

Races

The Races Of Arawyn

Diverse and exotic humanoid races are an essential element of fantasy. In Knight Realms, there are over twenty different races to choose from, with many exotic options for those who want to embellish their characters or just want an additional role-playing challenge. Each race has its own distinct racial qualities, including benefits, detriments, and role-playing and make-up requirements.

Mixed Parentage and Offspring

Any race is capable of breeding with another race. However, the children of cross-breeding are always entirely one or the other of the parents' races. The children of a mixed race couple need not be consistent, but each of them must be one race only.

Penalized Professions

Purchasing a Profession that is penalized for your race takes up two of your four lower list profession slots. You may only have one penalized profession, and you may not choose a penalized profession as your initial profession.

Bloodline Professions

Healers, Psions, Wild Mages, and Dragoons are professions that are tied to the characters blood lineage. If you wish for your character to buy into one of these professions after character creation it will take up an additional profession slot. You may only have one bloodline profession, and you may only purchase a bloodline profession if it is not a penalized profession for your race.

Kormyrian Assimilation

After living among Kormyrian society away from one's homeland for a prolonged amount of time, sometimes one can lose their sense of heritage and conform more to the Kormyrian society. You may choose to drop your racial detriment, at the cost of also dropping the ability to purchase the first listed amongst your racial skills. This action cannot be undone.

Role-Playing

These are guidelines which your character should follow. These are what make each race unique, above and beyond the looks and the skills, is the cultures they come from. Trying to be a character

that 'breaks the mold' is not nearly as interesting and challenging as playing one that fits the mold, particularly if everyone is 'breaking the mold'.

Costuming and Makeup

Most races have costuming guidelines and a few races require anywhere from minor makeup to prosthetic masks. Like Role-Playing, staying in your Costuming and Makeup guidelines help to give this game the flavor of having various cultures all coming together in one place.

Racial Detriment

Some races come with a downside. These represent a weakness that the race has due to either their culture, or their physiology.

Racial Skills

Each Race has one or more racial skills which can be purchased either at character creation or anytime thereafter. Every Race is assumed to have the lore skill and, once they purchase literacy, they are assumed to also have the literacy skill of their race if there is one.

Body Ratio

All races start with ten body points. Beyond that a character's Body Ratio is slightly influenced by their race, with hardier races having a bonus, and more fragile races having a lower ratio. Kormyrian Humans are the baseline all races are measured from. Regardless of race, characters with the Psion bloodline profession will have their ratio permanently set at 1.

Humans

The Human race reaches farther across the continent than any other race. Due to their strong social order, Humans have become the most populous race as well. Because they inhabit many different areas, some groups of Humans have developed very distinct cultures over the years. There are eight types of Humans that are available as distinct character races in Knight Realms – Kormyrians, Barbarians, Bedouins, Celts, Romani, Coast Haveners, Khitanese, and Londwynians. Each type is quite different from the next and reflects the true diversity of the world's most prominent race. By far the most numerous and established of Human types are Kormyrians, of the Kingdom of Kormyre; these are the people that are typically meant when someone refers simply to humans. However, for the purposes of rules that specifically indicate the Human race, all of the types are considered to be Human.

Kormyrian

Kormyrian humans are the most common of any race. Their largest Kingdom, Kormyre, spreads across the land in every direction and is easily the largest grouping of a single culture. They are akin

to civilized humans of our own late medieval Western Europe. Their society tends to be lawful and they have strict codes of conduct while within the cities. Criminals are dealt with by means of a trial that decides their guilt and ultimately determines their fate. Cities bustle with everyday trading and livelihood.

The armies of the Kingdom are rigidly organized while maintaining peace through the lands and patrolling the borders. The Nobles and the Church of Valos are very diplomatic when dealing with other respected races and try to keep peace between the nations. Due to its military power, the Kingdom does not feel threatened by the other large monarchies.

Many young Kormyrian humans soon tire of the kingdom and its everyday doings. Many venture beyond the walls of their cities to find adventure and destiny.

All humans mature to adulthood in their late teenage years and have a lifespan of approximately eighty years.

Penalized Professions

NONE

Role-Playing

Kormyrians are very diverse and you may role-play how you wish within the basis of the rules. The only restriction on role-play is that Kormyrians should not too closely resemble one of the other races in customs, manner, or attitude.

Costuming And Makeup

Kormyrians dress in a variety of ways; as with role-play, the only restriction is that a Kormyrian should not resemble another race too closely.

Detriment

None

Racial Skills

1) The Kormyrian Spirit: Kormyrians are a diverse people with a versatile spirit. They have a versatility pool of 20 points. A versatility point can be used either to refresh one Career Point or heal two Body Points of the Kormyrian, but once used, these points do not refresh until the following event. (Free)

Body Ratio

1.0

Barbarian

Barbarians are a type of human who have adapted to their harsh environment in the great Northern Wastes. Barbarians are tribal by nature and tend to live off of wild game and make their

homes in small, clan-oriented villages. Due to their hard conditioning and inhospitable homeland, most barbarians become very strong. Barbarians are extremely confident in their abilities on the battlefield and often wade into combat heedless of the consequences.

Barbarians are fierce in spirit and wary of many modern things. They have deeply rooted suspicions about magic and those who practice it.

Penalized Professions

Mage, Bard, Physician, Acrobat, - Psion, Wild Mage

Role-Playing

- Barbarians despise arcane magic and distrust its effects on them. While they may, after months, grow to accept an arcane magic user, they will assume that they are the exception, and if anything should go wrong, the barbarian will revert quickly to not trusting them. Barbarians shun arcane items and spells, believing that using such things will corrupt their soul.
- A Barbarian finds it hard to quit a fight once they have gotten involved in one, except if they are the last person on their side that is still standing, or if all others on their side are in the act of retreating.

Costuming And Makeup

Barbarians generally clad themselves in earth-tone fabrics and furs and leathers, and adorn themselves with other wild-looking accouterments such as foxtails and feathers. Some barbarians wear tribal face paint.

Detriment:

Magic Intolerance: Any arcane effect of a beneficial nature from any source has no effect when targeting those with Magic Intolerance. Additionally those with Magic Intolerance may not activate arcane effects of a beneficial nature from objects nor use any passive arcane effects of a beneficial nature. This does not prohibit the character from being affected by or interacting with an Arcane effect that does not give them a direct benefit, such as going through a Gate, speaking the password to a Ward, being protected by another person who put up a magic wall or a magical sanctuary, or other such situations. If a character with this detriment ever purchases the mage list, they must identify themselves as a Shaman instead of a Mage and may only purchase the elemental spheres.

Racial Skills

1) Force of the North: (10 build)

- Soak of 2 against Ice and Magic
- Ignore Magic twice per period

2) Northern Body: (10 Build)

- Strength +1
- Ignore Pain twice per period
- Two Handed Edged

Body Ratio

1.1

Bedouin

The Bedouin are a group of Humans that have adapted to the harsh and dry climate of the southern territories. They are an ancient race that has quietly lived in the deserts of the south and jungles of the great peninsula for many ages. Having endured a life under the hot and unforgiving sun, their skin is tough and resistant to fire and as such many have studied the art of playing with fire.

The Bedouin are divided into three known tribes: The Scharazad are peaceful and intelligent, making fine company, but have an air of arrogance about them due to their wealth and position. The Khali are far more numerous and less wealthy, and are more commonly known to the Human Kingdoms than the other groups. They are kind, honest, and peaceful people despising evil and untruths. The Amu-Set are a devious and evil people whose malicious deeds have been told over campfires.

Penalized Professions

Druid, Ranger, Warrior Monk, Chaos Warrior- Psion

Role-Playing

- Bedouins have a profound respect for two superstitions. The first is that water is sacred, and wasting water, even when it is in abundance, is sacrilegious. The second is that the one hand must be held in reserve to serve one's master; a Bedouin's off-hand should always be kept free except when it can be used to serve the Bedouin's master – mortal or god.

Costuming And Makeup

Bedouins dress in robes and turbans, primarily – loose fitting clothing that makes it easier to survive the heat and extreme sunlight of the desert.

Detriment:

None

Racial Skills

1) Winds of the Desert: (10 Build)

- Cantrip (Fire)
- Soak of 5 against Fire
- Evaluate Item

Body Ratio

1.0

Celt

Celts are a breed of Humans who live in the lush, rolling hills of the northern highlands where they fiercely defend their farms and families from all threats. They are typically a light-hearted and honorable group of people, gregarious and out-going, but are very territorial and defensive for their own. Celts feel a strong bond between them and the earth, which provides much for them. They might appear a bit dirty and uncouth to a Kormyrian, but after a few rounds of ale, these jolly people will charm everyone in the tavern.

Each Celt is a member of a clan to which they are devoted. This clan is made up of several families who farm the lands together to survive. Any Celt will defend another clansman to the death. All Celts wear kilts, which reflect their clan's colors and symbols. They always enjoy a good bit of revelry, including contests of strength and endurance.

Penalized Professions

Spy, Warrior Monk, Physician, Torturer - Psion, Wild Mage

Role-Playing

- A Celt should be played with a Gaelic accent, however well you can manage one.
- Celts are usually an honorable people and find lying offensive and intolerable; they are also very proud of who they are and do not take insults lightly.

Costuming And Makeup

Celts wear kilts as a symbol of pride and fidelity towards their clans. When preparing for battle, or a special occasion, it is not uncommon for a Celt to paint themselves with some pattern of blue.

Detriment:

None

Racial Skills

1) Celtic Heritage: (10 Build)

- Immunity to Chaotic Alteration
- Celtic Resolve twice per period.
- Unarmed Combat

Body Ratio

1.0

Coast Haven

Thanks to a barely existent central government between the major city-states of Coast Haven, you will find a wide variety of individuals in the coastal and river trade cities. The people of Coast Haven – from the haughty nobility and merchants of Faust and Septufas to the more common sailors and workers of Leighyre and Angst – take advantage of a system of law largely enforced by private militias and local gangs.

Coast Haveners often grow bored of life in their home and with the sea not far at hand, will often wander the seas in search of their fortune and fame. As such, the rest of the world has started to grow accustomed to (and weary of) these ne'er-do-wells. None would contend, however, that the Merchant Navy of Coast Haven is the strongest on the sea, and is not to be trifled with.

Most Coast Haveners develop personal codes of conduct that pass for their definitions of morals and honor. They often take these codes quite seriously, and can be very offended when they're challenged.

Penalized Professions

Cavalier, Ronin, Priest, Warrior Monk - Dragoon, Psion

Role-Playing

- Although Coast Haveners don't have a particular accent of speech, they frequently use nautical terms and expressions in all contexts of conversation.
- A Coast Havener usually does not easily share or give away anything that belongs to them, without making sure they are getting something out of it.

Costuming And Makeup

Characters of the Coast Haven race are a human sub-race, and are considered for rules purposes to be human in all respects. However, the diversity of Coast Haven's population is indeed profound, and you can choose to have your Coast Haven character be of any other race in appearance. If you choose a make-up race, you must adhere to the standards of quality for that race. It is encouraged that you dress with a flare that either resembles a pirate, or has the flavor of a seafaring folk.

Detriment:

None

Racial Skills

1) Shady Background: (8 Build)

- Lore: Sea
- Soak of 5 against Poison
- Ignore Poison once per period
- The Coast Havener can start each game with one fate of lesser supply to reflect smuggled goods, this is in addition to any they may purchase.
- Arquebus

Body Ratio

1.0

Khitan

Far to the east, across the sea, lies a land unexplored and virtually unknown to the continent to Palamydia. Travel to and from these lands is extremely difficult – only by boat – and contact and trade has been minimal. The people of Khitan have lead simple, yet beautiful, lives with their ways and knowledge changing little in the past thousand years. It would seem that the whole of Khitan simply does not know of, or even care about, the deities, and instead worship individual aspects of nature – for them, each tree, rock, mountain, and stream has a spirit that is venerated.

The culture of the Khitanese places one's honor above all else, especially family honor – to them, the family name is borrowed, and will be returned when one passes on to the next life. It is the responsibility of an individual to maintain the honor of the family name, and not shame it, while they use it.

Those who have visited Khitan tell of three great Empires that make up the lands: The Empire of Jade, which is the largest and takes up a majority of the land mass of the continent; The Empire of the Sun, a smaller kingdom that consists mostly of islands; and the Empire of Night, a dark and evil place that is ruled by a powerful Empress, said to be immortal, who can command the dead to do their bidding. None have ever visited the Empire of Night and returned – a great Wall of Bone separates it from the Empire of Jade, keeping the two apart. Warfare between the three kingdoms is fairly constant, with raids for land, resources, and wealth happening on a regular basis, and political intrigue between them is as deadly as any blade.

Penalized Professions

Cleric, Priest, Berserker, Chaos Warrior - Psion, Wild Mage

Role-Playing

- To the Khitanese, honor and family come first, before anything else, including your life. Being honor-bound does not mean being stupid, but if a Khitan does something dishonorable, they must atone for it.

- Khitanese culture is old, wise, and simple – there are very little areas that are "shades of grey" to their mindset, and everything has its place in the world. The adoption of new ideas – especially the idea divine deities that exist in a realm apart from the world – is difficult to accept.

Costuming And Makeup

Khitanese prefer to dress in soft (often silk) clothes with vibrant, but refined, colors and patterns. They are generally fastidious in appearance and favor clothes that fit loosely but properly, to accommodate graceful movement.

Detriment:

None

Racial Skills

1) Calm of the Ancestors: (10 Build)

- Immune to any non-superior skills that cause the target to be enraged
- Willpower once per period
- Once per event the immunity granted by Willpower will last the duration of the current battle
- Unarmed Combat

Body Ratio

1.0

Londwyn

The humans of Londwyn are an oddity to the rest of Palmydia. These enigmatic people hail from the far western coast, between the two great Elven nations, and have often butted heads with the Sylvan Elves over their expansionist ways and their tendency to view the natural world as merely a collection of resources to be utilized.

Londwyn is ruled by a queen who shares some of her power with a representative body, called a parliament. Londwynians are a hard working and incredibly intelligent people who have shunned the teaching of Magic and have modest, if any, respect for the deities' powers. Rather, the people of Londwyn turn their eyes to the progress afforded by science and technology, and draw their lessons of the past through archeology instead of religious litany.

Londwynians have a very deeply held belief that their culture is the product of long and uninterrupted progress from the primitive to the modern. Those that do not share their values are often seen as quaint, but backward; those that exhibit little industriousness or technological acumen are sometimes considered animal, rather than true humanoid. The people of Londwyn

are generally good-natured, however, and often express a sincere, though still condescending, admiration for those cultures that continue to practice outmoded ways of life, such as religious worship and casting magic spells.

The Southernmost province of Londwyn is known as "The Dread Hills" and is a mining community where vast resources of gold and rare ores and gemstones are acquired and sent to the north to fund the kingdoms advancements. Over the years, the inhabitants of The Dread Hills have grown tired and unappreciated by the north, and tend to refer to themselves as Southern Londwynians in an effort to draw a distinction between themselves and the more posh and polished north.

Penalized Professions

Priest, Cleric, Mage, Druid - Wild Mage

Role-Playing

- Londwynians do not possess faith in the divine sense, and must always seek to apply logic and examine evidence to every question and mystery. They cannot make an important decision without using a rational, deliberate approach to come up with a solution, and will always favor the option that has the strongest real evidence supporting it.
- Londwynians do not think highly of magic spells, divine prayers, or other abilities that are not rooted in physical technology. They will not place their trust in such powers, and will be reluctant to integrate the use of them into any plans they make.
- As a Londwynian you may NOT introduce the idea that any particular invention or scientific advancement has been made without first acquiring written confirmation from the Director.

Costuming And Makeup

Londwynians dress in a manner similar to that of Victorian England. They are generally prim and proper, even when dressing for adventure.

Detriment:

None

Racial Skills

1) Innovative: (10 Build)

- They may use two Baubles, Devices and Inventions per period, and have two of each paperclipped to their character sheet ready to be used.
- Innovation once per event
- Lore: Academic, Literacy, Advanced Literacy
- Arquebus

Body Ratio

1.0

Romani

Outwardly, Romani appear as a tightly knit band of entertainers and wear all manner of jewelry, along with anything that sparkles, clinks, or jingles. You can always hear a band of Romani coming into town, their small bells tinkling merrily as they dance toward you. They often are found offering to sell brews, potions, and fortunes. Any Romani worth his gold hoop earring can sing, dance, tumble, eat fire, juggle, or play the fiddle. Romani do anything to amuse the masses and earn a gold piece. The band usually travels from town to town setting up camp and charming or stealing their way through the village.

Because Romani are fond of wealth they are well versed in understanding it, even if many of them have trouble holding onto it for too long. They were often accused of heinous crimes and punished regardless of guilt, and so through the generations many of the Romani families have developed and passed down the art of hexing and cursing those who do them wrong. Now those who conduct witch hunts on them, do so at their own peril.

Penalized Professions

Cavalier, Bounty Hunter, Ronin, Cleric, Warrior Monk - Dragoon

Role-Playing

- Romani should have a Romanian/Hungarian accent.
- Romani are always calculating a situation to learn how it will best benefit them, and are not known for displays of selflessness or courage. A Romani always wants to have the open road as an option, and is unwilling to commit to anything that might tie them to one location or one way of life permanently; of course, most Romani won't think twice about lying in such a situation and worrying about the consequences later.

Costuming And Makeup

Romani usually where patterned and patchworked fabrics.. They also like to adorn their clothes with large amounts of bells, pins, coins, fetishes, trinkets or any other sort of accessories.

Detriment:

Family Curse:Affected by one incurable curse selected from the Family Curse table below.

Curse of the:

Arcane Ache	Takes + 5 damage from Magic Damage
Divine Ache	Takes + 5 damage from Divine Damage
Primal Ache	Takes +5 damage from Primal, and all Element (fire, ice, etc) Damage
Blood Feud	Takes + 5 damage from a common type of being (Goblinoid, Human, etc)

Soft Hearted	All attacks against a certain type of being only inflict 1 point of damage.
Hopeless	They may never benefit from Augments with the Divine trait.
Unnatural	They may never benefit from Augments with the Druidic trait.
Mundane	They may never benefit from Augments with the Arcane trait.
Inept	They may never use a trinket nor an artifact

Racial Skills

1) Blood Hex/Death Curse: (10 Build)

- Blood Hex twice per period.
- Death Curse

2) Way of Wanderer: (10 build)

- Detect (Divine, Magic, Druidic, Demonic, Spirit, etc)
- Evaluate Item.
- Trade: Luxury (Any)
- Sleight of Hand once per period
- Truth Evasion once per period

Body Ratio

1.0

Elves

Elves of Arawyn are an old and powerful race. These graceful, slender beings once lived together as one large nation, but a civil war broke them into three completely different types. Now they all hold their own against the oncoming threats.

Quinarian (High Elf)

High Elves or Quinarians consider themselves the most powerful of the civilized races. They are primarily fair skinned individuals with frail bodies and ears that tip to a point. Their tongues spout words of poignant wit and intelligence.

Quinarians are known to have a distant ancestral relation with the highly magical race that are the founders of magic, known as the Fae. As such, magic is innate to their being. Today there is not one among them who does not possess some latent magical ability. They dispute the fact that size has anything to do with power, relying on the belief that their magic alone could shake any empire. It is also their most ardent belief that when a Quinarian's time in this world is over, they

must journey to the land of their ancestors where they will live forever. Thus, few Elven graves are ever seen.

Quinarians are perhaps the most intelligent of all the known races and will always try to make this apparent when dealing with non-High Elves. They appreciate wit and humor, but they will often try to center attention on themselves when stories and jokes are being told in an open manner. Quinarians regard Humans with a certain amount of respect, only due to their considerable political power. All other races, however, are viewed and treated as lesser creatures and do not bear much significance to them. They are especially enraged by the mere existence of the Dark Elves whom deserve nothing more than the despicable lives they lead. High Elves often treat Sylvan Elves as misguided brethren who have foolishly thrown aside their innate magical heritage to pursue a more in-depth relationship with nature.

Penalized Professions

Berserker, Brute, Chaos Warrior - Dragoon, Psion, Wild Mage

Role-Playing

- High Elves look down upon all other races and will tend to view their opinions with disrespect unless compelling evidence supports them.
- High Elves despise Dark Elves and regard them with deep suspicion.

Costuming and Makeup

High Elves prefer to dress in the highest fashions they can afford and equip themselves with the finest accouterments available. You must wear elven ear tips when playing a High Elf.

Detriment:

Decay Intolerant: Takes an additional 5 points of damage from every "Decay" attack.

Racial Skills

1) High Blood: (10 Build)

- High Elves are immune to all non-superior innate claw or bite special effects of negative energy beings, such as paralyzing touch, lycanthropy, or direct body damage.

2) Magic Heritage: (10 build)

- Cantrip (Arcane)
- The character may add 2 to their normal weapon damage when striking Dark Elves.

Body Ratio

0.9

Selendrian (Sylvan Elf)

Sylvan Elves, or Selendrians, originated from the same stock as High and Dark Elves, though they would rather not admit it. They believe that the High Elves have become too infatuated with themselves and have decided to disregard the rest of the world. Dark Elves are simply ruthless monsters to be killed on sight. The actual cause of the Elven separation is to this day unknown, but Selendrians claim that their brethren warred for many years over the developing political affairs. They wanted nothing to do with the manner in which their brothers warred for power. With this in mind, they gathered and headed south to the virgin forests to live among the creatures of the wood.

Their numbers are great and their society is very complex and organized. However, few civilized races give them the respect they deserve because of their choice to live among nature.

Selendrians despise large cities and view them as cesspools filled with vermin. Individuals who would destroy the forests and its children for profit quickly inspire the Sylvan Elves' animosity. However, the Selendrians save their greatest hatred for Dark Elves. They do not consider them Elves at all, but the product of pure evil, worthy of ceremonial "hunts".

Sylvan Elves have an unusual perception of life. They did not choose to live in the woods because it would be fun or because they had to; they did it because they deemed it pure and natural. They are aware of the cycles of nature and realize what their existence means in the natural scheme of the world. Selendrians live off the land and take only what they need. They never spoil the earth around them, instead trying to make life for all of the forest's inhabitants fair and equal. They detest other races' obsessions with expanding and growing their cultures to the point where nature is compromised. They believe that eventually the sacred powers of the earth will be extinguished by this reckless behavior.

Penalized Professions

Buccaneer, Racketeer, Brute - Dragoon, Psion

Role-Playing

- Sylvan Elves will defend their kin, their homes, and the forests with their lives and will do the same for those in need and truly deserving of help.
- Sylvan Elves despise Dark Elves and regard them with deep suspicion.

Costuming And Makeup

Sylvan Elves prefer practical clothing made from naturally available materials. They wear predominantly earthen colors that help them blend into their woodland surroundings. You must wear elven ear tips when playing a Sylvan Elf.

Detriment:

Decay Intolerant: Takes an additional 5 points of damage from every “Decay” attack.

Racial Skills

1) 1) Nature’s Heritage: (10 build)

- Woodland Alacrity once per period.
- The character may add 2 to their normal weapon damage when striking Dark Elves.
- Lore: Forest
- Bow
- Befriend Animal once per event.

2) Woodland Walking: (10 Build)

- While outdoors, the Selendrian gains the use of:
 - Tracking
 - Tracking Evasion
- Woodland Stealth once per period.

Body Ratio

0.9

Ilythiiri (Dark Elf)

The nation of Darkholme is the single largest, most expansive nation in existence, its earthen and rock walls reaching out to the four corners of the world. The never-ending labyrinth of the Darkholme is littered with structural compounds comprised of mansions built in a mix of carved stone and extremely rigid vegetation, illuminated with gentle glowing mosses and stones. These breathtaking homes are inhabited by the ruling families of the glorious Ilythiiri Elves, dark of skin and light of hair. It was said that they ancient descendants of the surface elves and were banished to the underworld by the High Elves many thousands of years ago. They depend on no one save themselves, and trust no power other than their own.

Once a grand matriarchal society, a recent revolution lead by males who struck a deal with a greater demon, has changed the politics and landscape of their society. They are now ruled by the Prime’arch family who passes down its benevolent blessings, and sometimes its harsh judgment, upon the other royal families of Darkholme. With this dramatic shift in their society, their true past was ordered to be forgotten and was re-written by the new order. Out of fear of death, or worse, the vast majority of the Ilythiiri comply. Although they appear to be more open to mending the relationships with all of the races on the surface, they are still a vile and manipulative race. Even when appearing to do good, they are likely using those they come across as tools to accomplish their own goals. While some welcome this change, this new paradigm has made them more deadly than ever.

Penalized Professions

Cleric, Priest, Buccaneer - Dragoon, Wild Mage

Role-Playing

- Dark Elves are cautious about uncontrolled fire and even suffer pain from it, and will avoid exposing themselves to it as much as possible.
- Dark Elves are amoral and manipulative by nature and even when they are working with others in a group they are always looking for an angle where they can get others to accomplish their goals for them, and get the maximum benefit from their association.

Costuming And Makeup

Dark Elves prefer to dress in black and gray tones. You must wear elven ear tips, black makeup covering all exposed skin, and white or silver hair coloring when playing a Dark Elf.

Detriment:

Fire Intolerant: Can never benefit from or use any fire based abilities. Takes an extra 5 points of damage from every fire source attack.

Racial Skills

1) Dark Alacrity: (10 Build)

- Dark Alacrity once per period
- The character may add 2 to their normal weapon damage when striking Sylvan Elves or High Elves

2) Dark Denizen: (10 Build)

- Infravision
- Darkness Stealth once per period
- Small Weapon

3) Dark Heritage: (10 Build)

- Blind Fighting
- Blinding Darkness twice per period

Body Ratio

1.0

Hillfolk

The original Hillfolk were a stout and hard-working race, that lived in the mountains of the early world. Over the years, the various tribes of Hillfolk moved outwards, and settled into different areas – some moved to the mountains, and eventually underground, where they became the Dwarves.

Others moved into the rolling hills and fields of Arawyn, where they eventually became Halflings. Both groups have long-standing issues with the Goblinoid tribes – sometimes hatred, sometimes fear. In either case, the descendants of these ancient people bear many of their original traits – a shortened stature (and usually a girth to match it), profuse hair (beard or feet), a natural talent for art and crafts, and a love of good food and drink.

Dwarf

Dwarves are usually about half the height of a Human, with strong, barrel chests and thick muscular arms. The most famous trait of the Dwarves is their incomparable talent in the art of metallurgy. Dwarves are known the world over for their tremendous ability with the harvest and working of rare metals and gems. Items of Dwarven craftsmanship are objects of beauty and great durability, and often fetch a high price in markets all over Arawyn. Having mined the great northern mountains for so many centuries, Dwarves are resilient to many compounds and elements that would normally kill or harm other races. Most Dwarves live in large citadels carved into the very mountains. It is within these walls that Dwarven craftsmanship is at its finest. Hard work during the day is followed by great revelry at night with enough tankards of ale and hard spirits to drown an army.

A male Dwarf's beard is a sign of age, maturity, status, and adulthood. Dwarves without beards are considered a disgrace. For the females, it is braids in their hair. It is the length of the braid that denotes maturity and status. Dwarves are not inclined towards magic; in fact, some magic has no effect on them at all. Dwarves hate goblinoids with a passion borne of eons of constant war; they have been subject to the rampages of Orcish war parties throughout their history.

Sloth is greatly disdained and Dwarves hate laziness of any kind. They are generally hard-working, good folk and tend to keep company with people of a like nature. However, their fear of outsiders getting their treasure makes them difficult to deal with sometimes. They have an irrepressible appreciation of quality craftsmanship and critical remarks about such works are a good way to engage a Dwarf in conversation.

Penalized Professions

Druid, Mage, Bard - Dragoon, Psion, Wild Mage

Role-Playing

- Dwarves distrust goblinoids. Even if one does prove themselves to be trustworthy, the dwarf will assume it is the exception to the rule, and will revert right back to not trusting the goblinoid if anything should go wrong.
- Dwarves believe that everything that a person does or creates is reflective of their virtue as a person. Consequently, a Dwarf will find it nearly impossible to do something without committing their full effort to it, or make something without applying care and dedication.

Costuming And Makeup

Dwarves believe in dressing finely when not at labor in a mine or at a forge, and consider armor to be perfectly suitable clothing for formal occasions. You must wear a beard when playing a male Dwarf, or braids in your hair when playing a female Dwarf.

Detriment:

Magic Intolerance: Any arcane effect of a beneficial nature from any source has no effect when targeting those with Magic Intolerance. Additionally those with Magic Intolerance may not activate arcane effects of a beneficial nature from objects nor use any passive arcane effects of a beneficial nature. This does not prohibit the character from being affected by or interacting with an Arcane effect that does not give them a direct benefit, such as going through a Gate, speaking the password to a Ward, being protected by another person who put up a magic wall or a magical sanctuary, or other such situations. If a character with this detriment ever purchases the mage list, they must identify themselves as a Shaman instead of a Mage and may only purchase the elemental spheres.

Racial Skills

1) Heart of the Mountain: (10 Build)

- Immune to all non-superior diseases
- Soak of 5 against Decay and Poison
- Ignore Magic or Ignore Poison once per period

2) Stone Heritage: (10 build)

- Deflect once per period
- May ignore the Knock-back trait from any non-superior attack
- The character may add 2 to their normal weapon damage when striking any Goblinoid.

Body Ratio

1.1

Darrow 'Mar (Dark Dwarf)

The Darrow'Mar currently live deep under the earth in the ancient ancestral home of the dwarves called Flamestone. Because of this location their mines run deeper and richer than any other race.

The Darrow'Mar often subjugate weaker underground races to do much of their hard labor, saving their own strength for their crafting and tasks of great skill that only they can perform. This desire to conserve energy had become so great, that they even shed their ancestors distrust of magic, for any tool to make their lives easier is a tool worth using.

Relations between the Darrow' Mar and their surface cousins are very volatile. This shared hatred of one another stems back to the days when civil war ravaged the Dwarven kingdom. After their defeat, the Dark Dwarves somehow managed to fortify themselves in Flamestone. This fact has made them feel that their defeat was not a defeat at all but rather a victory. To this day they have held the territory to the great anger and disdain of the dwarves.

Dark Dwarves are even more serious than Dwarves. Having lived most of their lives in the harsh underground, they tend to have a gloomier outlook on life. A Dark Dwarf will trade with just about anyone for profit. When they are not doing the work that they must, Dark Dwarves are unmotivated and often lazy – quite in contrast to their Dwarvish cousins. They are unkempt and unorganized, and sometimes it is a wonder how they can perform their trades so successfully, yet undeniably they do.

Penalized Professions

Buccaneer, Ronin, Druid - Dragoon, Psion, Wild Mage

Role-Playing

- Dark Dwarves distrust Dwarves. Even if one does prove themselves to be trustworthy, the dwarf will assume it is the exception to the rule, and will revert right back to not trusting the individual if anything should go wrong.
- Dark Dwarves will never involve themselves in someone else's cause and will only view a cause as their own when it is absolutely direct. Beyond staying alive and making a profit, there is little that a Dark Dwarf will care enough about to provoke them to act.

Costuming And Makeup

Dark Dwarves prefer practical clothing that is easy to work in. They generally have no regard for their appearances and have a slovenly look to them. They tend to have large stomachs. When possible use some padding to fill out your tummy. Dark Dwarves have normal skin tone and hair color, but it is common for them to be visibly dirty. Thier hair and beards are most commonly black and are sometimes dirty or unkempt.

Detriment:

None

Racial Skills

1) Root of the Mountain: (10 Build)

- Blind fighting
- Immune to all non-superior diseases
- Infravision

Body Ratio

1.0

Halfling

Halflings are a diminutive folk who try to live quiet, safe lives. Rarely standing more than four feet in height, they usually make a comfortable home for themselves in the foothills of lush valleys. They take great pride in the simple joys; good food, fine wine and a proper pipe filled with sweet tobacco. Known for their lack of footwear, Halflings are endowed with disproportionately large feet that are topped with thick fur. Not being particularly brave, it is a rare Halfling who dares venture beyond his shire. All day long they sit beside their fireplaces with friends and indulge in overeating. Halflings are usually quick-witted and very congenial; they tend to have many true and dear friends. They are good and wholesome people.

Most Halflings are more than happy to live out their lives as farmers or country tradesmen. However, some Halflings wander into human cities, where they can grow to love the excitement and the bustle. These Halflings often wonder how the others back home can live without all that the city has to offer. Regardless of how they earn their living, nearly all Halflings prefer a nice daily routine and a comfy home. Yet there are those unbelievably rare Halflings who find adventure calling to them more enticingly than a warm scone with honeyed butter.

Halflings are a jolly race devoted to having a good, yet safe, time. They will shy away from combat. Halflings get along with just about anyone, though they do have a great fear of the goblinoids; some say it is because goblinoids see Halflings as a delicious lunch.

Penalized Professions

Berserker, Buccaneer, Torturer- Dragoon, Psion, Wild Mage

Role-Playing

- Halflings have an innate fear of goblinoids and will treat them with distrust. Even if one does prove themselves to be trustworthy, the hobbit will assume it is the exception to the rule, and will revert right back to not trusting the individual if anything should go wrong.
- The allure of food and drink is almost impossible for a Halfling to ignore. A Halfling will generally set aside all other priorities and goals if confronted with an opportunity to eat some tasty food or drink a nice beverage.

Costuming And Makeup

Halflings wear practical clothes and avoid anything that fits too snugly or binds too tightly – such garments get in the way of eating a proper meal. If your feet will be exposed, you must apply fake hair to the tops of them.

Detriment:

None

Racial Skills

1) Fleet Footed: (10 Build)

- Blend once per period
- Soak of 5 against any attack from an enemy the character is not facing and actively running away from.
- Small Weapon

Body Ratio

1.0

Katta

Once, long ago, a race of cat-men inhabited nearly every part of the continent. The katta are the remaining species of a nearly extinct breed of feline. The two species of katta – the Jaxuaryans and Namierra – have long and legendary histories that pre-date much of the Human kingdoms' own histories. The Jaxuaryan people now inhabit the fertile jungles, while their smaller cousins, the Namierra, have withdrawn to the dry deserts of the southwest.

Jaxuarian

Jaxuarian society resides in the jungles of Xithinthax. They are a humanoid feline race that resemble large wild hunting cats, such as lions, leopards and panthers. Despite their ferocious appearance, they can be very peaceful beings. They believe in the absolute upkeep of law and order, and do not tolerate evil of any kind. Jaxuaryan stand roughly six feet in height and generally hold well-formed physiques. Their bodies are layered in smooth hair, and their face is that of a great cat. Upon either forelimb, they hold their greatest asset, a single retracting claw, sharp and deadly. They clothe themselves in all manners of fine tribal cloaks and other garments. They are the most trusted of all races, for in all of history, none have ever surrendered to evil's dark temptations.

Jaxuaryan worship the "Great God of the Jungles", Sol'O Set. Worship is done freely and regularly, and a Jaxuaryan can often be heard talking directly to Sol during combat. The Jaxuaryan believe that Sol is ever present, and thus is always with them. Many say it is this ardent belief that leads them to only do good. On rare occasion, a Jaxuarian travels great distances away from their homeland, but only do so when they feel a great purpose or calling to do so.

Penalized Professions

Racketeer, Spy, Archer - Dragoon, Psion, Wild Mage

Role-Playing

- A Jaxuaryan does not lie or mislead another person; if they don't want someone to know certain information, They will simply refuse to speak about it.
- A Jaxuarian carries themselves with much greater poise and prowess than their smaller cousins. They are almost always serious and their hunting instincts are never off, seeking to hunt mainly large and challenging kill prey worthy of their efforts.

Costuming And Makeup

It is encouraged that you wear a full feline face prosthetic, ear tips, and costuming and makeup that creates the illusion of a feline body. Full facial make-up may be used instead, but only if the quality of the make up is great and portrays a deep three dimensional feel. No tails, and no feline headband style ears. Thier clothing should be primitive, minimal and almost tribal in nature.

Detriment:

Inept at Technology: Can never use trinkets.

Racial Skills

1) Jaxuarian Stealth:(10 Build)

- Woodland Stealth or Darkness Stealth twice per period

2) Jaxuarian Claws: (10 Build)

- The Jaxuarian grows 1 Handed Edge length claws that are indestructible and the Jaxuarian takes no damage on their claws
- Weapon skill: Long Claws, Master Florentine
- A Jaxuarian who has grown their claws can never use any weapons other than their claws, nor can they use a shield. Claws do not count as any other weapon, however a Jaxuarian's claws are considered their holy weapon regardless of religion.

3) Great Feline: (10 Build)

- Strength +1
- Leap twice per period

Body Ratio

1.1

Namierra

The southern desert regions are so desolate and inhospitable that very few races know of the existence of the Namierra. Those ignorant of them may find themselves penniless after a mere night's time among them, for the Namierra have a sense for making money – by any means – and staying clear of danger. Unlike their cousins of the jungles, Namierra have become very modern

and have adapted closely to Human civilization. They often make their tunnel homes in the desert near large Bedouin towns or cities.

The faces of the Namierra are far flatter in comparison to their cousins, and their body frames, posture, and hunting skills are far less impressive as well. Because of this, they have had to depend on developing other skills and to adapting to nearby civilizations. Many say that the Namierra have developed a blessed and fortunate life from these changes.

The Namierra have adapted to perform many tasks and professions that are common in many lands, such as apothecary arts, merchanting and inn keeping. Despite this ability to adapt to their environment, they have retained much of their innate lightning-fast reflexes and are extremely dexterous.

Penalized Professions

Buccaneer, Cavalier, Berserker- Dragoon, Psion, Wild Mage

Role-Playing

- Namierra have an irrepressible curiosity and have great difficulty avoiding distractions. They are not necessarily child-like in their fascination, but they do suffer an overwhelming compulsion to get to the bottom of anything unusual or interesting. They will not play with bells or chase balls of string; for such things are only of interest normal house cats, which they are not, and can be silently offended by such suggestions.
- A Namierra must try to avoid a fight whenever it involves something they have done or an offense they have given; they do not believe in stepping up and issuing or accepting challenges.

Costuming And Makeup

Namierra tend to wear clothing that is standard for any society they are trying to adapt in. You must apply full feline face makeup and cover all exposed skin with a feline pattern and color. You may not play an all black cat and it is highly encouraged that you stray away from using black as a primary tone in your make-up. You should wear a tail, and cat-like ears must be worn.

Detriment:

None

Racial Skills

1) Fortunate Life: (10 Build)

- Namierra regenerate body at a rate of 1 body every minute that they are conscious, not moving, , and out of battle.
- Luck twice per event

2) Dextrous: (10 Build)

- Climb twice per period
- The character may walk over any trap triggers they can see in-game without activating the trap

Body Ratio

1.0

Goblinoids

There are three breeds of greater goblinoids that reside in the goblinoid empire, known as Gaaldron – Hobgoblins, Imperial Orcs and Imperial Goblins. The Hobgoblins rule the structured empire accompanied by Orcs, Dark Dwarves, Goblins and Ogres. Those of Gaaldron live in much the same way as other civilized races, operating under the laws set by their god. Wild goblinoids who are not part of Gaaldron are usually considered vile and threatening, their pillaging war parties constantly harassing almost all the other races in all parts of the world.

Hobgoblin

The Hobgoblins are the rulers of the goblinoid empires. In appearances they are green of skin and their faces the most attractive of the goblinoid races. They walk both tall and straight and their posture, intelligence and egos are strong. There are two goblinoid empires; Gaaldron and New Gaaldron. Both are theogian lands where Enax, the god of Authority is worshiped. There is a strong belief that Enax, blessed the Hobgoblins with their superior bodies and minds so that they subjugate and rule over the other goblinoid races, bringing them a clear and undeniable authority. The goblinoids that came in under their rule to build these great empires, undeniably live a better life than wild goblinoids, for they have an actually developed and large society to grow and learn in, even if it is a bit more gritty and rough around the edges than other civilizations.

The Hobgoblins, though organized and intelligent, are still of goblin blood. They love to do battle and are fierce in combat, even if their true calling is to serve Enax. They enjoy sparring and hunting with their large Orcish fellows. Hobgoblins are eloquent and generally rather arrogant beings. They view all things in life as theirs for the taking, and feel their overall influence in the world is indomitable. Unlike other goblinoids, Hobgoblins are very organized and quite sensible. They are far more intelligent than other goblinoids, as is noticeable by their often-delicate use of speech and straightened posture. Hobgoblins pride themselves on their diplomacy and fighting ability, but these worldly attributes are of nothing when compared to the “Laws of Enax”. Hobgoblins are a highly religious people, their connection to Enax making

them a deep and spiritual race. It is this quality, many believe, that allows them to suppress their natural goblinoid rage.

Penalized Professions

Berserker, Brute, Chaos Warrior - Dragoon, Psion, Wild Mage

Role-Playing

- Hobgoblins believe that their intelligence, posture and composure are what most crucially separate them from other goblinoids. They will always try to maintain the outward appearance of being masters of both, and will seek to destroy anyone who makes them look stupid or causes them to lose their calm. They are not fools, however, and will not immediately seek such revenge unless the opportunity is worthy.
- Hobgoblins look down upon all other races and will tend to view their opinions with disrespect unless compelling evidence supports them.

Costuming And Makeup

Hobgoblins only wear fine clothing, and consider menacing-looking armor very fine indeed. The very notion of practical clothing suggests weakness to Hobgoblins, who believe that prowess will be triumphant no matter the conditions. You must wear elven ear tips, and green makeup covering all exposed skin when playing a Hobgoblin. No noses or prosthetics to deform the face.

Detriment:

None

Racial Skills

1) Blessed of Enax: (10 Build)

- Command of Enax twice a period
- Soak of 1 against all attacks

2) Deadly Grace: (10 Build)

- The character may add 1 to their normal weapon damage
- Literacy, Advanced Literacy, and Lore: Military Tactics
- Glory of Gaaldron once per period

Body Ratio

1.0

Goblin (Wild or Imperial)

Goblins are short, skinny and pesky creatures that infest Arawyn like rats. They have green skin, and typically look scrawny and malnourished. Goblins come in all shapes and sizes, most around four to five feet tall.

Wild Goblins are savage and tribal. These goblins typically supply the Wild Orc warlords with readily dispensable fodder and thus make for great raiders against larger nations. Wild Goblins enjoy fanatically killing and torturing other races. Orcs often prod their Goblin hordes into battle to weaken their enemies forces. Not all Wild Goblins are battle fodder, as some are shamanistic in nature. Wild goblins that are not part of a tribal warband are usually largely unguided and tend to have very short lifespans

Imperial goblins are a little more refined than their wild counterparts. They often try to strive for military fame in the Hobgoblin Empire, a Goblin's paradise. But there are a few Goblins who would rather indulge in their creative side, roaming the cobblestone streets as poets and artists. These little Goblins use all manner of perverse and weird subject matter to depict in their "expressions." They sell these works on the open market often within the realms of other races that humor their inspired effort. Laughable as it seems, the Goblins believe in their work and want to share. Yet still there are even stranger Goblins, who strive to learn rudimentary knowledge of natural compounds. Goblin alchemists are an enigma among other Goblins, though they are actually brilliant, by Goblin terms. These mad alchemists live in secret corners of Gaaldron, devoted to their workings to advance the empire.

Penalized Professions

Warrior Monk, Ronin, Cavalier - Dragoon, Psion, Wild Mage, Healer

Role-Playing

- A Goblin should try to avoid a fight whenever it involves something they have done or an offense they has given; Goblins generally do not believe in stepping up and issuing or accepting challenges.
- A goblin's posture, intelligence and speech needs to be toned down slightly so they are not mistaken for hobgoblins. The voice should be raspy and inhuman sounding.

Costuming And Makeup

Goblins wear whatever kind of clothing is available. Goblins who get a taste of the good life can get carried away and wear some appalling clothes that they think demonstrates their elevated status. You must wear green makeup covering all exposed skin when playing a Goblin. it is highly encouraged that you use a twisted or long nose prosthetic, so as to not be confused for hobgoblins. It is encouraged that you use multiple tones of green in your make up for a blotchy more monstrous effect.

Detriment:

None

Racial Skills

1) Unclean: (10 Build)

- Ignore Disease, Decay or Poison twice per period.
- When Ignore Disease, Decay or Poison is used the Goblin gains +1 damage for one hour.

2) Live Another Day: (6 Build)

- Flee twice per period.
- When Flee is used before a battle is noticeably over it restores the goblins to half their body points, to a maximum of 30, and gains +1 soak for a duration of one hour.

Body Ratio

1.0

Ogre (Imperial)

Imperial Ogres are huge, massively built creatures with yellow skin. They are among the largest and most dimwitted of the common races. They wandered the northern wastes long ago, but have become exploited by Gaaldron. Most Ogres are raised and trained to be mining slaves under the empire. But there are the lucky few that are trained as warriors for the imperial army. These great brutes do battle like few others. Their ferocity in battle is legendary, and their size and strength make them all the more formidable. These few Ogres were selectively bred by Goblin alchemists to be truly outstanding war machines. They feel unmatched in combat, fighting until knee deep in bodies and gore, loving every minute. They have been known to devour parts of their kills to rejuvenate them in battle.

On occasion Imperial Ogres are temporarily relieved of service for a few years to be kept in reserve. In these times they live somewhat normal lives in the empire and sometimes they even wander away from the empire and find their way south, pursuing large beasts in order to test their strength and fighting prowess. Sometimes they take up to caves for solitude or other civilizations for excitement. When they do this, they sometimes gravitate to professions that are less combative in nature, on extremely very rare occasion some become shamanistic. Ogres are greatly intolerant to and sometimes even despise magic, as it is seen as a coward's weapon.

Penalized Professions

Mage, Bard, Swashbuckler - Dragoon, Psion, Wild Mage, Healer

Role-Playing

- Ogres despise arcane magic and distrust its effects on them. While they may, after months, grow to accept an arcane magic user, they will assume that they are the exception, and if anything should go wrong, the ogre will revert quickly to not trusting them. Ogres shun arcane items and spells, believing that using such things will corrupt them.

- Ogres are honorable in their own way. They will often follow an ideal (though occasionally a person or land) with great dedication. This doesn't always mean blindly following the ideal, person or land, but instead making their decisions based on what the ogre thinks is best for the ideal, person or land. If the ogre feels the person, land or ideal is no longer worthy of their dedication, they will break with it and find something else worth their efforts. Some common ideals include honorable combat, protecting a group of people, destroying a group of people, following the philosophies of a religion.
- Ogres speak with a lower overall intelligence and speech patterns should resemble that of a slightly developed caveman.

Costuming And Makeup

Ogres favor practical clothes and armor for battle. Their great size and girth would limit their options at fashion anyway. You must wear yellow makeup covering all exposed skin when playing an Ogre. Optional make up for ogres are fangs or a small horn in the middle of their forehead.

Detriment:

Magic Intolerance: Any arcane effect of a beneficial nature from any source has no effect when targeting those with Magic Intolerance. Additionally those with Magic Intolerance may not activate arcane effects of a beneficial nature from objects nor use any passive arcane effects of a beneficial nature. This does not prohibit the character from being affected by or interacting with an Arcane effect that does not give them a direct benefit, such as going through a Gate, speaking the password to a Ward, being protected by another person who put up a magic wall or a magical sanctuary, or other such situations. If a character with this detriment ever purchases the mage list, they must identify themselves as a Shaman instead of a Mage and may only purchase the elemental spheres.

Racial Skills

1) Ogre Wrath: (10 Build)

- Strength +1
- Devour

2) Monstrous Body: (10 Build)

- Strength +1
- Soak of 1 against all attacks.

3) Ogre Hide: (10 Build)

- Ogre Hide once per period

Body Ratio

1.2

Orc (Wild or Imperial)

Wild Orcs include those of the northern clans and tribal Orcs from other regions. Orcs of the great northern clans love war and blood and are arguably some of the cruelest beasts in Arawyn. Fiercely devoted to their broken god, Uelrog, these Orcs raid the south in their god's name and continuously spill the blood of other beings as gifts to him. They await the day when he will rise and come south to destroy all of the empires, especially Gaaldron, which they abhor vehemently. Tribal Orcs of the south and west are so scarce that they aren't recognized as an independent nation.

Imperial Orcs in almost all appearances resemble Wild Orcs, except that they have a healthy respect for their authority within the goblinoid empires. They enjoy a fulfilled life, serving under the strong and powerful rulership of the Hobgoblins. They are treated with respect and are provided with their own forces to command as well as lavish comforts and opportunities to satiate their bloodlust.

All Orcs regardless of where they hail from share a yearning to spill the blood of their enemies. It is more than an act of violence to them, it is a calling. Spilling an enemy's blood on the battlefield is an act of honor, both for themselves and for their victims. The act of slaying an enemy emboldens their battle fury causing them to fight harder.

Penalized Professions

Mage, Bard, Physician- Dragoon, Psion, Healer

Role-Playing

- An Orc does not quit a fight once they have gotten involved in one, except if they are the last person on their side that is still standing, or if all others on their side are in the act of retreating.
- Orcs should speak with a deep and growly voice.

Costuming And Makeup

Tribal Orcs wear clothing that meets their needs and have no care what it looks like. They often scavenge clothing from enemies they have defeated, if they can make it fit. Imperial Orcs dress with a measure of care, but are not as fashion-conscious as Hobgoblins. Both types of Orcs favor armor when they can acquire it. You must wear green makeup covering all exposed skin when playing an Orc. You may wear fangs. It is encouraged that you use multicolored tones of greens.

Detriment:

None

Racial Skills

1) Orc Commander: (10 Build)

- The character may add 1 to their normal weapon damage
- Command Goblinoid twice per period

2) Blood Fury: (10 Build)

- Blood Fury

Body Ratio

1.1

Faerie Kin

The following races are known as Faerie kin by those of woodland descent. They inhabit the primeval forests and the lakes and rivers of the country. They are all quick to show contempt towards other races that do not understand and hold precious the natural world as they do. But in many other ways, the Faerie kin are all very different from one another.

Dryad

Dryads respect and revere the forest and think of themselves as literal children of nature and in this thought, they would not be wrong. They have either pale green skin or elegant green and brown markings, are slight in stature, and their voices are like whispers that carry far in the wind. Dryads are the spirits of the trees, as they are the keepers of the forest. They are a timid, but friendly folk until their sacred forests are invaded. Many a doomed man has tried to clear a Dryad's forest for a new road, only to be escorted forcefully far away. Dryads have no love of modern civilization, instead choosing to stay as close to the mother earth as possible. Because of this, a Dryad will protect their glade to their death. Dryads can be found among towns, though very rarely – and generally only after some catastrophe in the forest has forced them to civilization.

Dryads are shy amongst strangers, soft spoken, and demure. Dryads despise large kingdoms that attempt to destroy their beloved forests. They tend to be initially untrusting, but if they see someone treating the forest with the respect it deserves they become more open. Dryads dislike being out of the woods, and loathe being inside of buildings.

Dryads have a childlike innocence, are wholesome in nature, and despise all things evil. They are of simple values and will eventually befriend good beings. Dryads can often be found in the company of druids and Sylvan Elves, who share some of their views on life.

Penalized Professions

Buccaneer, Racketeer, Gambler - Dragoon, Psion, Wild Mage

Role-Playing

- Dryads are very reluctant to venture too far from the comfort of woodland, and even more reluctant to enter civilized areas such as buildings, developed farmland, or roads.
- Dryads do not understand the concept of money or wealth and cannot be convinced that such things are important; Dryads might occasionally keep things that others would consider treasure, but only when those things are useful or especially pretty or personally significant to the Dryad.

Costuming And Makeup

Dryads prefer flowing clothes – such as robes or dresses – of earthen tones. You must use a pattern of green and brown glittery makeup over most or all of your exposed skin when playing a Dryad.

Detriment:

None

Racial Skills

1) Presence of the Forest: (10 Build)

- Cantrip (Druidic)
- Meld with Tree
- Cloak of the Green once per period

2) Glamour: (10 Build)

- Glamour twice per period
- Lore: Forest

Body Ratio

1.0

Nyad

Nyads are formed of some kind of liquid-like compound that resembles – but is definitely not – water. They live in the northern rivers and often assume a solid form and appearance to do various things on land. Their skin and hair vary from light blue to aqua-marine when they are in this state. They are known for their general uncaring attitude toward land beings, but can be useful in some dirty dealings, due to their disinterest towards others. Nyads do whatever strikes them as useful or fun, depending on the circumstances.

Some Nyads come across as happy or fun-loving; but this perception is a mistake that is often realized too late. Their own society is unexplainable, but this can be said, they do not have anything close to “good and evil” in their culture and rarely recognize a difference.

Nyads are folk of the waters, and like the depths of the oceans they are totally foreign to most of the peoples of Arawyn. No race can even speculate on what their natural behavior is like. They are among the most unpredictable races as far as temperament is concerned. They often participate in “fun” activities and can act well, becoming whoever they need to be to get their way. Yet they do not mind the loss of others – even friends.

Penalized Professions

Cavalier, Warrior Monk, Ronin - Dragoon, Psion, Wild Mage, Healer

Role-Playing

- Nyads are egocentric beings that have difficulty seeing the benefit of helping others. If a Nyad helps someone without any obvious benefits to themselves, the Nyad will often remind that person what they did for them, and try to get something in return for their endless generosity.
- Nyads are very resistant to authority and have great difficulty accepting anyone as a leader. Even if a Nyad does eventually come to trust the leadership of another being, if anything happens to break the Nyad's trust in the leader, it will take a long time to restore that trust.

Costuming And Makeup

Nyads have no particular preferences when it comes to clothes, and typically wear whatever fascinates them, or is useful to them, or will influence others to see the Nyad as they wish to be seen. You must wear blue makeup covering all exposed skin when playing a Nyad.

Detriment:

None

Racial Skills

1) River Spirit: (10 Build)

- Meld with Water
- Breathe water
- Liquify once per period

2) Churning Tides: (10 Build)

- Soak of 5 verse Fire
- Once per period they can heal themselves for full by touching a large body of water such as a lake and once per period they can heal half total body touching a small area of water.

Body Ratio

1.0

Satyr

Creatures possessing the horns and lower body of a goat, Satyrs are as charismatic as they are happy. They are perhaps the most content of all races. It is said that great despair follows the ill omen of a tearful Satyr, for such a sight is rare indeed. Satyrs prance about and sing songs of days past and those ahead. They are known for their ability to charm away even the most uninspired of beings – entrancing them with merriment and stoking a lust for life within. Satyrs are a race devoted to merriment and mirth. The forests they inhabit are abundant with laughter and song. Satyrs will try to bring humor to all but the most somber of situations. Pranks as well jokes and teasing are among the things that make up their daily routine. Most Satyrs will almost always seek to avoid combat.

There are some Satyrs who take a more serious path in life. These Satyrs practice the art of war and keep a watchful eye over the wood where they live. When not looking after their smaller brethren, they often seek adventure among the realms of man. Even the most serious Satyr, however, often makes it their job to become the life of the party. These hardier Satyrs are known to go into battle frenzies and attack foes like maddened beasts. These rarer type of Satyr are sometimes referred to as War Fauns.

Penalized Professions

Assassin, Racketeer, Spy - Dragoon, Psion, Wild Mage

Role-Playing

- The allure of strong drink is almost impossible for a Satyr to ignore. A Satyr will generally set aside all other priorities and goals if confronted with an opportunity to drink any kind of spirits.
- Satyrs are unlikely to recall a debt, either owed to them or by them. Raising the issue of a debt is very rude to a Satyr's way of thinking, and they will never press someone for repayment of a loan or favor. If pressed into repayment by someone that they owe, a Satyr will do the absolute minimum required to avoid trouble, and will bear a grudge against that person for quite some time.

Costuming And Makeup

Satyrs prefer clothes that are either brightly colored, or dominated by earthen tones. You must wear goat horns when playing a Satyr. Many Satyr's feel uncomfortable wearing pants, but if you wish to role-play this you must wear makeup or costuming that gives the illusion that you have goat legs.

Detriment:

None

Racial Skills

1) Gift of Pan: (10 build)

- Cantrip (Bard Song)

- Satyrs wine
- All movement skills used by the Satyr have their distance increased by 5 paces.

2) Pureblood: (5 build)

- Some Satyrs have stronger ties to their heritage, and as such take on more of their ancestor's features. Taking this skill will require the player to apply full makeup to make their face look more like a goat, or wear a facial prosthetic.
- Satyr's Allure twice per period

Body Ratio

1.0

Sylph

Sylphs are an ancient race of Fairy kin, which have been missing from Arawyn for ages. Long ago, they were tricked into slavery to the Dark Fairies, and have since then served them under the force of a powerful magical pact. In their long slavery they have been forced to do horrible things, including murder and stealing away human babies to be raised in the land of dark fairies. Only recently was this dark pact destroyed and the sylphs set free. In the prime material plane they have been forced to renounce their immortality to survive. Most of the sylphs have now secluded themselves in hiding, but some have decided to begin to venture into civilized areas. While once the sylphs where a graceful and caring race, centuries of enslavement to the dark faeries, have slightly twisted their nature, and some now seem detached and cold.

Despite what they were forced to do under the dark rule, they are generally neutral in alignment and are not an evil race, although their sometimes grim attitude occasionally raises an eyebrow.

Their physical forms are lithe and ethereal in nature, not used to the harsh environments of the physical world. Many see them with unearthly grace and beauty, to an almost alien quality. As a result of their ties to magic and lack of physical strength, Sylphs usually excel at the mystical professions, while finding it difficult or impossible to pursue the more war-like ones. A Sylph's personality contains both the arrogance of ages and the wonder of a new world that is full of surprises.

Penalized Professions

Berserker, Brute, Warrior Monk - Dragoon, Psion

Role-Playing

- Sylph males are cold and despondent, having been twisted by the horrible acts they were forced to commit. They are not inherently evil, but there is a darkness that they solemnly

covet as a remembrance of their sins. The hearts of female Sylph have proven to heal faster, and they are slightly more friendly and sociable than their male counterparts.

- Sylphs are intensely curious, but typically naïve about the workings of the civilized world. They will almost always want to participate in any civilized activity that they see others performing, but seldom possess a true understanding of the purpose or method of such activities.

Costuming And Makeup

Upon renouncing their immortality, the majority of Sylphs lost their wings, their minuscule fairy forms, and their timeless lives. Therefore Sylph males do not have wings, yet some few females have managed to retain theirs. All Sylphs have long pointy ears (longer than the average elf), and glittery markings and scroll like designs on all of their exposed skin. Males have black glittering markings, while Females have either, Red, Blue, or Yellow. (Wings, ear tip prosthetic and glitter markings must all be pre-approved by the director before playing)

Detriment:

None

Racial Skills

1) Fairy Blood: (10 Build)

- Levitate once per period
- Cantrip (Arcane)
- Lore: Magic

2) Absorb Magic: (10 Build)

- Absorb Magic twice per period

Body Ratio

0.9

Skills to be changed/ Added

Rename Stealth to:

Master Stealth

Tier: 1

Build: 6

Maximum: N/A

Pre-Req.: None

Traits: Skill (Continuous), Proficiency, Headband (Yellow)

This skill allows a character to move while using the ability Hide in Shadows. The character must remain in the conditions the yellow headband concealment skill dictates, and can only move at a heel-to-toe rate while concealing themselves with this skill. The character's movement makes no in-game sound regardless of any sounds their movement might create. However, if the character speaks or takes offensive action towards another being, they become immediately visible. Further, a character utilizing this skill will remain concealed while utilizing skills with the Movement trait (such as Climb, Expert Escape/Entry, etc.), utilizing self-augmenting alchemy (such as drinking a potion, applying a poison to their weapon, etc.), or accessing items they possess on their person (such as pulling a Fire Bomb out of a pouch, unsheathing a weapon, etc.). This skill requires the use of a yellow headband.

Absorb Magic

Skill (Periodic), Defense

The sylph may ignore any non-superior magical attack. After successfully stopping the attack, the sylph may regain their choice of 10 body points or 10 magic points.

Arquebus

(Skill) Continuous, Attack, Line of Sight

This skill allows a character to use a hand cannon to do 10 damage to a target within 10 paces. The hand cannon must be a period appropriate cap gun approved by the director. Each time the Arquebus must be reloaded with a new cap, and the cap must successfully go off for the damage to be inflicted on the target.

Blend

Skill (Periodic), Headband (Yellow)

Upon using this skill, the halfling may don a yellow headband and walk at a normal pace for as long as they have 3 or more unconcealed characters within 10 paces.

Blood Fury

Skill (Continuous), Healing

Whenever the Orc brings an opponent to the Serious or Critical condition, or outright kills them, they may point at the target and call "Blood Fury." This restores the orc to half their body (rounded up) to a maximum of 50 body points.

Blood Hex

(Skill) Periodic, Attack, Curse, Naming

This skill allows a character to place the Lesser Curse, "The Trickster's Jibe" upon another person; the attack automatically hits the intended target. This is considered a casted effect for purposes of defending, but it can be removed as a regular curse.

Cantrip (Source)

Skill (Continuous, Periodic)

This allows the character to know one first or second level prayer/spell/song and surge cast it twice per period at no career point cost.

Command of Enax

Skill (Periodic), Divine (Authority), Attack, Naming, Social, Voice

This skill allows a character to issue a simple one-sentence command to any sentient being that must be obeyed. The command may not be contrary to the nature of the character, but otherwise the being must do everything possible to satisfy the command. This has a maximum duration of 15 minutes.

Celtic Resolve

Skill (Periodic) Defense, Augment

The character gains +2 strength and immunity to non-superior fear effects for the next ten minutes. The character can also use one instance of the skill Instill Confidence within the ten minute period. This skill can be activated as a defense against a fear effect.

Darkness Alacrity

Skill (Periodic), Defense, Headband (Yellow)

If you are within 2 paces of a place that allows you to enter into Hide in Shadows, you may dodge an attack and immediately move up to 2 paces to a valid Hide in Shadows location and then be under concealment as per Hide in Shadows as if you had used the skill.

Darkness Stealth

Traits: Skill (Periodic), Proficiency, Headband (Yellow)

This skill allows a character enter into Hide in Shadows as if they had expended a use of the skill (provided they are in the right environment) and move for up to 15 minutes while using Hide in Shadows. The character must remain in the conditions the yellow headband concealment skill dictates, and can only move at a heel-to-toe rate while concealing themselves with this skill. The character's movement makes no in-game sound regardless of any sounds their movement might create. However, if the character speaks or takes any action that affects another being, they become immediately visible. This skill requires the use of a yellow headband, and must be used with the skill Hide in Shadows. The skill Darkness Stealth can be used immediately without breaking concealment.

Death Curse

(Skill) Continuous, Attack, Curse, Naming

This skill allows a Romani to place a Greater Curse upon the person who caused their death. The Romani can curse the individual whose action directly caused their death, or they can attempt to curse someone else who was responsible for it. To attempt to curse someone responsible for their death, the Romani must name the specific person to the Director within an hour of being killed, who will then verify if the named person indeed had some active part in the Romani's death. If the named person did not have an active role in the Romani's death, according to the Directors discretion, or the Fates (Director) deems the Romani's Death was justified, then the curse is wasted

and has no effect on anyone; if the named person was involved, then the curse is applied to them. The Romani must select a curse from the list of Family Curses, and the killer will be afflicted with it as a Greater Curse. The Greater Curse will remain in effect on the killer until the Romani releases it, the killer dies and is resurrected, or the Fates (Director) deems the Romani's Death was avenged. The effects of this skill will not stand if the Romani has avoided in any way losing a life tag. This skill bypasses all defenses.

Detect (Source):

Skill (Continuous)

This allows the character to Detect if an item that is (Source) in its specific nature or imbued with (Source). Source is defined as any type of power that may imbue an item, and must be declared at the time of using the skill. Example Detect (Demonic), Detect (Divine), etc.

Devour

Skill (Continuous), Attack, Melee, Healing

Whenever the ogre brings an opponent to the Serious or Critical condition, or outright kills them, they may strike the downed opponent with their weapon and call "Devour," healing the ogre for 20 body points. This ability may heal the ogre up to 20 body points above their maximum. Body points in excess of the ogre's maximum may not be healed except by this ability and expire at the end of the current battle. This skill does not affect the opponents status.

Glamour

Skill (Periodic), Healing

The dryad may extract up to 10 points from a tree that may be used to restore as many druid points, magic points or body and may use these points themselves or another within arms reach. Using glamour in this way does not harm the tree, as glamour replenishes naturally.

Glory of Gaaldron

Skill (Periodic), Naming, Augment

The hobgoblin may periodically rally a Goblin, Ogre, or Orc to grant them +1 Damage for a battle.

Ignore Decay

Skill (Periodic), Defense

This skill allows a character to resist an attack that inflicts Decay damage.

Infravision

Skill (Continuous), Detection

This detection skill allows a character to see any being within a ten-foot line of sight of their that is hidden by any concealment ability that is indicated by a yellow headband provided both the character with the Infravision, and the character using the yellow headband are in the dark and at least 10 paces (25 feet) from the nearest light source)

Innovation

Skill (Per Event), Creation

They may instantly produce one bauble per event that must be used immediately by the Londwyn.

Liquefy***Skill (Periodic), Defense***

Nyad may temporarily turn into liquid allowing them to defend against any one non-superior attack, or slip into or out of any building or object that water could easily pass into or out of.

Meld With Tree***Skill (Continuous), Headband (Red), Healing***

This skill allows a character to join with a tree for the purposes of solitude and recuperation. You must role-play melding with the tree for at least twenty seconds. A character that is melded with a tree is able to perceive their surroundings with all of their senses, and heals wounds at a rate of five Body Points for every hour they remain melded. If the tree is damaged while the character is melded with it, the character suffers half of the damage from each attack. If a character is knocked unconscious while melded with a tree, they immediately separate from the tree and falls to the ground in their original form. This skill requires the use of a red headband. An ability that pierces a red headband concealment will reveal the presence of the character within the tree, but will be unable to provide a clear distinction between them such that the character could be targeted directly.

Meld With Water***Skill (Continuous), Headband (Red)***

This skill allows a character to join with a body of water. There must be roughly a bucketful of water present for the character to join with it. You must role-play melding with the water for at least twenty seconds. The character cannot be removed from the water, nor ingested, but if the water is spread out, dries out, or is absorbed by another material, the character is expelled from it and returns to their original form. This skill requires the use of a red headband. An ability that pierces a red headband concealment will reveal the presence of the character within the water, but will be unable to provide a clear distinction between them such that the character could be targeted directly.

Ogre Hide***Skill (Periodic), Defense***

The ogre may periodically take half damage (before applying soak) from any attack except for casted effects for the duration of one battle.

Satyr's Allure***Skill (Periodic)***

A pureblood satyr may ingest a dose of satyr's wine and gain a single use of chaotic alteration or a 10 foot radius use of charm.

Satyr Wine

Skill (Per Event), Creation

This skill allows the Satyr to begin the event with one bottle of Satyr's Wine. The bottle is the normal size for a wine bottle, and contains 12 doses of Satyr Wine. Drinking one dose or more of Satyr Wine induces minor, harmless hallucinations for a duration of thirty minutes. No item card is required for the wine. Any remaining wine automatically expires at the end of the event. Satyr Wine is considered a Rank One Poison for the purposes of resisting or treating its effects. Players are encouraged to bring their own bottle, and decorate and personalize it accordingly.

Truth Evasion

Skill (Periodic), Defense

This skill allows the character to tell one lie in response to a non-superior skill, spell, or ability that compels them to speak the truth or that detects the truth. This effect can only be used to avoid speaking the truth concerning one question, if the interrogating ability allows for more than one question. No matter how many methods or instances are employed, the character using this ability is immune to answering the resisted question truthfully for a duration of thirty minutes – even if asked by a different person. The person using the detection ability believes that the character has made a statement they believe to be true (even if is blatantly not), and that their skill or effect has worked properly. There is no way to detect that the character has lied in such a way, including knowledge gained through Lore: Romani.

Woodland Alacrity

Skill (Periodic), Defense, Headband (Yellow)

If you are within 2 paces of a place that allows you to enter into Cloak of the Green, you may dodge an attack and immediately move up to 2 paces to a valid Cloak of the Green location and be under concealment as per Cloak of the Green as if you had used the skill. The skill Woodland Stealth can be used immediately without breaking concealment.

Woodland Stealth

Traits: Skill (Periodic), Proficiency, Headband (Yellow)

This skill allows a character to enter into Cloak of the Green without expending a use of the skill (provided they are in the right environment) and move for up to 15 minutes while using Cloak of the Green. The character must remain in the conditions the yellow headband concealment skill dictates, and can only move at a heel-to-toe rate while concealing themselves with this skill. The character's movement makes no in-game sound regardless of any sounds their movement might create. However, if the character speaks or takes any action that affects another being, they become immediately visible. This skill requires the use of a yellow headband.

Racial Announcements

Any player who feels the changes are enough to warrant a drastic change may Re-Write into New Races.

We will Grandfather Profession Choices (Slots, and will refund prohibited build), so you will not lose any professions you currently have, nor will you use up two slots for a profession you already have. However, if you learn out of that profession, the new rules will apply to you.

Racial Runes for skills that exist on a lower list - cost will be lowest price on a lower list. Skills unique to a race will have a build cost of 10.

In general adding this rule:

Kormyrian Assimilation

Allows your character to drop their racial detriment, but also dropping their first listed racial skill.

The races that are affected by this will lose access to the following skills:

Barbarian Force of the North

Romani Blood Hex/Death Curse

High Elves: High Blood

Sylvan Elves: Nature's Heritage

Dark Elves: Darkness Alacrity

Dwarves: Heart of the Mountain

Jax: Jax Stealth

Ogre: Ogre Wrath

Stealth Strike has been updated as follows:

Stealth Strike

Traits: Skill (Per Event), Impact

While Hidden in Shadows, the Assassin may deliver up to 3 non-superior attacks from the Assassin List to any targets within two paces of her during one battle. The attacks do not break Hide in Shadows and automatically hit the target in the intended area.

Unbreakable Voice has had the Superior trait added.

Hero's Last Stand has been updated as follows:

Hero's Stance

Traits: Skill (Per event), Defense, Augment, Healing

The cavalier adopts a stance that allows them to negate any and all non-superior weapon attack dealt against a target within 2 paces of the cavalier for up to 30 seconds or until the cavalier moves or is unconscious, or dead, the negated attacks are considered used.. The cavalier may continue to swing damage and call other skills and abilities during this. Using this skill heals the cavalier 50 body points.

Crusade has been updated as follows:

Crusade

Traits: Skill (Per Event), Augment, Divine

This allows a cleric to call divine power to strengthen her cause. When used, this skill bestows 20 additional healable body points, +1 divine damage with all weapon attacks, and one use of Crusader Strike, a melee attack that does 200 divine body damage. These bonuses expire at the end of the current battle.

Draconic Hide has been updated as follows:

Draconic Hide

Traits: Skill (Per Event), Augment

The dragoon gains the following benefits for the duration of one battle: +1 Soak, +4 Soak vs. their draconic element, and one use of Natural Elemental Ward.

Transmute Form has been updated as follows:

Transmute Form

Traits: Skill (Per Event), Augment, Druidic

The druid, along with any possessions she is carrying, changes form to that of her Totem Animal. The change takes five seconds of concentration to perform, and the Druid may change between animal and native forms as many times as they wish within an hour of the ability being invoked. The druid immediately reverts to native form at the end of an hour. The druid retains her intelligence, but cannot communicate unless an ability is used on her that allows communication with animals by another character. The use of a mask or other appropriate representation is strongly encouraged. While in animal form, the druid gains access to 15 build worth of lower profession skills, as approved by the director and appropriate to the animal totem, which will be noted on the druids card. While in the form of their Totem animal the Druid cannot use any weapon skills except for Small Claws or Large Claws and Strength, may not use casted effects

other than Druidics, and the Druid automatically gets Small Claws. In addition they may choose one of the following skills: Might, Flight, Master Stealth or Skilled.

Might: The Druid may apply any Backstab Proficiency, as well as their highest Weapon Proficiency or Unarmed Proficiency, to her claws. **Large Claws:** Druid may use a pair of 1-handed weapon sized claws while in animal form, that deal 2 damage each.

Flight: This ability allows the caster to fly instantly to a height of twenty feet in the air as long as the character stands with their arm outstretched and palm raised face out. The caster can only move at a slow walking pace while flying. The character can lower themselves completely and safely to the ground so long as they are maintaining the ability, but if the ability ends for any reason while they are flying, they immediately fall to the ground with the normal force of gravity. A character that is flying may not attack a target on the ground – they must land first to do so. After landing (for any reason) you may not take off again for 5 minutes. Players using this ability must indicate this by holding their arms out to their sides, palms facing the ground.

Master Stealth – As per the Master Rogue skill.

Skilled: The druid may assigned an additional 10 build worth of lower profession skills to their animal form, as approved by the director and appropriate to the animal totem, which will be noted on the druids card.

Counterspell has had the Superior trait added.

Ki Strike has been updated as follows:

Ki Strike

Traits: Skill (Per Event), Attack, Melee, Superior

The Warrior Monk may strike a target, effecting their Ki energy. This will force the target to be unable to use one of the following sources for 5 minutes: Magic, Divine, Psionic, Healing, Druidic.

Wild mastery has been updated as follows:

Wild Mastery

Traits: Skill (Per Event, Continuous), Arcane, Augment, Proficiency

When used, the wild mage may change the Elemental trait of one of her spells from its current element to another element for the remainder of the event. When dealing damage, the spell will instead do damage of its new elemental type. This must be noted on her card as to which elements have been changed. When used, the wild mage adds the prefix “Wild” to all of her

castings of that spell. In addition the Wild Mage can control their surges, able to release their surges at will, or suppress their surges in stressful situations.

Other Changes: (Will adjust these in racials where appropriate)

All immunities are to non-superior effects.

Berserker Rage: non-superior skill waylay	immune to all non-superior effects with.... immune to the
Courage:	immune to any non-superior type of fear
Negative Energy Fortitude:	immune to all non-superior innate claw or bite effects....
High Blood:	immune to all non-superior innate claw or bite effects...
Truth Evasion:	immune to answering the questions by any non-superior means...
Willpower:	immune to all non-superior versions of that attack or ability
Terrorize:	immune to any non-superior fear or mental effects
Sea Legs:	immune to any non-superior skill, spell or ability that....
Chaotic Madness	immune to all non-superior mental or fear effects...
Woodland Stride	immune to any non-superior skill, spell or ability...
Legendary Work superior form	immune to any non-
Witchfinder's Zeal	immune to all non-superior mental effects from....
Consecrate Soul	Immune to non-superior spells or prayers....
Potion of True Heroism	immune to non-superior fear or intimidation....
Oil of Searing Heat	immune to non-superior subduing or grappling effects

Riddle of Deceit	immune to answering the questions by any non-superior means...
Fanfare of Bravery	immune to non-superior fear or intimidation...
Gold	immune to non-superior rusting....
Crystal	immune to any non-superior form of....
Mithril	immune to any non-superior form of....

Dealing Damage

Within the rules of Knight Realms, there are three primary ways to increase the amount of damage a weapon can deal. Each one has its own advantages and disadvantages, and each one may be limited to how effective it can become.

Proficiency skills such as Strength, Weapon Proficiency, Ranged Proficiency, Backstab Proficiency, Unarmed Proficiency, and Unarmed Proficiency grant a continuous bonus to your damage, often under certain circumstances. There is no limit to the bonus to damage you can receive from Proficiency skills.

Augment abilities such as certain spells, prayers, potions, or skills such as Battle Cry provide a temporary increase to your damage. A character can only receive a maximum of +5 damage from Augment abilities at any given time. If any combination of Augment abilities would give a character more than +5 damage, they ignore bonuses in excess of 5.

Items can often provide a continuous bonus to damage. This can come from Runes, materials such as crystal, exalted weapons, or artifacts. A character can only receive a maximum of +5 damage from items at any given time. If a character would receive more than +5 damage from items, they ignore all bonuses in excess of 5.

Skills that multiply damage. Unless explicitly stated, if you have a combination of abilities that each multiply your damage, you only use the highest multiplier, you cannot combine multipliers.

4) Unwavering Volley

Skill (Periodic), Attack, Range

During the length of one battle you get four superior 100 body ranged attacks from your bow. The damage from this attack cannot be adjusted by modifiers.

Break Limb

Skill (Periodic), Attack, Melee

This attack skill breaks an opponent's limb, causing severe pain and injuring it. You must strike the opponent's limb that you wish to break for this attack to be successful. The Broken Limb may not be used in any way until healed.

Berserker Rage

Skill (Periodic), Rage

With this skill a character can launch into a lethal fit of rage. When this skill is used, the character gains +20 Body Points and +2 Strength for ten minutes. While under the effects of Berserker Rage, the character is immune to all non-superior effects with the Mental, Social, Pain, and Fear traits, both beneficial and harmful, except those that explicitly end rage effects. In addition, the character is immune to the skill Waylay. While under the effects of this skill, the character may not use effects, or invocable items -the character may only use abilities with the Melee trait, Yado, Deflect, Dodge, Repel, Defiant Cover, Immaculate Defense, Evade, and Avoid. Communication of any sort, including verbal casting, is impossible when a character is under the effects of Berserker Rage. The character will battle all enemies until they have fallen. While under the effects of Berserker Rage, the character will consider anyone who targets their with an ability to be an enemy and will immediately attack someone who does so. The character does not snap out of Berserker Rage until the ten minutes have expired, or all enemies have fallen. When Berserker Rage ends, the character is Dazed for 5 minutes.

Defenses:

Resilience is now called Deflect and replaces the old Deflect and Parry.

Deflect

Skill (Periodic), Defense

This defense skill resists a weapon attack. The opponent's attack fails and the attack skill is considered used.

Costs

Warrior, Swashbuckler, Ronin and Witchhunter get Deflect for 6 build

Everyone else who had parry, resilience or deflect gets Deflect for 7 build

3) Draconic Vengeance

Skill (Continuous), Attack

For every time that you uses the skill Deflect, you may auto-hit one of their Regular Profession Dragoon Skills, or Base Damage back on the attacker.

Tier 3 - Deceive Item

Traits: Skill (Periodic)

The Dungeoneer is capable of “fooling” a rune or other object and tricking it into thinking they have the qualifications to utilize it. (For example, a Thief may benefit from a Deflect rune, even if they do not have the skill Deflect or they may benefit from an artifact that has the requirement "Must not be a Rogue".) The Dungeoneer must both role-play deceiving the object and must record on their card that the object has been unlocked before being able to use the object. The object remains useable for the duration of the current period.

Iaijutsu update

Iaijutsu (8 build)

Skill (Continuous), Combo, Impact

This skill allows a character to use a weapon-based melee attack, without a weapon wielded in hand. To use this skill, call Iaijutsu and the name of the attack, or base damage, that you are using against the target, and then draw your weapon. The weapon used for this skill must be carried on the character's person and accessible without unfastening or adjusting armor, garments, or accessories, and the character calling this skill must have their hands free before calling the skill. You may only use this skill when you are out of combat. You must go out of combat to use this skill again.

Add Consecrate as a skill to the Priest and Cleric lists (this is already true, just a reminder to fix the rulebook)