

Table of Contents

1.0 Adventurer Ancestries

[Automaton](#)

[Dragomar](#)

[Dwarf](#)

[Elf](#)

[Gnome](#)

[Goliath](#)

[Human](#)

[Ormba](#)

2.0 Creature Ancestries

[Burrow Ogre](#)

[Skeleton Creature](#)

[Undead Creature](#)

1.0 Adventurer Ancestries

Automaton

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [1](#)
 Min. Weight: [150 lbs](#)
 Health Dice: [d6](#)
 Walk Movement: [30 ft](#)
 Special Movements: [None](#)

Actions: [3](#)
 Min. Height: [5 ft](#)
 Reach: [5 ft](#)
 Health: [Roll #d6 + Willpower where # = Level +4](#)

Ability Bonuses:
 Aim: [+1](#) Intelligence: [+1](#)
 Arcane: [+0](#) Nature: [+0](#)
 Awareness: [+1](#) Primal: [+0](#)
 Charisma: [+0](#) Stealth: [+0](#)
 Dexterity: [+1](#) Strength: [+1](#)
 Divine: [+0](#) Willpower: [+0](#)
 Insight: [+0](#)

Add a Talent for each level past 1

Armor: [Natural Armor is +1, Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [This metal creature comes in all sorts of shapes and sizes and is magically alive](#)

Special Abilities: [Heat vision](#)

Dragomar

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [1](#)
 Min. Weight: [200 lbs](#)
 Health Dice: [d6](#)
 Walk Movement: [30 ft](#)
 Special Movements: [Glide](#)

Actions: [3](#)
 Min. Height: [4 ft](#)
 Reach: [5 ft](#)
 Health: [Roll #d6 + Willpower where # = Level +4](#)

Ability Bonuses:
 Aim: [+0](#) Intelligence: [+0](#)
 Arcane: [+0](#) Nature: [+0](#)
 Awareness: [+2](#) Primal: [+0](#)
 Charisma: [+0](#) Stealth: [+0](#)
 Dexterity: [+0](#) Strength: [+2](#)
 Divine: [+0](#) Willpower: [+1](#)
 Insight: [+0](#)

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [This scaly creature has a genetic connection to dragons but are humanoid in shape except for a dragon snout, tail, fangs and claws. They do have leathery wings but it only allows them to Glide](#)

Dwarf

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [0](#)
 Min. Weight: [180 lbs](#)
 Health Dice: [d6](#)
 Walk Movement: [25 ft](#)
 Special Movements: [None](#)

Actions: [3](#)
 Min. Height: [3 ft](#)
 Reach: [5 ft](#)
 Health: [Roll #d6 +](#)
 Willpower where
[# = Level +4](#)

Ability Bonuses:

Aim:	+1	Intelligence:	+0
Arcane:	+0	Nature:	+0
Awareness:	+0	Primal:	+0
Charisma:	+0	Stealth:	+0
Dexterity:	+0	Strength:	+1
Divine:	+0	Willpower:	+2
Insight:	+1		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A short and stout bearded humanoid that tends to be stubborn and strong of will](#)

Special Abilities: [Stone Camouflage](#) - [Dwarves get advantage on stealth checks in rocky terrain.](#)

Elf

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [0](#)
 Min. Weight: [100 lbs](#)
 Health Dice: [d4](#)
 Walk Movement: [30 ft](#)
 Special Movements: [None](#)

Actions: [3](#)
 Min. Height: [6 ft](#)
 Reach: [5 ft](#)
 Health: [Roll #d4 +](#)
 Willpower where
[# = Level +4](#)

Ability Bonuses:

Aim:	+1	Intelligence:	+0
Arcane:	+0	Nature:	+1
Awareness:	+1	Primal:	+0
Charisma:	+0	Stealth:	+1
Dexterity:	+1	Strength:	+0
Divine:	+0	Willpower:	+0
Insight:	+0		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A thin graceful humanoid with pointy ears, a haughty attitude, and a love for woodlands.](#)

Special Abilities: [Forest Camouflage](#) - [Elves get advantage on stealth checks in forest terrain.](#)

Gnome

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [0](#)
 Min. Weight: [50 lbs](#)
 Health Dice: [d4](#)
 Walk Movement: [25 ft](#)
 Special Movements: [None](#)

Actions: [3](#)
 Min. Height: [4 ft](#)
 Reach: [5 ft](#)
 Health: [Roll #d4 +](#)
 Willpower where
[# = Level +3](#)

Ability Bonuses:

Aim:	+1	Intelligence:	+2
Arcane:	+0	Nature:	+0
Awareness:	+0	Primal:	+0
Charisma:	+0	Stealth:	+1
Dexterity:	+0	Strength:	+0
Divine:	+0	Willpower:	+0
Insight:	+1		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A small humanoid that is good with their hands, loves to tinker and works with all manner of knick knacks](#)

Special Abilities: [Gadgeteer](#) - Gnomes get advantage when making intelligent checks on how devices or gadgets work. This would include locks, traps, vehicles or other mechanical devices.

Goliath

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [0](#)
 Min. Weight: [300 lbs](#)
 Health Dice: [d8](#)
 Walk Movement: [35 ft](#)
 Special Movements: [None](#)

Actions: [3](#)
 Min. Height: [7 ft](#)
 Reach: [5 ft](#)
 Health: [Roll #d8 +](#)
 Willpower where
[# = Level +4](#)

Ability Bonuses:

Aim:	+0	Intelligence:	+0
Arcane:	+0	Nature:	+1
Awareness:	+0	Primal:	+0
Charisma:	+0	Stealth:	+0
Dexterity:	+0	Strength:	+2
Divine:	+0	Willpower:	+2
Insight:	+0		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A huge humanoid typically in a tribal culture that likes to hunt and fight](#)

Special Abilities: [Hunter](#) - Goliaths get advantage when making nature checks to hunt or track creatures in nature settings.

Human

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [0](#)
 Min. Weight: [160 lbs](#)
 Health Dice: [d6](#)
 Walk Movement: [30 ft](#)
 Special Movements: [None](#)

Actions: [3](#)
 Min. Height: [5 ft 6 in](#)
 Reach: [5 ft](#)
 Health: [Roll #d6 +](#)
 Willpower where
[# = Level +3](#)

Ability Bonuses:

Aim:	+0	Intelligence:	+1
Arcane:	+0	Nature:	+0
Awareness:	+0	Primal:	+0
Charisma:	+1	Stealth:	+0
Dexterity:	+0	Strength:	+1
Divine:	+0	Willpower:	+0
Insight:	+2		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A humanoid with an ability to adapt and read the room](#)

Special Abilities: [Jack of all Trades](#) - Once per day at dawn, Humans can move a +1 ability modifier to another ability modifier. You can only move the same +1 modifier around. Example, if you move a +1 from Intelligence to Strength, the following day, you can only move the +1 out of Strength to another ability modifier.

Ormba

Level: [Varies](#)
 Type: [Intelligent](#)
 Natural Armor: [0](#)
 Min. Weight: [50 lbs](#)
 Health Dice: [d4](#)
 Walk Movement: [25 ft](#)

Actions: [3](#)
 Min. Height: [3 ft](#)
 Reach: [5 ft](#)
 Health: [Roll #d4 +](#)
 Willpower where
[# = Level +3](#)

Special Movements: [Sneak \(25 ft\)](#)

Ability Bonuses:

Aim:	+1	Intelligence:	+1
Arcane:	+0	Nature:	+0
Awareness:	+1	Primal:	+0
Charisma:	+0	Stealth:	+2
Dexterity:	+0	Strength:	+0
Divine:	+0	Willpower:	+0
Insight:	+0		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A small curious humanoid that likes to stay out of sight](#)

2.0 Creature Ancestries

Creatures can be allies or opponents and can be as listed below or [Adventurer Ancestries](#). Creatures come in three types:

Intelligent

Intelligent creatures will use tactics, deception and cunning

Wild

Wild creatures will use instincts and possibly pack tactics but will retreat if they feel they are outmatched

Mindless

Mindless creatures will keep chasing and fighting until death (unless controlled otherwise in some way by another Intelligent Creature)

Burrow Ogre

Level: 3

Type: **Wild**

Natural Armor: 1

Min. Weight: 800 lbs

Health Dice: d8

Walk Movement: 35 ft

Special Movements: **Burrow (20 ft)**

Actions: 4

Min. Height: 15 ft

Reach: 10 ft

Health: 8d8

Ability Bonuses:

Aim: +1

Arcane: +0

Awareness +0

Charisma: +0

Dexterity: +0

Divine: +0

Insight: +0

Intelligence: +0

Nature: +1

Primal: +0

Stealth: +0

Strength: +6

Willpower: +2

Armor: **Hide**

Total Armor: 2

Weapon: **Melee weapons only. Can use two-handed weapons with one hand. An uprooted tree would be considered a Maul**

Special Actions:

Charge

The Burrow Ogre howls as it charges 20 ft in a straight line towards its target. On a hit, an additional Strength Modifier is added to the damage and the target is prone

Boulder

The Burrow Ogre picks up a nearby boulder or other object for a ranged attack (30/60). The boulder does 2d8 + Aim damage

Toss

The Burrow Ogre tries to grapple a target with one of its free hands. On a success it throws the target up to 30 ft away in a direction of its choosing doing 2d8 + Strength damage.

Description: This large dirty creature lives in muddy underground burrow but comes out to hunt during the day or night. It drags its victims back to its burrow where it will either eat them immediately or break all their bones so they can't move and eat them later.

Skeleton Creature

Level: Same as the creature when alive

Type: Mindless

Armor: Standard armor requirements (whatever it was wearing when it died)

Weapon: Standard weapon requirements

Description: A skeleton of a creature weighs 50% of what it weighed when it was alive as all of its skin and internal organs are gone. All the remaining attributes and ability modifiers remain the same as the living creature. Skeletons are immune to fear, charms and poison and do not require air or sustenance. Skeleton creatures tend to attack the nearest Creature that is a threat and will use whatever weapon that is available in-hand or that can be picked up.

Undead Creature

Level: Same as the creature when alive

Type: Mindless

Armor: Standard armor requirements (whatever it was wearing when it died)

Weapon: None. It does not know how to use a weapon

Description: An undead creature has pale rotting torn skin and smells disgusting as flies buzz around it and maggots crawl through its body. They have the same attributes and ability modifiers as the living creature except add 2 to the original Strength modifier and subtract 2 to the original Dexterity modifier. Undead are immune to fear, charms and poison and do not require air or sustenance. Undead creatures tend to attack the nearest Creature and try to eat it. Creatures bitten by the undead must make a Difficulty 15 Willpower check or get Necrotic Poisoning (see Conditions). They are not easily distracted unless physically moved away or interposed from their target.