

Howdy howdy yall! Welcome to my Way Too Big MTG Project!
Flavor text pending as are classes and proper magic rules.

White: Presence, Willpower

Blue: Intellect, Willpower

Black: Cunning, Willpower

Red: Cunning, Presence

Green: Cunning, Intellect

Aetherborn

Brawn	2
Agility	2
Intellect	2
Cunning	3
Willpower	1
Presence	2

Wound Threshold: 10+Brawn

Strain Threshold: 8+Willpower

Xp: 100

Empathic Nature:

Aetherborn Skill: Aetherborn start with one Rank each in two of Coordination, Mechanics, or Streetwise. Additionally, Aetherborn start with Black Mana as a Career Skill.

Energy Drain:



Ainok

Brawn	2
Agility	2
Intellect	1
Cunning	3
Willpower	2
Presence	2



Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 100

Tracker's Senses: Ainok add [Blue](#) to all checks to track or notice something using smell or hearing.

Ainok Skill: Ainok start with one Rank each in two of Perception, Survival, or Charm. Additionally, Ainok start with Green Mana as a Career Skill.

Angel

Brawn	2
Agility	2
Intellect	2
Cunning	1
Willpower	2
Presence	3

Wound Threshold: 10+Brawn
Strain Threshold: 10+Willpower
Xp: 80



Radiant Wings: Angels have the Flyer Trait

Holy Conduit: When making a White Mana Skill check roll with an additional Blue.

Angel Skill: Angels start with one Rank in White Mana and one Rank in either Vigilance or Melee Light.

Additionally, Angels start with White Mana as a Career Skill.

Aven

Brawn	1
Agility	3
Intellect	2
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 10+Brawn
Strain Threshold: 10+Willpower
Xp: 85



Winged Warriors: Aven have the Flyer Trait

Aven Skill: Aven start with one Rank each in two of Melee Heavy, Coordination, or Leadership. Additionally, Aven start with White Mana as a Career Skill.

Centaur

Brawn	3
Agility	2
Intellect	1
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 11+Brawn
Strain Threshold: 9+Willpower
Xp: 90



Fast of Hoof: A centaur may take a second Maneuver without suffering Strain to move. This ability can only be used if they have moved once in the turn already.

Hoof Attack: Centaur hooves are Brawl weapons that deal +1 Damage and have a Critical Rating of 3.

Centaur Skill: Centaurs start with one Rank each in two of Brawl, Resilience, or Survival. Additionally, Centaurs start with Green Mana as a Career Skill.

Cephalid

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 90



Aquatic Masterminds: Cephalids have the Amphibious Trait.

Boneless Form: Cephalids have no bones and are able to slide their bodies through small spaces. They upgrade any checks to slip free of bonds and grapples.

Cephalid Skill: Cephalids start with one Rank each in two of Discipline, Perception, or Vigilance.

Additionally, Cephalids start with Blue Mana as a Career Skill.

Construct

Brawn	1
Agility	1
Intellect	1
Cunning	1
Willpower	1
Presence	1

Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 175



Inorganic: Constructs are healed via the Mechanics Skill rather than the Medicine Skill. They regain Strain and Wounds as usual through resting.

Unwavering Construction: Constructs do not need to eat, sleep, or breathe and are unaffected by toxins and poisons. They may however require occasional power resupply at the GM's discretion.

Programmed Competency: Constructs start with two additional non-Magic Career Skill. Additionally they gain one Rank in one of the selected Career Skills.

Variant: Undead

The Undead variant of Construct loses the Inorganic Ability.

Devil

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	1
Presence	3



Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 90

Hot Blooded: When attacked by an engaged opponent a Devil can spend **Threat Threat** to deal a wound to the attacker. This damage ignores Soak.

Devil Skill: Devils start with one Rank each in two of Red Mana, Negotiation, or Knowledge (Occult).

Additionally, Devils start with Red Mana as a Career Skill.

Short, often red skinned humanoids known to work for powerful entities and cause chaos when not wrangled properly.

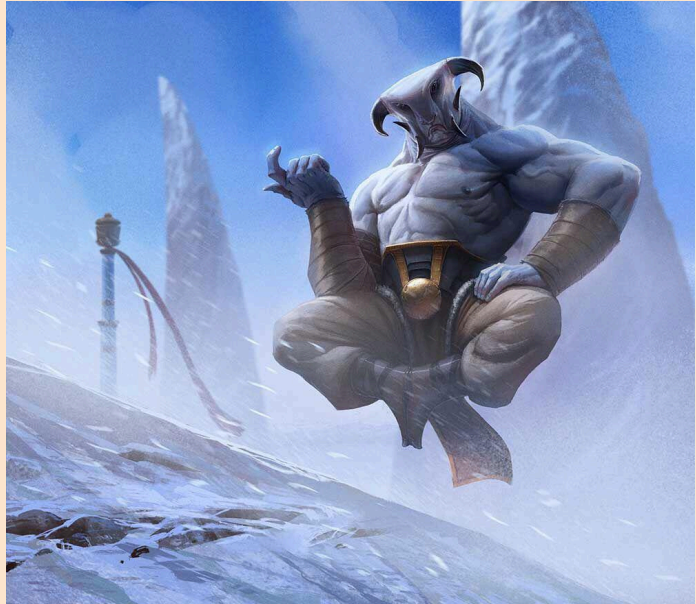
Djinn

Brawn	2
Agility	3
Intellect	2
Cunning	2
Willpower	1
Presence	2

Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 75



Born of Wind: Djinn have the Flyer Trait.

Buffeting Winds: Djinn naturally have 1 Ranged Defense.

Djinn Skill: Djinn start with one Rank each in two of Blue Mana, Coordination, or Knowledge (Arcane).

Additionally, Djinn start with Blue Mana as a Career Skill.

Dryad

Brawn	1
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	3



Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 95

Speak With Plants: Dryads can speak to plants.

Dryad Skill: Dryads start with one Rank in Green Mana and one Rank in either Medicine or Charm.

Additionally, Dryads start with Green Mana as a Career Skill.

Dwarf

Brawn	3
Agility	1
Intellect	2
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 11+Brawn

Strain Threshold: 9+Willpower

Xp: 90

Hearty: Once per session a Dwarf character can spend a Story Point as an out of turn incidental immediately after suffering a Critical Injury and determining the result. If they do so they count the result as a 1.

Dwarf Skill: Dwarves start with one Rank each in two of Resilience, Mechanics, or Melee Light. Additionally, Dwarves start with Red Mana as a Career Skill.



Efreet/Flamekin

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 90



Flame Body: Efreet/Flamekin can spend 2 Strain to give the next Brawl, Melee Heavy, or Melee Light attack they make Burn 1 this attack also gains Sunder against wooden or heavily flammable objects.

Efreet Skill: Efreet start with one Rank each in two of Red Mana, Cool, or Knowledge (Arcane). Additionally, Efreet start with Red Mana as a Career Skill.

Elf

	Standard	Kaldheim
Brawn	1	2
Agility	3	3
Intellect	2	1
Cunning	2	2
Willpower	2	2
Presence	2	2



Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 85

Elven Grace: Elf naturally have ranged and melee defence 1.

Elf Skill: Elves start with one Rank each in two of Perception, Knowledge (Arcane), or Any Combat Skill.

Additionally, Elves start with Green Mana as a Career Skill.

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Faerie

Brawn	1
Agility	2
Intellect	2
Cunning	3
Willpower	2
Presence	2

Wound Threshold: 8+Brawn
Strain Threshold: 12+Willpower
Xp: 75



Flyer

Silhouette: 0

Tiny Frame: Faeries quarter their Encumbrance Value.

Trickier By Half: When an opponent makes a check targeting s Faerie, as an out of turn incidental the Faerie may suffer 2 strain to add **Black Black** to their dice pool.

Faerie Skill: Faeries start with one Rank in Blue Mana and one Rank in either Deception or Stealth.

Additionally, Faeries start with Blue Mana as a Career Skill.

Giant

	Cyclops	Ogre
Brawn	3	3
Agility	2	2
Intellect	2	1
Cunning	2	2
Willpower	1	2
Presence	2	2

Wound Threshold: 13+Brawn
Strain Threshold: 8+Willpower
Xp: 85

Silhouette: 2

Enormous Frame: Giants increase their Encumbrance Threshold by 2. They double their Encumbrance Value.

Knockdown Strike: Melee and Brawl attacks made by a Giant have Knockdown.

Giant Skill: Giants start with one Rank each in two of Athletics, Coercion, or Resilience. Additionally, Giants start with Red Mana as a Career Skill.



Goblin

Brawn	2
Agility	3
Intellect	1
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 9+Brawn
Strain Threshold: 11+Willpower
Xp: 90



Silhouette: 0

Small Frame: Goblins halve their Encumbrance Value.

Not Dumb if it Works: When making a check to do something obviously reckless and foolhardy you can spend a single Story Point to upgrade your Dice Pool twice instead of once.

Goblin Skill: Goblins start with one Rank each in two of Skulduggery, Stealth, or Vigilance. Additionally, Goblins start with Red Mana as a Career Skill.

Gorgon

Brawn	2
Agility	2
Intellect	2
Cunning	3
Willpower	1
Presence	2

Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 90



Stone Gaze: A Gorgon's Stone Gaze has the following weapon profile.

Perception, Medium, Damage 0, Critical 5, Stun 3, Stun Setting, Slow Firing 2, Ensnare 1

Gorgon Skill: Gorgons start with one Rank each in two of Alchemy, Cool, or Perception.

Additionally Gorgons start with Black Mana as a Career Skill.

Homunculus

Brawn	1
Agility	2
Intellect	3
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 80

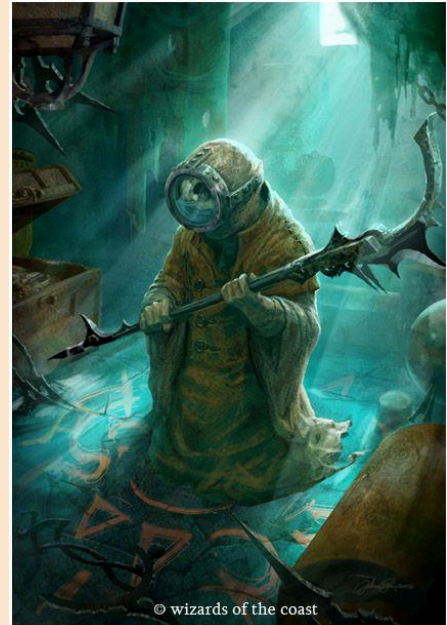
Silhouette: 0

Small Frame: Homunculus halve their Encumbrance Value.

Strong Backs: Homunculus have +2 Encumbrance Threshold.

Born to Help: When a Homunculus performs the Assist Maneuver it adds **Green** to the roll instead of **Blue**.

Homunculus Skill: Homunculus start with Two Ranks in any non-Magic non-Combat Skill.



Human

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 10+Brawn
Strain Threshold: 10+Willpower
Xp: 110



Ready For Anything: Once per session as an out of turn incidental a Human may move one Story Point from the Game Master's pool to the player's pool.

Human Skill: A Human starts with one Rank in each of two non-Career Skills at character creation. They obtain these Ranks before XP is spent. Additionally Humans start with any one color of Mana as a Career Skill.

Kithkin

Brawn	1
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	3

Wound Threshold: 10+Brawn
Strain Threshold: 10+Willpower
Xp: 75



Silhouette: 0

Small Frame: Kithkin halve their Encumbrance Value.

Thoughtweft Link: Whenever a Kithkin rolls a non-Magic check they have no Skill Ranks in they can spend 3 Strain to be considered to have 1 Rank in that skill for determining the dice pool.

Additionally Kithkin start with White Mana as a Career Skill.

Kitsune

Brawn	2
Agility	2
Intellect	2
Cunning	3
Willpower	1
Presence	2

Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 95



Tricksters by Nature: Once a session when a Kitsune makes a Social Skill check they can use their Deception Skill to determine their Dice Pool.

Kitsune Skill: Kitsune start with one Rank each in two of Charm, Deception, or Skulduggery. Additionally Kitsune start with White Mana as a Career Skill.

Kor

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 11+Brawn
Strain Threshold: 9+Willpower
Xp: 100



Unerring: Kor treat all Fear checks they make as one difficulty lower.

Kor Skill: Kor start with one Rank each in two of Athletics, Cool, or Coordination. Additionally Kor start with White Mana as a Career Skill.

Kraul

Brawn	2
Agility	3
Intellect	2
Cunning	2
Willpower	2
Presence	1



Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 85

Thick Carapace: Kraul have +1 Soak.

Wall Crawlers: Kraul can walk up rough vertical surfaces as easily as they could on the ground.

Kraul Skill: Kraul start with one Rank each in two of Coordination, Survival, or Vigilance. Additionally Kraul start with Green Mana as a Career Skill.

Leonin

	Average	Capenna
Brawn	3	2
Agility	2	2
Intellect	2	2
Cunning	1	1
Willpower	2	2
Presence	2	3



Wound Threshold: 11+Brawn

Strain Threshold: 9+Willpower

Xp: 90

Always Ready: When rolling initiative Leonin automatically generate a **Success**.

Leonin Skill: Leonin start with one Rank each in two of Perception, Stealth, or Any Combat Skill.

Additionally Leonin start with White Mana as a Career Skill.

Capenna



Loxodon

Brawn	2
Agility	2
Intellect	2
Cunning	1
Willpower	3
Presence	2

Wound Threshold: 10+Brawn
Strain Threshold: 10+Willpower
Xp: 90



Large Frame: Loxodons increase their Encumbrance Value by 1.

Inspiring Trumpet: A Loxodon can spur their allies to action. As a Maneuver a Loxodon can spend 2 Strain to allow an ally who can hear them to make Maneuver as an out of turn incidental.

Loxodon Skill: Loxodons start with one Rank each in two of Nature, Medicine, or Perception. Additionally Loxodons start with White Mana as a Career Skill.

Merfolk

Brawn	2
Agility	2
Intellect	3
Cunning	1
Willpower	2
Presence	2

Wound Threshold: 9+Brawn
Strain Threshold: 11+Willpower
Xp: 95



Of Turf and Tide: Merfolk have the Amphibious Trait.

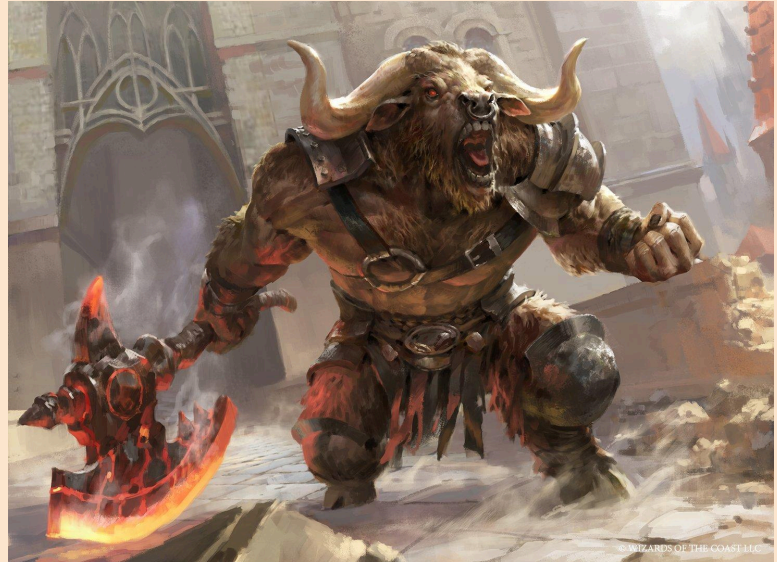
Aquatic Fighters: Combat Skill checks rolled while swimming ignore **Black Black**.

Merfolk Skill: Merfolk start with one Rank each in two of Cool, Survival, or Any Knowledge Skill. Additionally, Merfolk start with Blue Mana as a Career Skill.

Minotaur

Brawn	3
Agility	2
Intellect	2
Cunning	1
Willpower	2
Presence	2

Wound Threshold: 12+Brawn
Strain Threshold: 8+Willpower
Xp: 85



Large Frame: Minotaurs increase their Encumbrance Value by 1.

Charging Rush: If a Minotaur moved a Range Band before making a Melee or Brawl attack the attack gains Vicious 1.

Vicious Horns: Minotaur horns are a weapon with the following profile.
Brawl, Engaged, Damage +1, Critical 4, Vicious 2

Minotaur Skill: Minotaurs start with one Rank each in two of Brawl, Resilience, or Streetwise. Additionally Minotaurs start with Red Mana as a Career Skill.

Moonfolk

Brawn	2
Agility	2
Intellect	3
Cunning	1
Willpower	2
Presence	2

Wound Threshold: 10+Brawn
Strain Threshold: 10+Willpower
Xp: 80



Cloud Dancers: Moonfolk have Flyer

Scholars of Ancient Scrolls: Moonfolk add Blue to all Knowledge Skill checks they make.

Moonfolk Skill: Moonfolk start with one Rank each in two of Mechanics, Knowledge (Arcane), or Blue Mana.

Additionally, Moonfolk start with Blue Mana as a Career Skill.

Orc

Brawn	3
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	1

Wound Threshold: 11+Brawn
Strain Threshold: 9+Willpower
Xp: 90



Orcish Ferocity: After an Orc reduces an opponent's Wounds to 0 they may make a free Maneuver without expending the usual 2 Strain. The usual limit of 2 Maneuvers a turn still applies.

Orcs Skill: Orcs start with one Rank each in two of Athletics, Vigilance, or Melee Heavy. Additionally Orcs start with Red Mana as a Career Skill.

Rhox

Brawn	3
Agility	2
Intellect	2
Cunning	1
Willpower	2
Presence	2

Wound Threshold: 12+Brawn
Strain Threshold: 8+Willpower
Xp: 85



Large Frame: Rhox increase their Encumbrance Value by 1.

Loyal Guardians: When an Engaged ally is dealt damage by an attack a Rhox can spend a Story Point as an out of turn incidental to receive the damage instead.

Rhox Skill: Rhox start with one Rank each in two of Perception, Resilience, or Vigilance. Additionally Rhox start with Green Mana as a Career Skill.

Satyr

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	1
Presence	3

Wound Threshold: 10+Brawn
Strain Threshold: 10+Willpower
Xp: 90



Revel Rousing: Satyrs can spend Advantage Advantage to have an ally or an opponent join their Revel for a turn. The first turn an ally takes in the Satyr's Revel they add Blue to one roll they make. The first turn an opponent takes while in the Satyr's Revel they add Black to one roll of the Satyr's choice. For each turn after the first an ally is in the Satyr's Revel in that scene they upgrade their dice pool. For each turn after the first an opponent is in the Satyr's Revel they upgrade their difficulty dice of one roll of the Satyr's choice.

Satyr Skill: Satyrs start with one Rank each in two of Alchemy, Charm, or Resilience. Additionally Satyrs start with Red Mana as a Career Skill.

Shapeshifter

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	2



Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 85

Shifting Faces: Shapeshifters can spend 2 Strain as an Action to take the form of one humanoid creature they can see or remember well (The GM may call for an Intellect Blue Mana check to recall a form). While in this form they are visually indistinguishable from the original though their memories and physical abilities are not shared.

Shapeshifter Skill: Shapeshifters start with one Rank in Blue Mana and one Rank in Any Social Skill.

Additionally Shapeshifters start with Blue Mana as a Career Skill.

Siren

Brawn	2
Agility	2
Intellect	2
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 90



Swift Wings: Sirens have the Flyer Trait.

Keen Eyes: Sirens can spend 2 Strain to upgrade all tests made to find hidden things or people.

Siren Skill: Sirens start with one Rank each in two of Charm, Cool, or Perception. Additionally Sirens start with Blue Mana as a Career Skill.

Snake

Brawn	1
Agility	2
Intellect	2
Cunning	2
Willpower	3
Presence	2

Wound Threshold: 9+Brawn
Strain Threshold: 11+Willpower
Xp: 95

Hypnotic Gaze: As an Action a Snake can spend 2 Strain to try to catch an Engaged target in its hypnotic gaze. The target makes a Discipline or Cool check opposed by the Snake's Coercion. If the Snake wins the opposed check the target loses their free Maneuver on their next turn.

Coercion, or Stealth.

Additionally Snakes start with Green Mana as a Career Skill.



Treefolk

Brawn	2
Agility	2
Intellect	3
Cunning	1
Willpower	2
Presence	2

Wound Threshold: 14+Brawn
Strain Threshold: 10+Willpower
Xp: 90

Silhouette: 2

Enormous Frame: Treefolk increase their Encumbrance Threshold by 2. They double their Encumbrance Value.

Keen Eyes: Sirens can spend 2 Strain to upgrade all tests made to find hidden things or people.

Treefolk Skill: Treefolk start with one Rank each in two of Resilience, Survival, or Vigilance. Additionally Treefolk start with Green Mana as a Career Skill.



Troll

Brawn	3
Agility	2
Intellect	2
Cunning	2
Willpower	1
Presence	2

Wound Threshold: 12+Brawn
Strain Threshold: 8+Willpower
Xp: 85

Large Frame: Trolls increase their Encumbrance Value by 1.

Rapid Regeneration: After a Combat Scene when a Troll would roll to regain Strain they also roll to to regain Wounds in the same way using Resilience treating every Success as a healed Wound.

Troll Skill: Trolls start with one Rank in Resilience and one Rank in either Coercion, or Survival. Additionally Trolls start with Green Mana as a Career Skill.

Average Trolls

Typically trolls throughout the multiverse are large simple minded tusked people with tough skill and long curving tusks. The troll has one quality that sets it apart from the many other large folk throughout the multiverse. Trolls heal at such a fast rate that it is noticeable.

Archavios

Ravnica



Vampire

Brawn	3
Agility	3
Intellect	2
Cunning	2
Willpower	1
Presence	2

Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 80

Draining Bite: A Vampire's Bite has the following profile.

Brawl, Engaged, +1 Damage, Critical 4, Inaccurate, Pierce 2, Spend **Advantage Advantage** to heal 1 Wound.

Bloodless Vulnerability: If a Vampire has gone an extended period of time without feeding they upgrade the difficulty of all checks while in the presence of White Mana, holy artifacts, or sunlight. (Vulnerability might change depending on the plane.)

Vampire Skill: Vampires start with one Rank in Black Mana and one Rank in either Charm or Knowledge (Occult).

Additionally Vampires start with Black Mana as a Career Skill.



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Dominaria

Innistrad

Ixalan

Torrezon and the Church of Dusk. The Legion of Dusk. Immortal Sun. Queen Miralda Feeding on the blood of the guilty. Bloodfast

Ravnica

Traditional and Mind

Zendikar

Vedalken

Brawn	1
Agility	2
Intellect	3
Cunning	2
Willpower	2
Presence	2

Wound Threshold: 9+Brawn

Strain Threshold: 11+Willpower

Xp: 90



Practiced Consistency: Choose one non-Combat non-Magic Career Skill your Vedalken has at the end of character creation. Once per session when a Vedalken rolls a check using that skill they can take 2 Strain to remove one die from the dice pool after it has been rolled.

Vedalken Skill: Vedalken start with one Rank each in two of Discipline, Vigilance, or Any Knowledge Skill.

Additionally, Vedalken start with Blue Mana as a Career Skill.

Viashino

	Slinking	Hulking
Brawn	1	3
Agility	2	2
Intellect	2	2
Cunning	3	2
Willpower	2	2
Presence	2	1



Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Xp: 90

Swift Retreat (Slinking): After taking damage from an attack a Viashino can spend **Threat Threat** to immediately move.

Now I'm Mad (Hulking): After taking damage from an attack a Viashino can spend 2 Strain to upgrade the next Check they make to attack the attacker.

Viashino Skill: Slinking Viashino start with one Rank each in two of Deception, Stealth, or Vigilance

Hulking Viashino start with one Rank each in two of Athletics, Coercion, or Cool.

Additionally all Viashino start with Red Mana as a Career Skill.

Slinking Viashino come from most planes

Hulking Viashino come from Capenna and Alara.

Capenna

