
MODULE: BREEDS

Sometimes, a character's identity can come not from what she does, but what she is. Breeds represent the different kinds of creatures that players can choose from for their character.

This Module adds optional ancestry related options for characters. It is strongly recommended that this Module be used in conjunction with the Character Options Module.

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Module Interactions

Many Breed rules interact directly with Modules that may or may not be used in a given setting. These are marked with {M} and should be removed or rewritten if the relevant Modules are not being used.

Breed Overview

Breeds are a special category of Character Option. Each Breed has a list of special Challenges that usually involve costume and makeup choices. Taking a Challenge gives Breed Points that can be spent on Advantages from that Breed.

Breeds can be mixed and matched in a variety of ways, and the actual ancestry of a character is separate from the character's appearance and whether or not they have taken any Breed Challenges. A character might be an Elf, but look entirely Human because she has not chosen any of the costuming Challenges. There may be a variety of in-game reasons that certain physical features do or do not express themselves in an individual.

Challenges and Aesthetics

The goal of the physical/prosthetic Breed Challenges is to add to the depth and immersion of the game. Sometimes, attempts at these kinds of costuming can have the opposite result. Players with any questions about the appearance or appropriateness of a prosthetic or make-up decision should talk to Staff. Although Staff has final judgment on all Breed Challenges and representations, unless there is a need for adjudication, the players should be able to judge and value their own prosthetics and make-up.

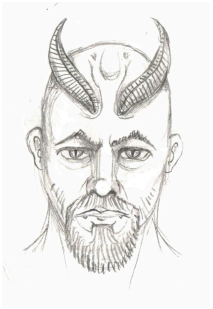
Breed Restrictions

- **10 Breed Point maximum (by default):** Characters can get up to 10 Breed Points from Challenges per Breed. Perks like Purebred can give a few more. Note that there is no requirement that a character take any Challenges at all.
- **Challenges from at most 2 Breeds (by default):** Characters can gain Breed Points from Challenges associated with up to 2 different Breeds. A character might have Elf, Cambion and Human ancestry, but they can only gain (and spend) Breed Points from two of these three Breeds.
- **Gain and spend within the same Breed:** Breed Points awarded from Challenges must be spent on Advantages from the same Breed.
- **No duplicates:** No Challenge or Advantage can be taken more than once.
- **No hidden prerequisites:** Breed Advantages that duplicate Perks (from the Character Options Module) do not require prerequisites but do *count* as prerequisites for other Perks.
- **Only at character creation:** Breed Challenge and Advantages can only be taken at character creation. Some Challenges can be removed through Rituals. As always, players are encouraged to talk to Staff if a Breed Challenge is impacting the fun of their experience.
- **No Breed Points for naturally occurring features:** Breed Challenges should require some effort or sacrifice from the player so in general there are no Challenges that already occur in some part of the real-world population. For example, “blue eyes” would be a poor Breed Challenge, as would “long hair.”
- **All-over body paint or skin covering restrictions:** For practical, aesthetic, and inclusivity purposes, players should not use all-over body paint (or similar skin covering) of black, white, red, yellow, or brown. Other colors require explicit approval from your Staff. Players are encouraged to use extensive accenting in colors and textures (such as fur or scales), large or detailed tattoos, patterns of skin in accent colors, or blending of contrast-colored prosthetics. NPCs will not be using any all-over body or face coloring.

Gender

Players of all genders are welcome at our game, and characters of any gender can be played, regardless of whether they correspond to the player's out-of-game gender identity. That said, portraying a character that is a caricature of ANY gender or sexual orientation will be treated as harassment, regardless of whether the performance is directed at any player in particular, and will be handled accordingly. In cases of strong breed gender associations, such as an Amazon, there is a great deal of space for characters who wish to portray non-binary characters to work with their fellow players and Staff to define what that experience looks like for them. We encourage those players to reach out so that we can begin these conversations. A player who will portray a character with a gender expression different than their own should read the relevant portions of the Code of Conduct (in the Getting Started chapter), especially the portion on Gender and Orientation.

Breed - Cambion



There are those whose parentage is mixed with the creatures of darkness and flame known as Demons. There are places on the Material Plane where the border between in and the dark chasm of the Lower Planes is very thin. Here, demonic energy can affect whole colonies, causing children to come out *altered*. Horns, antlers, and tails are not uncommon, and with it often comes a natural hunger for

hunted, sentient meat. Others had talons, or blackened, hooked fingernails, while yet others had the telltale eyes of red - or on rare occasion, black. Pupils ranged from slitted to strange, goat-like bars and even more exotic. Horns that erupted through the skin elsewhere on their bodies were common, and some even had forked or lizard-like tails. Almost all bore obvious marks of their demonic heritage.

Few Cambion are affected by extreme hot and cold the way the other Breeds are, and although they usually dress appropriately for the weather, many are almost immune to the heat of normal fire, or the deadly cold of sub-zero winter nights. Many believe that this is a remnant of the old cold-fire of Davnos. These people also have an easier time contacting, binding, or commanding Ethereals, understanding their needs and feeling the rituals intuitively. Many are physically strong. Cambion lifespans and maturity are the same as that of Humans.

CHALLENGES:

Antlers (3pts): A rare few Cambion present tall, dark antlers, rather than the typically demonic horns.

Corrupted Soul* (1pt): The character has the Corrupted Soul Flaw as a Breed Challenge from the Character Options Chapter.

Demonic Eyes (5pts): "True" Cambion eyes are generally red, or red and yellow. Some are black, although this is more rare. Most are slitted, but others have the strange, horizontal bars of goats or sheep.

Demon Blood* (1pt): The character has the Demon Blood Flaw from the Character Options Chapter as a Breed Challenge.

Fangs (2pt): Cambion often have long, sharp canines.

Hooves (2pts): These creatures have split, goat-like hooves, rather than standard Human feet.

Nails (2pt): These people often have dark, sharp fingernails.

Pointed Ears (1pts): Many Cambion have subtly pointed ears, although some have larger ones.

Small Horns (1pt): Cambion very commonly have horns. Some have smaller ones, or even arrays of two or three smaller ones. These horns are generally less than three inches in length. Cannot be awarded in conjunction with Tall Horns or Antlers.

Tails (3pts): From their demonic parentage, some Cambion have tails, often barbed at the end.

Tall Horns (3pts): Some of these creatures have horns that are longer, curving up from the forehead, or twisting around like ram's horns. These horns are longer than six inches in length. Sometimes, Cambion will have both longer ones and shorter ones, but those configurations all fit under Tall Horns. Cannot be awarded with Small Horns or Antlers.

Talons (3pts): Others have longer, curved talons. Cannot be awarded with Nails.

Unguligrade Legs (5pts): The Cambion's legs appear to have a reversed knee, like those of goats.

ADVANTAGES:

Flame Resistant (12pts): Demons are also creatures of fire. Some few Cambion have Inherent *resistance* to Flame/Fire and will not be caused harm by natural fires or hot environments. They still feel the heat, however, and will often dress for comfort much as a human might.

Icefire (5pts): The character can use the Icefire Power (below)

Summoning Blood* (4pts): When the Cambion is the primary ritualist on binding or summoning Rituals that require Resources, the Cambion may cut herself, draining two Life Points into the Ritual in place of one Resource. This can only be done once per Ritual.

Icefire

Incant: "From ancient blood, I summon the Icefire"

Call: "1 [Fire or Ice]" or "Wounding 2 [Fire or Ice]"

Target: Individual **Duration**: Instantaneous

Delivery: Packet (Spell-Packet) **Refresh**: Immediate

Accent: Fire or Ice **Effect**: Wounding

This minor spell charges a Spell-Packet of materia with an explosive burst of demonic power which will do 1 point of damage to those it hits. The Cambion may choose, when the Power is used, whether it will do Fire or Ice damage. If the Cambion expends a Spike while casting this spell, it will do 2 points of Wounding damage.

Breed - Elf

Direct descendants of the eldar, angelic servants of the High Light, Elves are often given reverence and praised for their beauty and grace, regardless of whether such praise is earned. The Elven forest-cities certainly are some of the greater centers for learning and magic, but like anyone else, Elves are not immune to politics, vendettas, or petty emotions. Those that grow up in the forest-cities are taught bow and sword, "traditional" Elven weapons. In appearance, many Elves have pointed ears and long hair, as it is extremely fashionable in the forest-cities, especially Vael.

Challenges:

Braided Hair (2pts): In many Elf cultures, long, intricately braided hair is a symbol of status or devotion to the Elf ideal.

Violet Eyes (5pts): Elf are known for their vibrant, colored eyes. These are most often a deep violet, but can range towards the indigo or lighter towards lilac. This Challenge can be taken only for colors outside the range of human coloring.

Pointed Ears (1pts): Most Elf have tall, pointed ears.

Advantages:

Elven Defense (5pts): Elven blood has some built-in defenses. The Elf gains one Protect against Sleep, Charm, or Dominate at the completion of each Short Rest. This Protect will last until the character completes a Short Rest.

Elven Touch* (1pt): The Elf has the Soothing Touch Perk.

Elven Training* (3pts): In most Elven cultures, Elves are trained in the use of the sword and bow. Some of these traditions have been passed down to the Elf. Short Weapon Skill, Long Weapon Skill, and Projectile Weapon skill all cost 1 fewer point (to a minimum of 1).

Forest Home (2pt): The Elf gains the Tracking Skill but only for forested areas.

Grace* (2pts): Many Elves are naturally graceful and get the Agile Perk.

Music of the Forest* (1pt): In some Elven and Fae families, music is extremely important, and magic is common. As such, the character gets the Fairy Orchestra Perk.

Natural Affinity* (5pts): Those Elves who trace their ancestry back to the Fae often have natural magic. If they take Advanced Classes or Roles with spell-casting requirements, the Character Point cost for those is 1 lower. In addition, if the character gets Novice spell-slots from their class, the Elf gets one bonus Novice spell-slot.

Breed - The Kind



The Kind are special creatures, beloved of the goddess Vaneira of the Wooded Dawn. When the Dimwars were done and the warlocks of Everpast had been sent back to their own lands, Vaneira realized the horrific destruction that had been wrought on the woodland creatures. It is said that she collected their broken bodies to her bosom and breathed into them the spark of life, not caring in her misery what the effects of that might be. So were born the Kind, made up of different parts of different creatures. Now they breed strangely, each child of the Kind a mixture of animals and sometimes even plants, with no relation to the animal aspects of their parents. However all Kind are beloved to Vaneira, and she often answers their prayers in lieu of all others.

CHALLENGES:

Animal Ears (2pt): The Kind have often added (or been born with) ears from one or more animals. These may be ears of a goat, a wolf, a mouse, a rabbit, or more exotic creatures.

Antlers (3pts): A few Kind have tall antlers or ram horns.

Fangs (2pts): Kind often have long, sharp canines.

Hide (3pt): Kind often have fur, or at least patches of fur. Some are fully furred, while others have irregular patches. Still others may instead have scales, feathers, or even the armored plating of turtles.

Paws (3pts): Although hands can be helpful for some things, paws have other distinct uses. Kind who have padded paws, or even hooves, can often use them to combat advantage.

Tail (2pts): It is quite common to see Kind with tails, whether it is a fluffy wolf's tail or something longer like a giant rat's tail.

Underfangs (2pts): Kind often upward-jutting sharp teeth on their bottom jaw.

Wild Faces (4pts): Many Kind have faces that are obviously those of an animal. These can grant additional senses and benefits. (Note that this Feature is given for masks or other coverings, but not for face-painted animal faces).

ADVANTAGES:

Blood Madness* (1pt): The Kind have no Character Point cost to take the Baresark Advanced Class.

Hide Armor (5pts): If the Kind took the Hide Challenge, she can have 3 points of Natural Armor (armor that can be Mended and Healed).

Scent (2pts): The Kind has the Tracking Skill as a bonus skill.

Transformation (1pt): The Kind can actually change from one form to another, which may be less animal-looking or even entirely non-animal-looking. The change must be done out of combat during a Short Rest, and is usually done in private. While in her transformed state, the Kind character cannot use any Breed Advantages (or other benefits purchased with Breed Points) from Kind except Transformation itself, but may also choose not to have any of the Kind Breed Disadvantages.

Weapons (4pts): A Kind who has the Paws Challenge can use natural weapons. These must be boffer-safe representations of claws, hooves, or other natural weaponry and must be approved by plot. These weapons cannot be dropped or removed, although they can be tucked away in order to do other things with the hands, including casting. Sharp claws will count as Short Swords and the character will be automatically proficient. Blunt natural weapons will count as Hammers and the character will likewise be automatically proficient. Both kinds must be built to be under 36" long. If your game uses Natural Weapons (see the Combat Chapter) these will be Natural Weapons.

Breed - Human



Most common of the Breeds that populate the Skyvault Empire, humans often hold places of unconscious privilege. They are the baseline. Their features are familiar and their background well-understood. Some might think that they are more variable than other Breeds, but that is only because all horns might look the same to the uneducated, and all animal ears might blur into one. Many benefit from the privilege of ancient bloodlines reaching back to the nobility of the Old Land.

CHALLENGES:

Traditions* (1pt): Some Humans have difficulty accepting new ideas and concepts, and, with a longer history than other Breeds, can sometimes be less flexible, mentally. Changing Powers out between Events costs twice the number of Service Points as normal.

Unmixed Blood (1pts): Unlike most of the Breeds found in the Skyvault Empire, Humans have been mostly Human for thousands of years or more. As such, many have difficulty resisting Powers that target their humanity. Any Power with the "to Human" qualifier is treated as Final. This can only be taken if Human is the character's only Breed.

ADVANTAGES:

Family* (2pts): The Human gets the Minor Nobility Perk as a Breed Advantage.

Inheritance* (2pts): The Human gets the Inheritance Perk as a Breed Advantage.

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