of the abilities. Using the abilities this way has a call of “Voice<Target>Psionic <Effect>”.

Sandwalker

Due to a lifetime in the desert your body as adapted to traveling in the harsh condition. You are immune to the effects of *Slow*; as well you are not affected by movement penalties that are cause by *Stone* or *Wind* terrains.

Born Navigator

You are capable of navigating between any two points on the same landmass with no outside assistance, so long as you are aware of the relative locations of your starting point in your ending point.

Mind Blank*

Prerequisite: Awakened Will

This power allows the character to completely shut their mind off from the outside world. This effect will last for five minutes when used, and grants the character the same protection as *Mind Guard*. Additionally their concentration cannot be broken, aside from becoming helpless. This Power can be used twice per reset

Dwarven Races

Azur (Fire Dwarves)

"If you were to bottle the fury of a bonfire you would still not capture the power and rage that sits in the eye of the Azur."

Advantages:

- *Resist Toxin*- Gains a free Resist Toxin at 1st level, and an additional one for every 10 levels of their character. Additional can be purchased for 4 SP each.
- *Resist Elemental*- Can purchase this Resist for 4SP, none are gained for free.

Disadvantages:

- *Make Up*- Must have a beard that is reds and oranges, as well as rune like markings on their face.
- *Slave Race*: Can be voice controlled by high end creatures of Fire
- *Water Inept*- Cannot use items that have the Water Property, nor cast Water damage if they have Spell Pool.
- *Vulnerable Water*
- *Extra-Planar (Inner)*

Roleplay

The Azur are believed to be a descendant from the 4th age clans of the dwarves; forged anew by the lords of Fire, Efreeti. As the need for soldiers continued and as fire sought an upper hand in the never ending war of the Inner Plane, they gave life to the Azur. While the lords could summon up powerful elementals to wage their war they needed battle commanders, and the Azur were the solution.

Azurs stand out in appear and more so when they enter combat as their inner rage flares to the surface. Azur are quick to outbreaks of emotions of rage and fury, their passion is what makes them so fierce on the battlefield. They were bred for a single purpose and while some have broken free from the lords of fire, by blood they are battle berserkers. Passion is also a way of life,

for it is what keeps the Azur's inner blaze alive, they live their lives loud in all ways. In battle and in revelry they are bold. They are also bred to be honorable, and while passion driven they are extremely loyal to their cause and their word, perhaps they are not so different in that aspect from their cousins.

Powers

Inner Blaze*

The character can use *Arcane Gaze Berserk* twice each reset.

Death Wish

Prerequisite: *Inner Blaze*

When the character is affected by *Berserk* effects, which are generated by an enemy, the character instead becomes affected by the *Battlerage* effect.

Fire Brand

The character gains the *Carrier Attack Fire*, this carrier can never be turned off and causes all weapons they wield to have the Fire flavor.

Ember Soul*

By focusing the fire from within they can cause their skin to become so hot that it will burn those that strike them. Twice each reset the character can use the ability "Elemental Aura Fire".

Ansel (Stone Dwarves)

“Nothing is more lasting than the stone of a mountain, even when weathered and worn its presence can be dominating.”

Advantages:

- *Resist Toxin*- Gains a free Resist Toxin at 1st level, and an additional one for every 10 levels of their character. Additional can be purchased for 4 SP each.
- *Resist Elemental*- Can purchase this Resist for 4SP, none are gained for free.

Disadvantages:

- *Make Up*: Grey skin and large beard
- *Fire Inept*- Cannot use items that have the Fire Property, nor cast Fire damage if they have Spell Pool.
- *Vulnerable Fire*
- *Extra-Planar (Inner)*

Roleplay

Deep within the greatness of stone the Ansel were brought to life cut from the most rigid of materials. The lords of stone, the Gargoyles, gave life to the stone dwarves as a source of worker class within the plane. For ages the Ansel served the stone lords, as workers and as soldiers, but that would not last forever. After the great war of the planes many of the Ansel broke free from their masters and departed the Inner Plane to find a new home on the Prime. Through many generations they have evolved

and are no longer the simple tools of their masters, and while they are still weak to the call of the Stone lords they are for the most part free thinking.

In the time of the 4th age the Ansel that made it to the Prime spent many years trying to find a new home, and in the end they found it in

the northern reaches of Tesh at a desolate location that would in time become known as The Ansel Salt Mines. It is rumored that they settled her because the mines sit on top of a powerful rift to the Inner Plane and that the energy helped to support their existence. In the more recent times the Salt Mines have become known for a more terrifying reason; often times for a price the Ansel will take in prisoners to serve out a sentence deep in the mines. For a price they will put just about anyone in the mines no questions asked. All players that start as Ansel begin game from the Salt Mines.

Powers

Slow Metabolism

The character is no longer affected by *Contact Poisons* and cannot be affected by *Diseases* that apply when a dead target is touched. However this also means they cannot benefit from *Salves*.

Stone Haven

With 10 minutes of concentration the character can meld into a stone surface, with all of their personal gear. While melded the character is almost undetectable, and is unaware of the world around them as they enter into a deep slumber. To wake from this state takes a full minute to emerge from the stone.

Salt Brother*

Some Ansel have lived their lives on the Prime in a place in Tesh known as the Salt Mine. Those Ansel have adapted to the mixing of the planes and have become very abrasive allowing them to breathe a cloud of rigid salt. The character can throw *“Natural 20 Stone”* four times each reset.

Diamond Hide*

The Ansel can harden their skin instantly to ward off attacks. Once each reset the character can call *“Stoneskin”* as a defense.

Fey Races

Satyrs

“Revelry is the lifeblood of the fawn, be it in merriment and celebration or in the bloodshed of a battlefield.”

Advantages:

- *Battle Hardened- Immune to Fear* effects (this does not make the character Immune to any damage or other effects that may also be part of the attack)
- *Axe Focus-* +1 base damage with Axes

Disadvantages:

- *Make up-* Horns and furry lower legs
- *Vulnerable: Iron*
- *Battle Fury-* Cannot run from combat unless sorely outmatched

Roleplay

While the Fae Troll is the Shield, the Fawn is the Axe of the Fae Nation. A quickly incited rage of destruction let loose upon any who would take up arms against the Fae Nation. As the true force of battle for the Fae you hold little regard for policies and proper conduct, war is war and people will be slain.

Many of the Nation see your race as being to brutal and violent for your own good. But what do they know; it is not their place on the front line of the battles, shedding blood slaying all that lie in your wake. They are to be pitied for they have never known the greatest of a victorious battle; they live their lives held in the little lives. But enough of war, there is more to lie than just war.

There are Axes; one of life's most treasured of things. Axes are an everyday piece of life just as much as the close on your back, they are not only good for killing people and slaying monsters but they are the best choice for clearing land, building lodging, hunting, and of course KILLING PEOPLE. But there is also family, and the brotherhood of your comrades; there is a bond

with both that runs deeper than blood; these bonds are what makes you the warrior you are.

Much like a fast burning candle the life of a Fawn is often short, even those that do not die on the battle or from long last wounds, often die long before their prime. They tend to live short lives no longer than 80 to 90 years at the oldest.

Powers

Axe Mastery

Grants the character an additional +1 base damage with Axes, however they are unable to use any other weapons.

Battle Commander*

As the Axe they are also commanders in the field, and you above others have the knack for inspiration. Twice each reset they can use the ability "Natural War Cry".

Cloven Hooves*

Your feet have pronounced cloves allowing you to really dig into the ground and pick up speed at a moment's notice. Grants the character the ability *Flee* twice each reset, and additionally allows the character to Flee into combat.

Death by Battle

You never back down from a fight, even if everyone else is retreating, dying in battle is better than running any day. Once each reset, this power can be activated to give the character +5 Permanent Weapon Damage and reduces Combat Slot Tier usage by 1 (to a minimum of 1) for up to 5 minutes or one Encounter. At the end of the Encounter, the character falls Dead and is Immune to Life effects.

Shide

“There is something cold about one whose gaze can pierce, almost as deeply as their harsh candor.”

Advantages:

- *Unshaken- Immune to Fear effects*
- *Gaze Charm- This follows normal racial ability gains and more can be purchased for 4 SP each, and is use with the call “Gaze Charm”.*

Disadvantages:

- *Vulnerable Iron*
- *Make up- Brightly colored eyes, a “raccoon band” of bright colored makeup across the eyes.*
- *Characters cannot lie*

Roleplay

Lordship, Nobility, Grace these are just a few words that can be used to describe the noblest lords of the Fae Kingdom. Upon high they sit by far the most serious of all the Fae, but this is a burden that comes with leadership. They are a strong and proud race, but they do not place themselves above their own people; in times of war they are the front of the battle and the last to leave.

The kingdom of the Sidhe is broken up into many Houses; houses are like large genealogical families that all Sidhe are born into. These houses define the station of the Sidhe; they also are one of the most important parts of the Sidhe society. Great pride is taken in one’s house, it is your family and the standard at which you are to be treated, as well as the standard for how you should treat others; for your action reflect on your house.

The Sidhe are all born into a kind of nobility and from birth they are ingrained with certain morale values and codes. The most important is their loyalty to the Fae and their kin, they hold the utmost respect for each other and would never even consider being deceitful to each other. The thought of a Sidhe lying or distrusting another of his kin is absurd; for it is their honor that they draw their powers from.

Sidhe like many of the Fae races have a moderate life span which helps their kingdom run smoothly, hard to have order when your leader dies every few likes like in Human lands. The Sidhe have been recorded to live up to the age of 300 years.

Powers

Bridled Wrath

You have mastered the art of not simply hypnotizing your foe, but how to unlock the madness within their mind. The character can now purchase “Arcane Gaze Fear” for 4 SP each.

Essence Born

As a full born Fae from the Essence you have been schooled in the use of Fae Gates, allowing you to open Fae Gates that you find. Can only be taken at 1st level. As well you are considered *Extra-Planar* (Essence).

Incorruptible*

Your candor for the truth manifests in your resistance to the alteration of such, as well as unwillingness to be swayed. Once each reset, you can *Resist* the following effects: Berserk, Charm, Command, Enslavement, Forget, and Shun.

Royal Blood

While all Sidhe are Fae, your blood line can be traced back to those royal Sidhe that have ruled in the past. Your *Gaze Charm* racial can be upgraded to *Gaze Command* for 2 SP each.

Sluagh

"A white silhouette vanishing into the night, there is nothing that makes the blood run cold like the nightmare come to find you."

Advantages

- *Ghost in the Night*- Can purchase *Hide*, regardless of class, and if they already have *Hide* as a class skill they gain a once per reset *Conceal* instead.
- *Boogey Man*- Can purchase "*Natural Fear*" at 4 SP each

Disadvantages

- *Make up*- Pale/White Skin with black markings on their face
- *Whisper*- Cannot yell or shout, normally speaks in a whisper, though this is not in affect for casting spells or other attacks that must be heard by the target.
- *Vulnerable Iron*
- *Extra-Planar* (Essence)

Roleplay

Ah where to begin, by the Sluagh take the prize when it comes to mystery. Among the Fae kingdoms they are often seen as out casts though they are kin there is a side to the Sluagh that many other Fae shy away from. Very few still remain that know why the Sluagh have been put in a place of mistrust among the rest of the Fae but some elders might know the cause.

On a whole Sluagh tend to be very reserved and quiet they tend to keep to themselves, many would say they share these traits with a psychotic degenerate; always scheming. This secretiveness has led them to be loaners never trusting many with their secrets or the ones that they have found. They are an inquisitive race, always seeking out hidden truth no matter what danger guards the answer.

As for their ghostly appearance well; it is said that long ago when the world was still young that a group of Fae traveled deep into a forgotten tomb and were faced with a great horror. As to what the horror was no one knows, but it whatever it was struck deep into their spirits and pulled away a part of them leaving behind only a frail ghost like mortal shell. They made way back into the world and hide away from the Fae unsure of what would happen to them, once several generation had pasted they returned to the kingdom; with mild fear. Now this is of course a story, who knows if it's true.

Sluagh have a moderate life span and can live up to 150 years.

Powers

Cloak*

This allows the character to use the *Conceal* skill once each reset at no cost.

Fear Eater

The character becomes Immune to all Fear effects (including *Horridify*), as well they are healed 10 Body Points whenever they are struck by a Fear effect they did not generate.

Horrific Visage*

The character can take on the appearance of truly horrific things; this grants them the Effect Carrier Fear for 5 minutes or one Encounter.

Nightmare*

You are the thing that bumps in the night and creeps in the darkness almost unseen, but sometimes you are noticed and you leave an impression on them. The character becomes Immune to Nightmare (this does not make the character Immune to any damage or other effects that may also be part of the attack), and twice each reset you can use the ability; "*Arcane Aura Fear*" when struck by a melee attack.

Savage Races

Lizardmen

"Keen of mind and ferocious in action, all should be wary of the brethren of the swamps."

Advantages

- *Amphibious*- While they do not spend their entire lives submerged, they have adapted to the water and can breathe water and air freely.
- *Water Adapted*- Receive a 2 SP discount on Underwater Combat
- *Affinity Reptiles*- Reptile creatures see them only as threats if they are hunting them, and oftentimes will aid them

Disadvantages

- *Vulnerable Water*
- *Make up*- Green with scales

Roleplay

Lizardmen much like the other savage races are a Tribal or Shamanic Race, often led by the eldest shaman. Their way of life is very strict and lawful; do not take this to mean that they are of good will. When orders are given they are always followed, if not out of loyalty then out of fear. The Lizardmen share the swamps and riverbanks with the few that live there, and they hold great ill will for any outsider who should trespass upon their territory.

Lizardmen are fairly hearty race, they live in primitive and harsh conditions; the swamp is not the easiest place to survive. They tend to live to the upper age of 50 years, though a few Elders have lived longer. In many ways those outside the culture would no doubted see them as simple and savage; however, there is much more to their kind. Lizardmen are Draken creatures, which are one of the few remaining bloodlines that can trace their roots back to the ancient dragons that once roamed the world. While their history is not

written down in libraries it is passed along through stories and traditions. To be the descendant of such a creation is something that should carry a great honor.

The Lizardmen have also developed a special bond with the denizens of their homelands, since they still have a very primal and animalistic air to them creatures like crocodiles, alligators, and snakes will often not find them a threat.

Powers

Acid Spittle*

The glands in your throat have overdeveloped and now fill with a strong toxin. The character can now use the ability "Natural 20 Acid" 3 times each reset.

Anti-Venom

Living off the land and surviving in unconventional places has caused you to develop a strong constitution. The character can now purchase Resist Toxin for 4 SP each.

Bog Born

You have adapted to survival in the murky waters of swamps and bogs. When you are in Marshy terrain and in water you can Hide on a 10 counted action.

Raptor

Your claws harden and extend making them deadly weapons. You gain Short Claws that can be used as weapons.

Reptile Mastery

Not only do they not see you as an enemy but they easily succumb to your will. If not in combat at the time you can use speech and body language to affect a reptile, almost mesmerizing it. You can then get the creature to perform helpful acts outside of combat.

Goblin

"Haphazardly cantankerous does not even begin to describe the creative mischief had at the hands of diligent fingers."

Advantages

- *Nimble*- Deals +2 Base Damage with thrown weapons, not bows or Guns.
- *Tinker*- 1 SP discount on *Engineering*

Disadvantages

- *Make up*- Green Skin and Pointed Ears
- *Slow*- Double cost for Read/Write Skills
- *Weak*- (-1) Damage with melee weapons and bows
- *Magical Limits*- Goblins are capped at Level 6 Spells

Roleplay

The race most notorious for making trouble across the plane, though only minor bothers they can still be aggravating. The race on a whole is primitive and of low intelligence, though they seem to possess a great cunning and ability to adapt to their environment. It is this great cunning that can make a pack of goblins as deadly a foe as any.

Goblins are a Tribal race that tends to be led by the eldest shaman, and of course their Ogres. Among every tribe of goblins you will find an Ogre that has taken up residence with them, as their guardian. It is unclear the relationship between the Goblins and Ogres but they seem to have a spiritual bond between them; perhaps the tales of the great curse are true.

Goblins have a fairly weak physique making them poor at hand to hand combat but what they lack in the strength they make up for in dexterity, making them deadly with throw weapons; which seems to be their primary form of combat. They also create clever traps to slow their foes down, before pelting them with rocks.

Goblins tend to have a short lifespan only reaching the maximum age of 60 years. Now many do not reach this age, whether this is due to harsh life style or what other reason is not known.

Powers

Blind Luck*

You receive a +1 Bonus on Contested Rolls when using *Disable Device* on traps and locks. Additionally, once each reset you can make a reroll on a failed *Disable Device* Contested Roll.

Evade*

Being small and nimble you have a knack for getting out of the way. This allows the character to negate any attack with a numerical damage as part of the call, excluding attacks with the Massive or Surprise Modifiers. This Power can be used twice each reset.

Goblin Baker

You have mastered the goblin secrets of making hardtack, bread that will keep you full all day with just one loaf. Problem is they are only good for the first day after they are made after that they become harder than rocks, making them great for killing people. Each reset you can make a dozen loaves of hardtack; these are thrown weapons with a Base Damage of 4 and are once ever items.

Sapper

You can move an armed trap up to twenty (20) steps, instead of the normal 5 feet, before it will go off; though you must stay in contact with the trap the entire time.

Shaman

You were born without the normal goblin limit, allowing you to cast up to 9th level spells.

Ogre

“What some might mistake for a lumbering oaf, are often awestruck with the simple kindness of a gentle giant.”

Advantages

- *Strong*- Begin game with +1 Strength and can purchase a second +1 (+2 Total) for 15 Sp.

Disadvantages

- *Slow Wit*- 1 SP increased cost on all Read/Write and Knowledge Skills
- *Make up*- Yellow skin with horns
- *Clumsy*- Cannot purchase fine manipulation skills like Disable, Chemistry, or Engineering

Roleplay

Ah the simple life of the gentle titan, or so one might think; what really goes on in the head of the oversized brutes may never be known. Ogres by breed are not smart, there are tales that long ago a powerful curse was placed upon the race of Lumina and the Ogres were created, but only kept their physical traits. Now whether this is true or tale we may never know. Ogres have a large range of temperaments vary from Stupid amiable, to Stupid mean and nasty.

They are highly protective of whatever territory they consider “theirs”, and actual ownership is not a question. Ogres are Tribal, but very seldom live with other Ogres, but most commonly with Goblins, this trait is linked back to the cruse rumor. They tend to protect the goblins that they live with as though they were a flock of sheep.

Their tribal nature shows itself rarely when it comes to their own race, though their tribal link most definitely present on a spiritual level. Upon the heavens there is a star that they Ogres have called the Great Eye, though outsiders have never learned why, that seems to call them together. As

the Great Eye rises Ogres around the world seem to vanish, as they travel to a scared place where they convene for weeks at a time. It is unknown what happens at these great gatherings or where they take place, only the simple beasts know that.

Ogres while being a hearty beast seem to have an abnormal life span and no one knows why, they never really show any signs of aging and it is hard to tell their true age, since they reach maturity in less than 1 year. The Ogres that have actually been tracked seem to only live for as many as 24 years, though this number has only been at best estimated.

Powers

Behemoth

You are so large that you can purchase an additional +1 Strength, for a total of +3 Strength, for an additional 20SP; additionally for the purpose of Feats of Strength your base strength is always doubled.

Ogre Wit

Ogres by breed are not very bright, but you make them look like tacks. You are so slow that you could almost be caught by surprise while looking at the attacker. Any trap or puzzle that you come within 5 feet and that you can see immediately is set off or fails, whichever is worse; you just like to push the button. On the upside you are not affected by Enchantment spells, or any effects that are specific to that School.

Pea-Brain

As a creature almost as simple as it gets, your mind works in ways that others can't comprehend. They can communicate with rocks, plants, and simple animals.

Smasher*

You know how to throw your weight around to say the least. You can now use the *Massive* Modifier four times each reset with melee or thrown weapons.

Other Races

Barrows (The Gaunt Men)

"From the shores of the shattered lands these few have made a home in the waterless sea."

Advantages

- Resist Psionics- Resist attacks with the "Psionic" tag; Gains 1 free Resist Psionics at 1st level, and an additional one for every 10 levels of their character. Additional can be purchased for 2 SP each.
- Hardened Mind- Immune to Detect Thoughts and Empathic Thoughts.

Disadvantages

- Extra-Planar (Abyss)
- Make-Up of darken eyes, black make up filling in the area of the eye socket.

Roleplay

The Barrows are the most normal if you will of the humanoid races that come from the Astral Sea. Rarely do they wander from its shores, as the knowledge of a world beyond theirs is all but a new thought. In appearance they are very similar to humans, though their skin is leathery and gaunt and they have large black eyes. While only a few are Psionically active, they all possess strong Psionic powers.

The history of the Barrows is not clear, as only in recent days has the Astral Sea become a place that those of the Prime are aware of. It is rumored that the Abyss is a place inhabited by the most bizarre of creatures, those that simple explanation just won't cover. The Barrows are often very accomplished in the ways of the sea, as their home world is much like a waterless ocean that must be navigated to reach land masses. The Barrows were first known of early in the 4th age, many a report of ghost ships on the high seas. Like pirates they would raid vessels and then almost vanish into the night. While the land bound would cast these off as ghost stories of drunken sailors as never had such a manmade port on the Prime. So

how could they be real if they never made port in all these years.

Powers

Abyssal Hunter

While some live their existence out in peace you have devoted your life to hunting of the deep beasts. The character gains Favored Enemy: Abominations. Additionally they gain a +3 Bonus on Contested Rolls when Tracking such creatures.

Awakened Will

(Prerequisite- Character Level 10+, cannot have Psionic Burst)

This power allows the character to purchase the Vistek Attunement, with abilities up to rank 10; however, they do not have, nor do they earn favor for it unless they join the Vistek Society. After joining, they will earn phantom Favor until reaching 45, at which time they will begin to accrue Favor normally toward Master and Grand Master ranks. This is exclusive to the Psionic Burst power.

Harden Will

Through extensive focus you have learned to guard your mind from attacks. This changes their "Resist Psionics" ability into "Resist Mind".

Mind Blank*

(Prerequisite- Harden Will)

This power allows the character to completely shut their minds off to the outside world. This effect will last for 5 minutes when used, and grants the character the same protection as Mind Guard and their concentration cannot be broken, save for becoming Helpless. This power can be used twice per reset.

Psionic Burst

(Cannot have Awakened Will)

The character can use the ability "Arcane Psionic 10 Body" 2 times each reset, and one additional time for every 10 character levels they possess. This is exclusive to the Awakened Will power.

Walker of the Sea

In the Abyss you are able to move yourself slowly between land masses; and with *Knowledge (Nautical)* you are able to navigate using Abyssal ships.

Exemplar

Advantages

- 2SP discount on Engineering
- +1 Base Damage with Guns
- Refit heals up to 25 points of Body.
- Resist Metabolic- Exemplars receive 1 resist at 1st level and every 10th level for free, and may purchase more for 5SP each.

Disadvantages

- No bleed out count, when reduced to 0hp they immediately are reduced to *Dead*.
- Makeup - stitched skin, or rivets/mechanical prosthetics
- Can only have the Craftsman, Soldier, Commoner, and Scholar Backgrounds
- Only receives 5 points of healing from all sources of *Restoration* healing effects.

Role-play

Exemplars are constructs, a magical fusion of machinery and tissue. Originally developed by far-off humans as a last-ditch weapon in a war for their survival, they have since grown into an independent race of their own. All but the youngest were purpose-built soldiers, but free of constant warfare they're now branching out into other fields - usually not well. Exemplars are not born but created, in a small number of factories in their home city of Secord. Older Exemplars were universally trained in firearms, the apex of human weapons technology at the time and generally skilled in Engineering for the same reason humans learn first aid.

Powers

Integrated Emergency Stabilizer

An Exemplar with this power gains a bleed-out count, effectively removing the racial Drawback.

Seamless Integration

An Exemplar with this power may have his Body repaired by anyone with *Repair Skill* (including the Exemplar himself so long as he is not helpless). At the end of the repair, the Exemplar is healed for up to half of their maximum *Body*

Points, all toxins removed from their body and up to 2 limbs regenerated.

More Machine than Man

You rely more heavily on your mechanics than your organics and can function even with all of your tissue shut down. This power allows you to be saved from death via a Rebuild spell, somewhat cheaper and more widely available than the more routine Life effect. Life still functions correctly on you; this is an addition-to rather than a replacement-of.

Tactical Network

You have a link to your fellow Exemplars, and may communicate with them silently over great distances. This allows you to speak with any other Exemplar that also possesses this Power via out-of-game means (tactics in a hold if you can do it without disturbing others, texts, OOG runners delivering messages, take your pick). This does not function across planar barriers or over extreme distances, and provides no warning when it fails. Networked Exemplars must rep an antenna or other obvious communications gear.

Overclocked*

You have the ability to turn your neurons up to 11 and focus on a single task, this ability can be used twice each reset. When activated the character gains one of the following benefits: add 5 Successes to the Contested Roll for Disable, or Reduce Crafting Time of a single item by 50%, or can get hints on a puzzle or riddle from plot.

Heavy Chassis

While you're not as sturdy as the less-intelligent earlier models, you were designed to take the big hit and keep going. Heavy Chassis Exemplars gain 2 *Resist Physical* per tag reset.