

Some races possess a natural affinity for a weapon type, a character may substitute a racial weapon for any weapon of the same size that they already have the skill to use. In the case of a racial weapon being a category, the character may use any weapon in the category once they are trained with any weapon of that same size. Races with a racial weapon of “claw” may use a claw of the same size as any one-handed weapon they are trained in, these claws are Base 2 damage, and their use must follow all limitations of weapon styles normally. Additionally a character may apply any proficiencies or slays they possess to the use of a racial weapon or claw, as if they were Master Proficiencies or Master Slays.

Each of the available starting races begins with 2 racial traits, a character may select racial skills from the categories that correspond to either of their racial traits at the first, reduced cost. Racial skills from a category that the PC does not have the corresponding trait for can also be purchased but at the second, higher cost. In all cases, a character may only purchase one racial skill for each level of advancement, and only skills whose reduced cost is 4 or less may be purchased multiple times.

<u>Race</u>	<u>Trait 1</u>	<u>Trait 2</u>	<u>Racial Feature</u>		
Barbarian	Strong	Wild	weapon-2h	weapon-?	(race may use weapon if they have any other weapon skill, in addition any prof the char has works with weapon like a master prof)
Biata	Willful	Telepathic	mentalist		
Drae	Fast	Willful	weapon-cross		
Wild elf	Wild	Fast	weapon-bow	Claw	(race may use SS length claw base 2 if they have another weapon skill, in addition any prof the char has works with claw like a master prof)
Dwarf	Tough	Tradesman	weapon-hammer		
Mystic Wood Elf	Willful	Tradesman	Break Charm		
Stone Elf	Fast	Willful	weapon-bow	mentalist	current mental powers, more uses, maybe on enemies.
Gypsy	Willful	Telepathic	mentalist		
Gypsy	Survivor	Tradesman	Curse	Curse	Role-play curse, like now, one in effect at a time per gypsy.
Half Ogre	Strong	Tough	weapon-2h		
Half Orc	Strong	Wild	weapon -ax	Break Charm	60 seconds of role-play can break a charm effect, even in combat.
Hobling	Fast	Tough	weapon-short		
Human	Choice	None	0		
Sarr	Fast	Survivor	weapon-claw		
Scavenger	Survivor	Tough	weapon-claw		

<u>Trait group</u>			<u>with trait</u>	<u>without trait</u>
Strong		Slay	10	20
		Strong-arm	10	20
	*	Rip from Binding	4	8
Fast	*	Light Touch	2	4
		Dodge	12	24
		Sneak Attack	8	16
Tradesman		Merchant	5	10
		Harvester	5	10
		Grandmaster	10	20
Tough	*	Resist Poison	4	8
		Resist Physical	5	10
	*	Toughness	4	8

Wild	*	Detect Magic	1	2
	*	Dispel Magic	4	8
	*	Battle Rage	2	4
Willful	*	Resist Sleep	2	4
	*	Resist Charm	3	6
	*	Remove Fear	2	4
Telepathic	*	Awaken	2	4
	*	Calm	2	4
	*	Break Charm	2	4
Survivor	*	Detect Poison/ Antidote	3	6
		Will to Live	10	20
	*	Ready Armor	4	8

Rip from binding	This skill allows the character to rip free from one binding effect, with a 3 second counted action, once per day.
Light Touch	This skill allows the character to use Disarm/Arm Trap, Pick Locks, or Alchemy 10 to throw a gas poison; Once per day.
Sneak Attack	This skill works like Backstab, however it does not count toward pre-requisites for dodge or any other skill.
Merchant	This skill allows the character to exchange their “master” levels of production for items of equal level from another type of normal production skill. These choices are limited to Alchemy, Potions, Scrolls, Traps, and Weapons.
Harvester	This skill allows the character to harvest their own “materials” to augment production, they need not furnish silver to receive the bonus levels.
Grandmaster	This skill allows the character to receive bonus “workshop” levels of production without access to a workshop. If the character has access to a workshop she may double the bonus “workshop” levels.
Resist Physical	This skill allows the character to resist one attack with “physical” in the verbal or weapon blow, once per day.
Toughness	This skill allows the character to invoke the “Bless” spell and the “Eldritch Bless” cantrip effects through natural means. It is activated by the phrase “I invoke toughness”. Using this skill requires the ability to speak, and 3 seconds of role-play.
Battle Rage	This skill allows the character to add 5 damage to the next 5 attacks they make with melee weapon or claw, within 60 seconds. In addition a character may use this skill to resist a Berserk effect and then immediately activate this skill. It is called as “I invoke Battle Rage” or “Resist! I invoke Battle Rage”. A character can only be affected by one Battle Rage at a time.
Detect Poison/ Antidote	This skill allows the character to administer a natural antidote effect with 3 seconds of roleplay. It is activated by the phrase “I invoke a poison antidote” , in addition any character with this skill, expended or not, may detect poisons as if they had Herbal Lore.
Will to Live	This skill allows the character who has reached the end of their “death countdown” to instead of becoming “dead” to become unconscious, one minute later awaking at 1 body. This is called “Will to Live”. This is an out of game call and can be made regardless of effects on the character.
Ready Armor	This skill allows the character to invoke the “Shield” spell and the “Eldritch Shield” cantrip effects through natural means. It is activated by the phrase “I invoke Armor”. Using this skill requires the ability to speak, and 3 seconds of roleplay.
Mentalist	As rulebook
Gypsy Curse	as rulebook, used one per minute maximum, casting a new curse will remove any existing curse.
Break charm	As rulebook

NOTE: All spells are cast like a normal earth magic spell from memory, only the slot is once per day and only available to cast the specific spell.