

Humans (Terra)

Strength: 10 Average

Dexterity: 10 Average

Intelligence: 10 Average

Constitution: 10 Average

Health: 10 Average (+5 for Player Characters)

Perception: 10 Average

Will: 10 Average

Vigor: 10 Average

Racial abilities:

-Curious Ingenuity: Curiosity may have killed the cat but Ingenuity brought it back. Expect Terran Humans to have quite a few sudden moments of inspiration. Making leaps in logic and getting a multitude of workable ideas out of seemingly nowhere. Often in the midst of combat. *Normally* in the midst of combat. Science cannot be done without a good brawl after all.

- Trial by Fire. Trial by Blood: Terran humans are ever curious. Inquisitive. They can and will investigate things they really should not. And although it might kill them, the survivors will return ever stronger for their efforts.

Racial Skills:

- Driving [Either car or motorcycle] [Easy] 1/2/3: naturally comes with ages 18/21/24 unless backstory gives reason against, in which case the same point pool can be spent on backstory-related skills.
- Unarmed brawling 1 [Easy]: Comes at age 21,
- Electronics operation 1: Ingrained through modern life
- 3 levels to spend on social skills only, cap of lv2 from this point pool

Humans are well. Humans. Naturally curious and inquisitive. They have a tendency to innovate best during conflict. As such. Humans are nearly always fighting *Something*. Be it themselves. Social changes. Minorities. Other human civilizations. Xenos civilizations. So long as humans are fighting. They tend to grow as a race.

Humans (Gaia)

Strength: 11

Dexterity: 10

Intelligence: 9

Constitution: 11

Health: 11 Average (+5 for Player Characters)

Perception: 11 Average

Will: 9 Average

Vigor: 11 Average

Racial abilities:

-Blood Of My Blood. Blood For My Blood: Gaian Humans, just like their Terran counterparts tend towards fighting. However for Gaians. Rather than bursts of genius from mortal combat, they don't tire nearly as fast. They're almost invigorated by the sight of blood. For every mortal wound inflicted upon a target via melee or inflicted upon the self, restore 2 Vigor points. If restoration goes above max, vigor can artificially be raised to up to double the max until the end of combat, at which point it returns to normal levels.

Racial Skills:

- [non-explosive, medieval era weapon] 1/2/3: The importance of combat is taught to all children from a young age; young children commonly play in the streets with wooden swords or spears. Women are less combat-oriented, but are expected to be able to at least hunt with a bow at a young age. Skills gained at age 15, 18 and 21
- Bushcraft 1/2/3/4: Comes naturally from ages 8/12/16/18.
- Animal care, training & riding 1: all children have tried this at least once, with varying levels of success.
- 3 levels of social skills only, cap of lv2 from this point pool

Humans are well. Humans. Naturally curious and inquisitive. They have a tendency to innovate best during conflict. As such. Humans are nearly always fighting *Something*. Be it themselves. Social changes. Minorities. Other human civilizations. Xenos civilizations. So long as humans are fighting. They tend to grow as a race. Gaian 'humans' are like their Terran counterparts in biology only. Where Terrans are gifted with Terran technology, Gaiaside humanity have made do with their wits and Darwinism.

Kobold

Strength: 6 Average

Dexterity: 12 Average

Intelligence 8 Average

Constitution 5 Average

Health: 8 Average (+5 for Player Characters)

Perception: 14 Average

Will: 6 Average

Vigor 6 Average

Racial Abilities:

Kobolds can get into *Anything*: Once per day. When unobserved by any nonKobold observers. A Kobold may access an otherwise secured location via mundane, magical, or other means. They don't really know how they do this. They just.. Do it. A Kobold using this ability can escape a room with no doors using this ability provided nobody is paying attention for about a second. Using this ability they are capable of bypassing mechanical and arcane locks without triggering or tripping them.

Racial Skills:

Machinist - INT/A: 2

Lockpicking - PER/A: 2

Traps - INT/A: 4

Kobolds come in many shapes and sizes. Lizardlike. Doglike. Catlike. Tiny. Dwarfsized. It really varies. The first strain of Kobold to make it to Terra via a Gate was one of the doglike strains. They as a result. Are exponentially more common on Terra due to such.

Kobolds are sneaky. Kobolds are cunning. Kobolds love traps, however impractical. Kobolds are. Well. Kobolds. Kobolds love shiny things.

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Elves (Aka Communists)

Strength: 8 Average

Dexterity: 16 Average

Intelligence 12 Average

Constitution 6 Average (Don't expect elves to win in a drinking contest or take a hit.)

Health: 11 Average (+5 for Player Characters)

Perception: 16 Average

Will: 8 Average within Communist settlements. 10 when naturally raised without the multitude of restrictions.

Vigor 8 Average

Racial Traits:

Innately Magical: Elves are magical. They have an easier time learning magic. (Passive. Reduce difficulty of learning magical skills by one difficulty level.)

Innately Beautiful: Elves are pretty. Inhumanly so. People will normally react as such. Having a high charisma will result in better responses than normal. Having a low charisma will result in people perceiving the elf as uncanny and disturbing. As if something is *Wrong*.

Elves are elves. You can expect their gender to be difficult to divine. Bloody treehuggers. The majority of Elves live in forests. Usually spots with large amounts of magical energy floating around. Such as on laylines. Their 'Cities' tend to be primarily wooden. Often grown from the trees themselves. Elves are especially skilled at magic and it is an integral part of their culture.

Elves are communists. This is primarily due to the efforts of a champion that the primary Elven Deity summoned from another plane of existence during their most recent war with the Dwarves. There is a certain Holy Artifact left behind by the Elves, however they will normally refuse to show it to anyone not within the priesthood.

Elves do not into metalcrafting. Don't expect the elves to be good at making metal objects.

***Note: Elves don't have racial stats *For A Reason*. Please note the massive discount on magic.**

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Dwarves

Strength: 14 Average

Dexterity: 12 Average; 4 W/O Alcohol

Intelligence: 8 Average; 4 W/O Alcohol
Constitution: 14 Average
Health: 14 Average (+5 for Player Characters)
Perception: 7 Average; 2 W/O Alcohol
Will: 14 Average; 4 W/O Alcohol.
Vigor: 12 Average; 4 W/O Alcohol

Racial Traits:

-Alcoholic Biology: Dwarves *Need* a stiff drink to get through the working day. Without such they will experience severe debuffs. Said debuffs will worsen the longer they lack a drink and they will eventually die.

-Stonesense: Dwarves have two sights. The Eyes and the Stone. Dwarves can sense stone in their surroundings, similar to echolocation but more advanced and material in the way does not matter to them. This is part of how Dwarves *Know* how to dig massive complexes without building supports. They dig exactly how the Stone wants them to.

-Master Craftsmen: If a Dwarf makes something. They make it well. Masterwork Dwarven Crafts are unrivaled in quality. However they also take weeks of loving labor to produce. Although a Masterwork item will always be vastly superior to a mundane version and may have arcane properties, when the average Gaian Human military can mass produce hundreds of okayish and 'Good Enough' muskets in the time it takes for one Masterwork Weapon to be produced, it often is simply more efficient to buy from the humans. But make no mistake. Dwarven Crafts are worth their weight in gold.

Racial Skills:

Machinist - INT/A: 2
Mining - STR/A: 2

Dwarves are short, stout creatures fond of drink and industry. They are stubborn, willful, and often hold grudges for centuries. Dwarves need alcohol. It is part of their metabolism. It is non optional. A dwarf without alcohol will wither and eventually die. This can take anywhere from weeks to months depending on the dwarf.

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Goblins

Strength: 8 Average

Dexterity: 11 Average

Intelligence: 15 Average

Constitution: 8 Average

Health: 9 Average (+5 for Player Characters)

Perception: 9 Average

Will: 9 Average

Vigor: 8 Average

Racial Traits:

-Some Goblins are Orcs: 1/3rd of Goblins are born as Orcs. This is a natural part of life. However obviously it's painful for the Goblin mother birthing the Orc in question. A baby that size isn't exactly fun to give birth to.

-Dreams of the Mad God: Goblins dream of many things. Of Contraptions. Of Fire. Of Lightning. Of Steam. Of spiraling towers filled with the mad tinkerings of their race. Most Goblins dream of one of these things. That is their Clan. A Goblin innately is skilled in that which their Clan is. (+4 to any roll relating to construction or activities relating to their Clan. This can involve abstract applications. This does not substitute for skill. Unskilled constructions will be [Unreliable] and on GM Discretion will malfunction in whatever way seems hilarious at the time. A skilled Goblin will have significantly more luck in preventing whatever the insane contraption they're constructing from gaining [Unreliable] compared to an unskilled goblin.)

-Dreams of Kin: Goblins are Linked by the Mad God that made them. Normally Goblins will go their entire lives without this affecting them. However magically inclined goblins will find that their Mad Dreams are significantly more Lucid than the rest of their Kin describe them as. Goblin Magi can meet in the Mad Dreams and both cast from them and interact.

Racial Skills:

Oratory - INT/A - 2

Coercion - WIL/A - 1

Persuasion - INT/H - 2

Goblins are Greedy, Vain, Selfish, and Inventive. Any Warcamp run by Goblins will be filled to the brim with dangerous, unreliable and most certainly effective inventions. From bombs to

steam powered tanks to tesla coils that zap the occasional passerby. Goblins tend to come up with many. Many things. Goblins are good at talking fast and talking themselves out of trouble. This is useful if they aren't the camp's Warboss. Deflect the blame of an invention gone wrong to someone else. Goblin Shaman tend to be reclusive. They get a section of the camp to themselves and nobody is allowed to bother them at risk of being turned into a Sheepbeast.

Goblins are a blight upon the land. Anywhere they settle down is slowly drained dry of any useful resources. The better to fuel their mad creations.

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Orcs

Strength: 14 Average

Dexterity: 7 Average

Intelligence: 7 Average

Constitution: 12 Average

Health: 14 Average (+5 for Player Characters)

Perception: 8 Average

Will: 7 Average

Vigor: 11 Average

Racial Traits:

-More Orcs are Goblins: 2/3rds of Orcs are born as Goblins. This is a natural part of life and is usually a relief to the Orc mother. Orc babies are painful to birth.

-YOU WOT MATE?: Orcs tend to speak in a semiunintelligible dialect of whatever the hell they learned to speak as a child. They speak the language in question perfectly fluently as a child, but the moment they hit puberty? They switch to an oddly accented pseudogibberish. Nobody really knows why and in all honesty. Nobody cares.

-OI GIT! SAY THAT AGAIN!: Orcs don't back down from a challenge. This tends to result in fights. Many many fights. Orcs also tend to gain bonuses to durability, strength, and regeneration in direct proportion to the perceived challenge level of the challenger. They usually base this off of size and the number of spikes the challenger has mounted on its armor. Smarter Orcs have learned to exploit this trait and can perceive things as significantly higher challenge levels than they actually are, effectively granting them significantly higher physical abilities compared to the rest of their Kin. An Orc especially skilled at this would be more than capable of picking up and throwing a modern car.

Racial Skills:

- Unarmed brawling: 5

Orcs are Loud, Violent, and Aggressive. Orc run Warcamps tend to raid and pillage in a similar manner to Bandit Warbands. Orcs like to get what they want. They usually hit things to get what they want. Orcs don't like when things smell funny. They usually hit smelly things.

Orc Magi tend to primarily focus on direct applications. Pyromancy is a favorite. As is Terramancy. Really anything that they can throw at the enemy.

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Feline/Terran Human Amalgams

Strength 7 Average

Dexterity: 14 Average

Intelligence: 10 Average

Constitution: 6 Average

Health: 9 Average (+5 for Player Characters)

Perception: 14 Average

Will: 7 Average

Vigor: 8 Average

Instability: 0 Average (Cannot be modified directly on chargen. Significant inputs of directed energy, positive events, anchoring events, and significant personal breakthroughs will add a negative buffer to Instability. Negative buffers do not provide stat bonuses of any sort. However they do stave off Instability from problematic events.)

Racial Traits:

-That Which Shouldn't Be. Yet Is: Amalgams by definition Should Not Be. Yet they are. Those attuned to the arcane will often find them absolutely fascinating. Those attuned to the Divine might find them to quite literally be walking heresy against all that is Right. The mundanes will find them varying levels of adorable to uncanny to terrifying depending on how close the physical appearance is to one side of its Being. In the case of a Feline/Terran Human Amalgam, the closer to Feline it is physically, the more one would relate it to a cat instinctively. The closer to Human they are, the more they'll be perceived as Human.

-Unstable Potential: As an Amalgam, or any sapient or nonsapient arcane creation. You're a mix of two or more Beings. Aka the minds, souls, and bodies of those beings. Unless the creator Magi or Magos is especially skilled, has practiced repeatedly, or has lots of energy to throw around, there is a high risk of your Being being completely unstable upon creation. The first Amalgam created by a Magi often has somewhere in the 4-6's Instability. Additional Instability is most often triggered by elevated negative emotional states, severe pain, extreme fatigue, and a lack of faith in the Self or one's place in Existence. Instability can cause quite severe debuffs the longer it lasts. With all stats taking a -1 loss and increasing for each level of Instability above 0. If three stats hit Zero due to Instability. Your Being comes apart. Violently. Not only your body, but also your Soul. There is no coming back from that. Not even a necromancer could do it. Poorly created Amalgams and arcane creations are at risk of naturally increasing Instability over time on top of naturally having a High Instability. The corpse of a Stable Amalgam will remain

intact upon death. It will not come apart at the seams. The soul will solidify and either move on to an appropriate afterlife or get shoved into a new body by arcane means if applicable.

-What is this? Can you eat?: As an Amalgam with a nonsapient and a sapient isn't the most. Intact mentally. There is a chance that it may have difficulties learning complex tasks relating to technology. Hard and Average skills relating to technology are raised by one xp cost.

-Literally Magic: As an Amalgam. Magic makes up a significant portion of your Being. You will find the magic schools that made up your creation to be astoundingly easy to learn. You were literally made by it after all. Removing 2xp from the cost for each level in the applicable arcanism or occultism skills, making them Average skills (costing 2xp per level). However other magic skills will be just as hard to learn as everyone else. Costing 4xp per. **In the case of Baseline Feline/Terran Human Amalgams, the applicable discount magic schools include Necromancy, Biomancy, Arcanic, and Ritualism.** Ask during chargen what these schools include. Certain Amalgam species may be applicable for additional or different discount schools.

-Regression: As an Amalgam. You can choose to Regress to one of your composite forms for a period of time at the cost of +1 Instability per turn Regressed. In the case of Feline/Terran Human amalgams, this will either drastically raise your Dex by +5 or drastically raise your Will by +5 depending on if you go Cat or Human.

An Amalgam will likely act drastically different from another Amalgam of the same type. However there are usually composite themes from their origin species. A feline amalgam will have the occasional feline instincts. And a canine amalgam will have canine instincts. You get the general idea. Some Amalgams will hate their Being and usually will fall apart in short order. Others will be totes mc'scrotos fine with their Existence and happily move on with their day.

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Red Panda/Terran Human Amalgams

Strength 11 Average

Dexterity: 8 Average

Intelligence: 9 Average

Constitution: 10 Average

Health: 12 Average (+5 for Player Characters)

Perception: 11 Average

Will: 7 Average

Vigor: 9 Average

Instability: 0 Average (Cannot be modified directly on chargen. Significant inputs of directed energy, positive events, anchoring events, and significant personal breakthroughs will add a negative buffer to Instability. Negative buffers do not provide stat bonuses of any sort. However they do stave off Instability from problematic events.)

Racial Traits:

-That Which Shouldn't Be. Yet Is: Amalgams by definition Should Not Be. Yet they are. Those attuned to the arcane will often find them absolutely fascinating. Those attuned to the Divines

might find them to quite literally be walking heresy against all that is Right. The mundanes will find them varying levels of adorable to uncanny to terrifying depending on how close the physical appearance is to one side of its Being. In the case of a Panda/Terran Human Amalgam, the closer to Panda it is physically, the more one would relate it to a Panda instinctively. The closer to Human they are, the more they'll be perceived as Human.

-Unstable Potential: As an Amalgam, or any sapient or nonsapient arcane creation. You're a mix of two or more Beings. Aka the minds, souls, and bodies of those beings. Unless the creator Magi or Magos is especially skilled, has practiced repeatedly, or has lots of energy to throw around, there is a high risk of your Being being completely unstable upon creation. The first Amalgam created by a Magi often has somewhere in the 4-6's Instability. Additional Instability is most often triggered by elevated negative emotional states, severe pain, extreme fatigue, and a lack of faith in the Self or one's place in Existence. Instability can cause quite severe debuffs the longer it lasts. With all stats taking a -1 loss and increasing for each level of Instability above 0. If three stats hit Zero due to Instability. Your Being comes apart. Violently. Not only your body, but also your Soul. There is no coming back from that. Not even a necromancer could do it. Poorly created Amalgams and arcane creations are at risk of naturally increasing Instability over time on top of naturally having a High Instability. The corpse of a Stable Amalgam will remain intact upon death. It will not come apart at the seams. The soul will solidify and either move on to an appropriate afterlife or get shoved into a new body by arcane means if applicable.

-What is this? Can you eat?: As an Amalgam with a nonsapient and a sapient isn't the most.. Intact mentally. There is a chance that it may have difficulties learning complex tasks relating to technology. Hard and Average skills relating to technology are raised by one xp cost.

-Literally Magic: As an Amalgam. Magic makes up a significant portion of your Being. You will find the magic schools that made up your creation to be astoundingly easy to learn. You were literally made by it after all. Removing 2xp from the cost for each level in the applicable arcanism or occultism skills, making them Average skills (costing 2xp per level). However other magic skills will be just as hard to learn as everyone else. Costing 4xp per. **In the case of Baseline Panda/Terran Human Amalgams, the applicable discount magic schools include Necromancy, Biomancy, Arcanic, and Ritualism.** Ask during chargen what these schools include. Certain Amalgam species may be applicable for additional or different discount schools.

-Regression: As an Amalgam. You can choose to Regress to one of your composite forms for a period of time at the cost of +1 Instability per turn Regressed. In the case of Panda/Terran Human amalgams, this will either drastically raise your Con by +5 or drastically raise your Will by +5 depending on if you go Panda or Human.

An Amalgam will likely act drastically different from another Amalgam of the same type. However there are usually composite themes from their origin species. A feline amalgam will have the occasional feline instincts. And a canine amalgam will have canine instincts. You get the general idea. Some Amalgams will hate their Being and usually will fall apart in short order. Others will be totes mc'scrotos fine with their Existence and happily move on with their day.

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Void Feline/Terran Human Amalgams

Strength 7 Average

Dexterity: 14 Average

Intelligence: 10 Average

Constitution: 6 Average

Health: 9 Average (+5 for Player Characters)

Perception: 14 Average

Will: 7 Average

Vigor: 8 Average

Instability: 0 Average (Cannot be modified directly on chargen. Significant inputs of directed energy, positive events, anchoring events, and significant personal breakthroughs will add a negative buffer to Instability. Negative buffers do not provide stat bonuses of any sort. However they do stave off Instability from problematic events.)

Racial Traits:

-That Which Shouldn't Be. Yet Is: Amalgams by definition Should Not Be. Yet they are. Those attuned to the arcane will often find them absolutely fascinating. Those attuned to the Divine might find them to quite literally be walking heresy against all that is Right. The mundanes will find them varying levels of adorable to uncanny to terrifying depending on how close the physical appearance is to one side of its Being. In the case of a Feline/Terran Human Amalgam, the closer to Feline it is physically, the more one would relate it to a cat instinctively. The closer to Human they are, the more they'll be perceived as Human. Void Felines in particular tend to feel slightly Off. They're an unholy mix of Void and Existence. This is something even mundanes can sense to an extent.

-Unstable Potential: As an Amalgam, or any sapient or nonsapient arcane creation. You're a mix of two or more Beings. Aka the minds, souls, and bodies of those beings. Unless the creator Magi or Magos is especially skilled, has practiced repeatedly, or has lots of energy to throw around, there is a high risk of your Being being completely unstable upon creation. The first Amalgam created by a Magi often has somewhere in the 4-6's Instability. Additional Instability is most often triggered by elevated negative emotional states, severe pain, extreme fatigue, and a lack of faith in the Self or one's place in Existence. Instability can cause quite severe debuffs the longer it lasts. With all stats taking a -1 loss and increasing for each level of Instability above 0. If three stats hit Zero due to Instability. Your Being comes apart. Violently. Not only your body, but also your Soul. There is no coming back from that. Not even a necromancer could do it. Poorly created Amalgams and arcane creations are at risk of naturally increasing Instability over time on top of naturally having a High Instability. The corpse of a Stable Amalgam will remain intact upon death. It will not come apart at the seams. The soul will solidify and either move on to an appropriate afterlife or get shoved into a new body by arcane means if applicable. Void Feline Amalgams are at even more risk for Instability compared to normal Amalgams. The mix of Existence and Void is volatile.

-What is this? Can you eat?: As an Amalgam with a nonsapient and a sapient isn't the most.. Intact mentally. There is a chance that it may have difficulties learning complex tasks relating to technology. Hard and Average skills relating to technology are raised by one xp cost.

-Literally Magic: As an Amalgam. Magic makes up a significant portion of your Being. You will find the magic schools that made up your creation to be astoundingly easy to learn. You were literally made by it after all. Removing 2xp from the cost for each level in the applicable arcanism or occultism skills, making them Average skills (costing 2xp per level). However other magic skills will be just as hard to learn as everyone else. Costing 4xp per. **In the case of Void Feline/Terran Human Amalgams, the applicable discount magic schools include Necromancy, Biomancy, Arcanic, Rift, Voidic, and Ritualism.** Ask during chargen what these schools include. Certain Amalgam species may be applicable for additional or different discount schools.

-Regression: As an Amalgam. You can choose to Regress to one of your composite forms for a period of time at the cost of +1 Instability per turn Regressed. In the case of Feline/Terran Human amalgams, this will either drastically raise your Dex by +5 or drastically raise your Will by +5 depending on if you go Cat or Human.

An Amalgam will likely act drastically different from another Amalgam of the same type. However there are usually composite themes from their origin species. A feline amalgam will have the occasional feline instincts. And a canine amalgam will have canine instincts. You get the general idea. Some Amalgams will hate their Being and usually will fall apart in short order. Others will be totes mc'scrotos fine with their Existence and happily move on with their day.

Gnolls

Strength: 11 Average

Dexterity: 11 Average

Intelligence: 8 Average

Constitution: 11 Average

Health: 9 Average (+5 for Player Characters)

Perception: 10 Average

Will: 9 Average

Vigor: 11 Average

Racial Traits:

-[Many Numbers, Such Safe:] Gnolls do better in groups. The more Gnolls there are participating in a specific designated task, the better they will do. This applies to all specific single tasks. Mechanically this means a +1 for every additional Gnoll participating in a chosen task up to a maximum of +10. So 2 Gnolls would provide a +1 modifier, 3 Gnolls a +2, and so on up to 11 Gnolls, which provides a +10. Tasks must be very specific and called out prior to invoking this trait. Such as Shooting a specific person in a group enmasse, modifier going into accuracy rolls. Or tracking a specific target/scent trail. Or building a specific building, or mining a specific ore vein. You get the idea.

-[Such Smell, Much Knowledge] Gnolls have good noses. If they have smelled something before, they'll know if they smell it again. They'll also smell permutations of that scent. If a Gnoll smells lets say, a human, then they'll be able to in the future tell the difference between a human wearing metal, a human bleeding out, and a human who's just taken a long tiring jog, simply by scent. Gnolls get a +2 to any attempts at tracking a scent on top of this scent awareness.

Gnolls are woofs. That is to say, they look like hunched, human sized bipedal beasts with traits similar to hyenas, wolves, and terran dogs. tend to be present in numbers at all times. You will almost never see a Gnoll without another Gnoll nearby. The instinctual pack bond is very strong. They tend to be *Very* energetic and enthusiastic. To the point that they often skip words and mangle their grammar when speaking about something they find interesting. The Akras Translator tends to shorten that speaking format into pseudostatements when they get into that mindset. Such as "Many People!" or "Much food! Such Taste!" They don't always talk like this however, and more learned gnolls tend to often control this behavior entirely. Although they often don't. They know how much it bothers other races and they find it *Hilarious*. Gnolls like having Things. Preferably soft and or shiny things. They very much enjoy having clutter anywhere they live. If it isn't sufficiently cluttered, they don't feel comfortable. Interestingly, Gnolls tend to know where everything is within that clutter, even in a shared living space with multiple Gnolls. It's more an instinctual thing than anything else, but it does imply the potential of some form of subconscious pseudogrouphink, especially when coupled with the *Astounding* effectiveness Gnolls can achieve with teamwork. Something for those with the capacity to play with the genome to experiment and tinker with. -Note: Gnolls are capable of running on all fours.

This is usually accompanied by a pair of snapping sounds when they shift into this mode of movement. Implying that their body undergoes some form of physiological shift to do such.

Otter/Terran Human Amalgam

Strength: 9 Average

Dexterity: 11 Average

Intelligence: 9 Average

Constitution: 11 Average

Health: 9 Average (+5 for Player Characters)

Perception: 13 Average

Will: 10 Average

Vigor: 13 Average

Instability: 0 Average (Cannot be modified directly on chargen. Significant inputs of directed energy, positive events, anchoring events, and significant personal breakthroughs will add a negative buffer to Instability. Negative buffers do not provide stat bonuses of any sort. However they do stave off Instability from problematic events.)

Racial Traits:

-That Which Shouldn't Be. Yet Is: Amalgams by definition Should Not Be. Yet they are. Those attuned to the arcane will often find them absolutely fascinating. Those attuned to the Divines might find them to quite literally be walking heresy against all that is Right. The mundanes will find them varying levels of adorable to uncanny to terrifying depending on how close the physical appearance is to one side of its Being. In the case of a Panda/Terran Human Amalgam, the closer to Panda it is physically, the more one would relate it to a Panda instinctively. The closer to Human they are, the more they'll be perceived as Human.

-Unstable Potential: As an Amalgam, or any sapient or nonsapient arcane creation. You're a mix of two or more Beings. Aka the minds, souls, and bodies of those beings. Unless the creator Magi or Magos is especially skilled, has practiced repeatedly, or has lots of energy to throw around, there is a high risk of your Being being completely unstable upon creation. The first Amalgam created by a Magi often has somewhere in the 4-6's Instability. Additional Instability is most often triggered by elevated negative emotional states, severe pain, extreme fatigue, and a lack of faith in the Self or one's place in Existence. Instability can cause quite severe debuffs the longer it lasts. With all stats taking a -1 loss and increasing for each level of Instability above 0. If three stats hit Zero due to Instability. Your Being comes apart. Violently. Not only your body, but also your Soul. There is no coming back from that. Not even a necromancer could do it. Poorly created Amalgams and arcane creations are at risk of naturally increasing Instability over time on top of naturally having a High Instability. The corpse of a Stable Amalgam will remain intact upon death. It will not come apart at the seams. The soul will solidify and either move on to an appropriate afterlife or get shoved into a new body by arcane means if applicable.

-What is this? Can you eat?: As an Amalgam with a nonsapient and a sapient isn't the most. Intact mentally. There is a chance that it may have difficulties learning complex tasks relating to technology. Hard and Average skills relating to technology are raised by one xp cost.

-Literally Magic: As an Amalgam. Magic makes up a significant portion of your Being. You will find the magic schools that made up your creation to be astoundingly easy to learn. You were literally made by it after all. Removing 2xp from the cost for each level in the applicable arcanism or occultism skills, making them Average skills (costing 2xp per level). However other magic skills will be just as hard to learn as everyone else. Costing 4xp per. **In the case of Baseline Otter/Terran Human Amalgams, the applicable discount magic schools include Necromancy, Biomancy, Arcanic, and Ritualism.** Ask during chargen what these schools include. Certain Amalgam species may be applicable for additional or different discount schools.

-Regression: As an Amalgam. You can choose to Regress to one of your composite forms for a period of time at the cost of +1 Instability per turn Regressed. In the case of Otter/Terran Human amalgams, this will either drastically raise your Per by +5 or drastically raise your Will by +5 depending on if you go Otter or Human.

An Amalgam will likely act drastically different from another Amalgam of the same type. However there are usually composite themes from their origin species. A feline amalgam will have the occasional feline instincts. And a canine amalgam will have canine instincts. You get the general idea. Some Amalgams will hate their Being and usually will fall apart in short order. Others will be totes mc'scrotos fine with their Existence and happily move on with their day.