

## CLANK

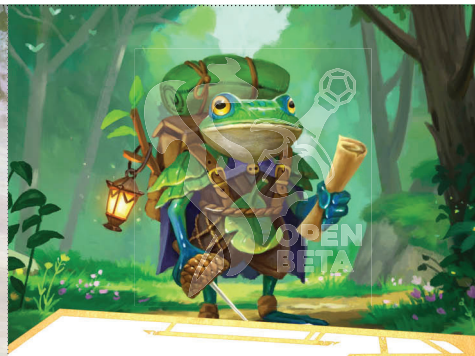
ANCESTRY

Clanks are sentient mechanical beings built from such materials as metal, wood, stone, and clay, to resemble humanoids, animals, or even inanimate objects.

**Purposeful Design:** Decide who you were created by and for what purpose. When you generate your Experiences at character creation, choose one that reflects this purpose and add +1 to it.

[Artist Name TK]

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## RIBBET

ANCESTRY

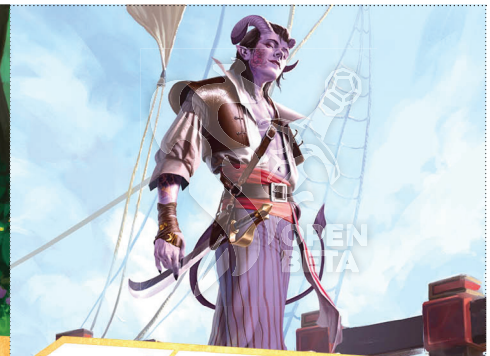
Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

**Amphibious:** You can breathe and move underwater just as easily as on land.

**Long Tongue:** You can use your long, powerful tongue to grab onto things close to you. You may also mark **Stress** to unleash it as a Finesse Close weapon that does **d12** physical damage.

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## DAEMON

ANCESTRY

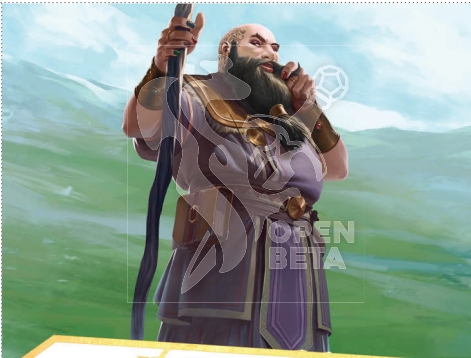
Those of daemon ancestry are the humanoid descendants of the Fallen Gods, who possess sharp canines, pointed ears, and horns that come in a variety of styles.

**Fearless:** When you roll with **Fear**, you may choose to mark a **stress** instead of the GM gaining **Fear**.

**Dread Visage:** You have advantage on rolls to intimidate other non-Daemon creatures.

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## DWARF

ANCESTRY

Dwarves are most easily recognized as short humanoids with square features, dense musculature, and thick hair.

**Increased Fortitude:** When you should take physical damage, you may spend three **Hope** to only take half the damage instead.

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## GIANT

ANCESTRY

Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

**Endurance:** Gain an additional Hit Point Slot at character creation.

**Reach:** Any melee weapon you wield has its range increased to very close.

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## ELF

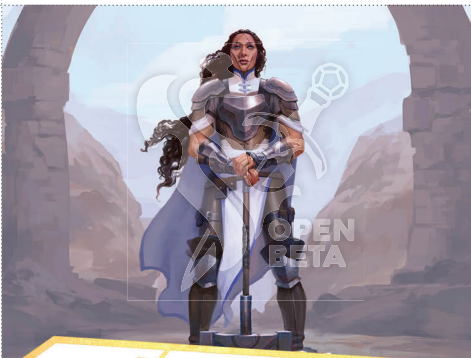
ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

**Celestial Trance:** During a long rest, as one of your actions, you may choose to drop into an Elven Trance. When you do, roll a number of **d8** equal to the **Stress** you have marked, and clear all **Stress**. If any of these dice have a matching value, also clear all Hit Points.

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## HUMAN

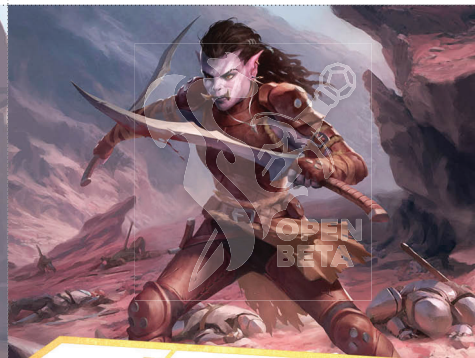
ANCESTRY

Those of human ancestry are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

**Perseverance:** When you fail a roll that utilized one of your Experiences, you may spend a **Hope** to reroll. You must take the new result.

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## ORC

ANCESTRY

Orcs are most easily recognized as humanoids with square features and boar-like tusks.

**Sturdy:** When you should mark an armor slot, roll a **d6**. On a **5+**, you don't mark the armor slot but still reduce the incoming damage by your armor score.

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## HALFLING

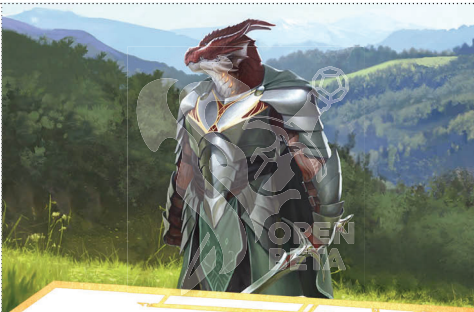
ANCESTRY

Halflings are typically smaller humanoids, with large hairy feet and prominent, rounded ears.

**Little Lucky:** At the beginning of each session, give everyone in your party a **Hope**. You may always reroll a **1** on your Hope Die. If you do, take the new result instead.

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## DRAKONA

ANCESTRY

*Draakona resemble wingless dragons in humanoid form and possess a powerful elemental breath.*

**Elemental Breath:** At character creation choose one of the following elements to describe your elemental breath: Fire, Ice, Lightning, Poison, Acid. Spend a **Hope** to make an Instinct Roll using your breath against an enemy or group of enemies within close range. Deal **d8** magic damage to all enemies you succeed against.

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## KATARI

ANCESTRY

*Those of katari ancestry are feline humanoids with soft fur and high, triangular ears.*

**Feline Instincts:** On any Agility Rolls, you may mark a **Stress** to reroll your Hope Die. If you do, take the new result instead.

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## FAERIE

ANCESTRY

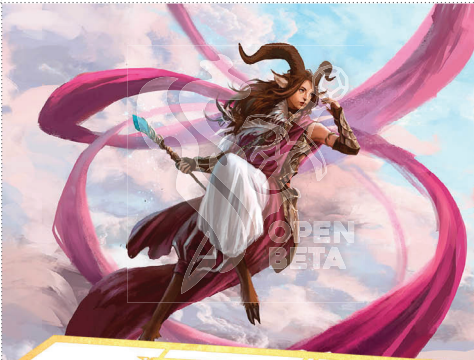
*Those of faerie ancestry are winged humanoid creatures with insect-like features.*

**Wings:** Mark **Stress** to take flight until you next roll with **Fear**. While flying, your Evasion score increases by **+2**.

**Luckbender:** Once per session, after you or an ally in close range makes an Action Roll, you can mark a **Stress** to allow a reroll of the Duality Dice. If you do, take the new result.

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## FAUN

ANCESTRY

*Those of faun ancestry resemble goats in humanoid form, with curving horns, square pupils, and cloven hooves.*

**Headbutt:** Give the GM one **Fear** to headbutt an enemy you move into melee with. The target immediately takes **d8** direct physical damage and can't be targeted again by this attack during the fight.

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## GALAPA

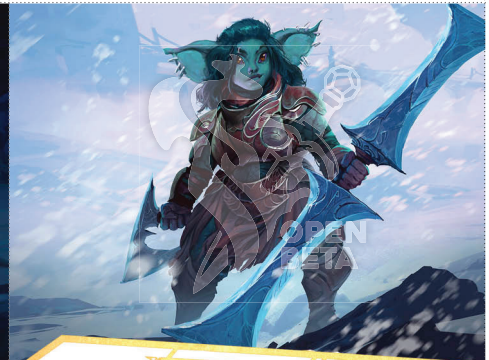
ANCESTRY

*Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which the head and limbs that can retract inside for defense.*

**Shell of Protection:** The shell on your back always protects you. Add your Proficiency to your armor score.

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## GOBLIN

ANCESTRY

*Those of goblin ancestry are small humanoids typically recognized by their large eyes and massive, membranous ears.*

**Danger Sense:** Once per short rest, you may mark a **stress** to make the GM reroll an attack roll. If it still hits you, reduce the incoming value by your Proficiency.

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## FUNGRIL

ANCESTRY

*Fungrils resemble a mushroom in humanoid form, bearing the features of the fungus from which they descend.*

**Always Connected:** To speak with other Fungril across distance to access their hivemind of information, make an Instinct roll. At character creation, describe what ritual you must perform to tap into this connection.

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## FIRBOLG

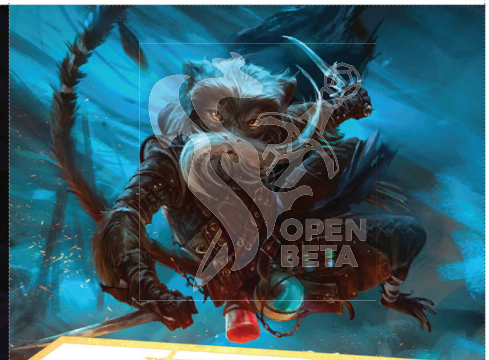
ANCESTRY

*Firbolgs resemble cows in a humanoid form, typically recognized by their broad nose and long ears.*

**Natural Calm:** Whenever you should mark a **Stress**, roll **1d6**. On a **6**, you take no **Stress**.

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## SIMIAH

ANCESTRY

*Simiah resemble anthropomorphic monkeys and apes, with long limbs and prehensile feet.*

**Nimble:** Take advantage on Agility Rolls that involve balancing and climbing and add **+1** to your Evasion at character creation.

[Artist Name TK]

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COMMUNITY

## HIGHBORNE

Being part of a Highborne community means you were born into a life of elegance, opulence, and prestige within the upper echelons of society.

**Inheritance:** You have advantage on any rolls you make when consorting with nobles, negotiating prices, or leveraging your reputation to get what you want. Take an extra handful of gold at character creation.

[Artist Name TK]

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COMMUNITY

## RIDGEBORNE

Being part of a Ridgeborne community means you call the rocky peaks and sharp cliffs of the mountainside home.

**Steady:** You have advantage on traversing dangerous cliffs and ledges, navigating harsh environments, and survival knowledge. Also gain +1 to your Armor Score.

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COMMUNITY

## SEABORNE

Being part of a Seaborne community means you grew up on or near a large body of water.

**Safe Harbor:** Once per session, when you take a short or long rest, you may take one additional downtime action.

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COMMUNITY

## UNDERBORNE

Being part of an Underborne community means that you're from a subterranean society.

**Low Light Living:** When you are in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details.

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COMMUNITY

## WILDBORNE

Being part of a Wildborne community means you were raised by a clan deep within the forest.

**Lightfoot:** Your movement is naturally silent. Gain advantage on any Action Rolls you make to move without being heard. Spend a Hope to also grant this ability to an ally while they stay within very close range of you.

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COMMUNITY

## LOREBORNE

Being part of a Loreborne community means you were brought up in a place that favored strong academic or political prowess.

**Well-Read:** You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

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COMMUNITY

## ORDERBORNE

Being part of an Orderborne community means you were raised in a place of great discipline or faith, and uphold a set of principles that reflect your experience there.

**Dedicated:** Record three sayings or values your upbringing instilled in you. Once per short rest, when you describe how you're embodying one of these principles through your current action, you may roll with a d20 as your Hope Die instead of a d12.

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COMMUNITY

## WANDERBORNE

Being part of a Wanderborne community means that you were raised as a nomad, not having a permanent home but experiencing a wide variety of cultures.

**Nomadic Pack:** Add a Nomadic Pack to your inventory. Once per session, you may spend a Hope to reach into this pack and pull out a common item that is useful in this situation. Work with the GM to figure out what this item is.

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COMMUNITY

## SLYBORNE

Being part of a Slyborne community means growing up in the underbelly of society, surrounded by criminals and con artists.

**Scoundrel:** You have advantage on any rolls where you're negotiating with criminals, detecting lies, or finding a safe place to hide.

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