

Avianfolk- (Aarakocra)

Br-2 Agi-3 Int-2 Cun-1 Will-2 Pre-2

- Wound Threshold: 8+Brawn
- Strain Threshold: 10+Willpower
- Starting Experience: 85 XP
- Starting Skills: One rank in Survival
- Flight: Aarakocra have access to flight. See page 100 of Genesys Core rule book for more information.
- Talons: (Brawl;Damage +1;Critical:3; Range [Engaged];Vicious 1)

Angel Blood (Aasimar)

Br-2 Agi-2 Int-2 Cun-1 Will-2 Pre-3

- Wound Threshold: 8+Br
- Strain Threshold: 11+Will
- Starting Experience: 90 XP
- Starting Skills: One rank in Resilience
- Light Bearer: An Aasimar may summon a small mote of light as a maneuver. Alternatively, they may make one item glow. The light removes up to 2 setbacks due to lack of light up to short range.
- Healing Hands: As an action, an Aasimar may touch a creature and heal them for 2 times their willpower. This can only be used once per session

Changeling

Br-1 Agi-2 Int-2 Cun-3 Will-2 Pre-2

- Wound Threshold: 8+Br
- Strain Threshold: 9+Will
- Starting Experience: 90
- Starting Skills: One rank in Deception
- Shapeshifting: Once per session, you may change your shape. As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Silhouettes 0 and 1. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait. You may use this ability more than once per day, but each use beyond the first costs 3 strain.

Dabu (Gnoll)

Br-3 Agi-2 Int-2 Cun-2 Wil-2 Pre-1

- Wound Threshold: 10+Br
- Strain Threshold: 8+Will

- Starting Experience: 85
- Starting Skill: One rank in Perception
- Scrappy Carnivore: Get double healing from all sources if you have had meat in the last 6 hours.
- Tribal Weapons: Boost to attacks using spears and bows.

Fairy

Br-1 Agi-2 Int-2 Cun-3 Will-2 Pre-2

- Wound threshold: 7+Br
- Strain Threshold: 11+Will
- Starting Experience: 80
- Starting Skills: One rank in Coercion
- Silhouette 0
- Fey Magic: Fey gain one rank in Primal and it is a career skill for them.
- Flight: Fairies have access to flight. See page 100 of GCR.

Goblin

Br-1 Agi-2 Int-2 Cun-3 Wil-2 Pre-1

- Wound Threshold: 8+Br
- Strain Threshold: 10+Will
- Starting Experience: 90
- Starting Skills: One rank in either Skullduggery or Mechanics.
- Silhouette 0
- More Upset than Injured: Once per session when you suffer wounds, you may use a story point to convert a number of those wounds to half of strain.
- Fury of the Small: As a maneuver when you hit with a melee attack, you can add your cunning to the damage. You may use this ability once per encounter.

Goliath

Br-3 Agi-2 Int-2 Cun-2 Wil-1 Pre-2

- Wound Threshold: 10+Br
- Strain Threshold: 8+Will
- Starting Experience: 85
- Starting Skill: One rank in Resilience
- Giant's Strength: Counts as one silhouette larger for Athletics checks, Boost to Brawn attacks.

Hellborn Spawn (Tiefling)

Br-2 Agi-2 Int-2 Cun-2 Wil-1 Pre-3

- Wound: 9+Br
- Strain: 10+Will
- XP: 95
- Starting Skills: One rank in Charm

- From the Depths: Gain a boost to resilience checks from extreme heat, gain 2 soak against attacks with fire.
- Magical Origins: Can use utility magic without causing strain.

Hobgoblin

Br-3 Agi-2 Int-2 Cun-2 Wil-2 Pre-1

- Wound: 10+Br
- Strain: 10+Will
- XP: 95
- Starting Skills: One rank in Melee (Light)
- Weapon Training: When attacking with a sword or military pick, gain a boost to the attack.
- Squad Tactics: When attacking an enemy in melee, you may give an ally who is engaged with you a boost to their next attack.

Kabouter (DnD gnome)

Br-1 Agi-2 Int-2 Cun-3 Wil-3 Pre-1

- Wound: 9+Br
- Strain: 9+Will
- XP: 105
- Starting Skills: One rank in either Mechanics or Alchemy
- Silhouette 0
- Eureka!: Once per session, you may upgrade any check once.

Kobold

Br-2 Agi-2 Int-2 Cun-3 Wil-1 Pre-2

- Wound: 9+Br
- Strain: 8+Will
- XP: 105
- Starting Skills: One rank in Mechanics
- Silhouette 0
- Pack Instincts: When performing the assist maneuver, members of the species adds 2 boosts instead of 1.
- Cave Adept: Kobolds gain a boost whenever making an athletics or coordination check while in a cave.

Mantid

Br-2 Agi-3 Int-2 Cun-2 Wil-1 Pre-2

- Wound Threshold: 10+Br
- Strain Threshold: 10+Wil
- XP:90
- Starting Skills: 1 rank in Coordination
- Agile Jumper: Once per round, your character may suffer 1 strain to use this ability and move to any location within short range.

- Hard Carapace: Gain 1 Soak. Does not stack with armor.

Oleandar

Br-2 Agi-1 Int-1 Cun-2 Wil-3 Pre-2

- Wound Threshold: 9+Br
- Strain Threshold: 12+Wil
- XP:90
- Starting Skills: 1 rank in Medicine
- Rooted Healing: When this creature has access to soil, sun, and water, it can remove two critical injuries a week instead of one.

Ophidiad Protector

Br-3 Agi-2 Int-1 Cun-2 Will-2 Pre-2

- Wound: 12+Br
- Strain: 10+Will
- XP: 80
- Starting skills: One rank of Melee(Light), Melee (Heavy), or Ranged. One rank in Resilience.
- Slither: No penalty to difficult terrain,
- Excellent Smell: Do not add setbacks due to visual impairment, however strong smells can gain setbacks.
- Stabbing Fangs: May spend 3 advantage from a combat check to deal an additional hit. This hit has the stats ([Brawl]Damage+2; Crit:3; Range:Engaged)

UnderDwellers (Ratfolk)

Br-2 Agi-3 Int-1 Cun-3 Wil-2 Pre-1

- Wound: 8+Br
- Strain 9+Will
- XP: 90
- Starting Skills: One rank in Stealth
- Silhouette 0
- Pack Instincts: When a ratfolk uses the assist maneuver, add two boosts instead of one.
- Diseased Bite: (Brawl; Damage+1; Critical:3; Range [Engaged]), on a successful attack that deals damage, the target makes a resilience 3 check. On a fail, they take 5 damage that cannot be affected by soak.