

# THE RACES

# DJINN

## APPEARANCE

*Djinn have tattooed markings on their face that covers at least 25% of the skin. These markings are made in black, red, or gold. Djinn may have crimson hues to their skin. Djinn also have horns.*

## RACIAL SKILLS

Djinn	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Trials by Fire	Djinn will take Minimal damage from all Infernal and Fire based attacks. Demon explosions have no effect.	30 minutes	Instant	Self	Once per Weekend

Djinn	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5	2v	Blade of Torment	Enchants a weapon or fist to swing +0 Infernal damage. Effect ends if the weapon is held by anyone other than the caster.	30 minutes	Instant	Weapon	None
	5	2v	Ancient Foe	The Djinn summons up their ancient hatred for demons. This will increase their damage against demonic creatures by +1 for 30 minutes	30 Minutes	Instant	Self	Once per Tag
	5		Mimic Fiend	After studying a fallen demon for 1 minute, the Djinn gains temporary use of any one 1-3 Vigor cost Skill or Spell that the Demon knows. The ability is cast from the Djinn's own Vigor pool. This Skill does not stack.	1 hour	Instant	Self	Once per Tag
	4	1e per mana or vigor	Infernal Pact	Djinn may use Essence in the place of Mana or Vigor to fuel a Spell, Prayer, Skill, Totem Sacrament, or Ritual. Any Essence used this way is taken as aggravated damage.	Instant	Instant	Self	None
	1		Fiend Skin	Djinn gains + 3 healable essence. Essence gained through this skill does not count toward pool cap.	Constant		Self	None
	3	2v	Fiery Breath	Djinn may throw a spell packet that deals 10 point of Infernal damage per 2 Vigor used to fuel this skill	Instant	Instant	Any	None
	3		Demon's Fight	Once the Djinn's current Vigor total reaches 5 or below, the Djinn may gain 10 additional temporary vigor. The Djinn's Vigor pool will be reduced to 0 at the end of duration of the skill regardless of current Vigor total.	5 minutes	Invoked	Self	Once per Weekend

# ELVES

## APPEARANCE

**Sylvan** Elves must wear elf ear tips. In addition, they must wear small light-colored crystals on their face, at least one between or above the eyes, and one at the outside corner or under each eye. Additional crystals may be worn if desired.

**Dark** Elves must wear elf ear tips. In addition, any exposed skin must be covered in white makeup, and they must wear small dark-colored crystals on their face, at least one between or above the eyes, and one at the outside corner or under each eye. Additional crystals may be worn if desired.

**Drow** Elves must wear elf ear tips. In addition, any exposed skin must be covered in black makeup. Although many Drow have white hair, it is not required.

## RACIAL SKILLS

Sylvan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Bow Mastery	Sylvan gains Knowledge Missile Mastery. and increases base damage of Bows they use by 1.	Constant		Self	None

Dark Elf/ Drow	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Shadow Training	Dark Elf or Drow gains the knowledge skills Blind Fighting and Backstab.	Constant		Self	None

Elf	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5		Mana Flow	The Elf gains +1 Mana Efficiency, to a minimum cost of 1 mana per spell or prayer. This ability stacks with any other Efficiency effect.	5 min	Instant	Self	Once per tag
	4		Prayer Immunity	The Elf is immune to any one prayer of rank 1-3 Prayer of their choosing. Once the prayer is chosen this is permanent.	Constant		Self	None
	3		Advanced Concealment	An Item on the Elf cannot be found through any Searching or Concealment Breaking effect from one attempt.	One Search	Invoked	Self	Once per Tag

Elf	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Resist Alchemy	The Elf may resist one Poison effect (Ingested, Contact, Blade, or Dust).	Instant	Instant	Self	Once per Tag
	4		Meld with Tree	An Elf may gain a "Sanctuary" effect, as long as they maintain contact equal in width to the shoulder width of the elf, and hold their arm up at a right angle with their palm pointed forward. The elf is considered inside of the tree. While the elf is inside the tree, the tree may not be harmed in any way.	30 min	Instant	Self	Once per Tag
	3		Call for Aid	The Elf may force a Target to protect the Elf, after striking them with a spell packet. The Target reacts normally to all other players. Any attack from the caster will break this effect. This is a mind effect.	30 min	Instant	Any	Once per event
	3		Divine Restoration	After praying at any Religious Site or Altar of any Eddar, Sh'ddar, or Woddar God (e.g. Altar Stones, Druid Grove), the Elf may receive a "Regenerate All" effect. This will heal an Elf for all essence damage up to their maximum healable essence pool. It will also regenerate all limbs and organ damage. This will cure all diseases of rank 1 through 4 on the target. This will have no effect on an elf without an intact torso and attached head.	Instant	Instant	Self	Once per tag

# GARGOYLES

## APPEARANCE

*Gargoyles appear stone like, normally in shades of gray. They will have contours in purple or black to have a more pronounced bone structure of the face. They also have horns in most cases.*

## RACIAL SKILLS

Gargoyle	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Strength of Stone	The Gargoyle gains +1 permanent strength	Constant		Self	None

Gargoyle	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	7		Stone Sleep	When naturally going to sleep, the Gargoyle can make himself Immune to all damage and harmful effects. This effect ends when the player naturally wakes up (out of game waking a person up will not end this effect). The Gargoyle is considered made of stone during this effect.	8 hours	Reactive	Self	Once per Night
	2		Stone Footing	The Gargoyle may make himself Immune to any type of Movement Effect	5 minutes	Instant	Self	Once per Tag
	6	3v	Stone Sanctuary	The Gargoyle may place itself in a Sanctuary Effect for 1 min. During this time, they must keep their arm right angle with palm pointing forward, and may only move at a heel to toe rate. They may extend the duration of this Sanctuary for 1 minute for every 3 Vigor spent. The effect ends if the Gargoyle lowers their arm or runs out of Vigor. The Gargoyle is considered made of stone during this effect.	1 minute	Instant	Self	None
	3		Stone Flesh	The Gargoyle gains +5 healable Essence. Essence gained through this skill does not count toward pool cap.	Constant		Self	None
	5		Stone Blood	The Gargoyle may delay a successful poison attack from taking effect for 5 minutes immediately after the attack.	5 minutes	Reactive	Self	Once per Tag

Gargoyle	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	6		Stone Stare	After staring at a target for 5 seconds, the Gargoyle may throw a spell packet at a target that has the ability to turn them to stone. While made of stone, the target is completely Immobilized and is Immune to any type of attack. Eye contact is not required to use this skill. This is considered a spell life effect.	1 minute	Instant	Any	Once per Tag
	4		Meld with Stone	The Gargoyle may place itself in a sanctuary effect, as long as they have both feet atop a natural, uncut stone and keep their arm at a right angle from their body, palm facing forward The Gargoyle is considered inside the stone during this effect. The stone is Immune to all types of damage during this effect.	30 minutes	Instant	Self	Once per Tag

# HUMANS

## APPEARANCE

Characters of the **Aeryn** sub-race look like just about anyone you could picture walking on the medieval street. They have no restrictions of costuming or make-up.

**Dervish** people dress in flowing clothing of drab colors that reflect the desert. They will always cover their head with wraps or scarves.

**Erlish** will always wear a considerable amount of leather and fur. It is encouraged that the costuming contains Celtic or Norse markings.

**Imperials** will dress in fine clothing, scholarly and formal. Men as well as women frequently wear robes.

**Romani** will wear bright clothing, usually with no apparent sense of scheme or order. They are also fond of gaudy jewelry, bells and coin belts

## RACIAL SKILLS

Aeryn	Build Cost	Casting Cost	Skill Name	Skill Description	Duration	Effect	Target	Limit
	Free		Adaptability	Aeryns may start with one free sub-profession, and the buy-in for that sub-profession	Constant		Self	None

Dervish	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Freedom of Motion	The Dervish can make themselves Immune to all Bind effects.	30 Minutes	Instant	Self	Once per Tag

Erlish	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Tireless	The Erlish gains +5 healable Vigor	Constant		Self	None

Imperial	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Flow of Magic	The Imperial gains +5 healable Mana	Constant		Self	None

Romani	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free	1v	Lie	The Romani may give a false Clarification to any Truth-telling effect used against them. A Marshal is recommended during the use of this Ability.	Instant	Instant	Self	None

Human	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	2		Call to Arms	This ability will allow a Human to wield any melee weapon. That weapon will do 1 point of damage unless they are trained to use it. Using this Ability will only allow the human to use one weapon at a time.	Constant		Self	None
	5		Call Ranks	The Human gains +1 Vigor Efficiency, to a minimum of 1 Vigor per Skill or Spell. This ability stacks with any other Efficiency effect.	5 minutes	Instant	Self	Once per Tag
	3		Inspiring Presence	The Human may cause another Target of their choice to swing +1 damage. The caster may not cast this on itself.	5 minutes	Instant	Other	Once per Tag
	3		Strength of Will	The Human gains 1 use of the skill Willpower at no cost. This defense allows a character to stop any one mind effect. The use of willpower does not need to be called unless the mind effect specifies otherwise	Instant	Instant	Self	Once per Tag
	5		Suppress Magic	A Human may delay all Magical effects affecting them. This includes all Spells, harmful or beneficial, cast at them, using any Latent spells, and Magical Item effects. At the end of the duration of this Ability, all suppressed magical effects will take effect.	1 minute	Invoked	Self	Once per Tag
	3	1v	Tend Wounds	At the conclusion of any violent confrontation, the Human may attempt to bandage himself for 1 minute in order to heal up to 5 points of Essence from damage sustained in the encounter. This may not be used on any other Target.	Instant	Instant	Self	Once per Encounter
	6		Touch of Magic	A Human may learn any one rank 1-2 Mystic, Wizard, or Spellword spell. If a Spellword spell is gained this way, it must be cast from the Human's Mana pool. The verbal of the class in which the spell was learned is used.	Constant		Self	None



## MANARI'KHU

### APPEARANCE

*Khunari must have their face and any exposed skin made up to represent the fur patterns of a great cat, as well as cat like ears. Fake fur is not required, but a minimum of makeup must be used for this purpose. The face must also be made up to represent great cat-like features.*

### RACIAL SKILLS

Khunari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Claws of the Hunter	Khunari gains the use of Large Claws as weapons. Any Weapon Proficiencies (one-handed) or hand-to-hand proficiencies (not both) may be combined with their strength and may be used through these claws. Only 1-3 cost vigor skills may also be used through these claws. Spells may not be cast through these claws.	Constant		Self	None

Khunari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5		Coat of the Khunari	The Khunari may take minimal from magic for 5 minutes.	5 minutes	Invoked	Self	Once per Tag
	5		Feral Instinct	Once per tag the Khunari may call no effect to the first surprise action they are hit with.	Instant	Reactive	Self	Once per Tag
	5	4v	Feral Roar	The Khunari lets out a mighty roar that sends their target running in fear for 5 seconds. The Khunari must successfully strike their target with a packet then the target is incapable of defending themselves for the 5 seconds they are feared. This is a mind effect.	5 seconds	Instant	Any	None
	4		Piercing Claws	The Khunari can swing essence damage with their claws for 1 minute	1 min	Instant	Self	Once per Tag

Khunari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Mana Eater	Once per event a Khunari can absorb a single spell or prayer and regain the mana equal to the cost of the spell or prayer .	Instant	Invoked	Self	Once per Event
	2		Feral Guardian	Khunari are protective by nature. As such they are capable of interceding one strike per tag at no vigor cost. This skill will allow the Khunari to strike a target in combat, and take any physical or magical effect that was just delivered to the target onto the Khunari. Intercede may be followed with an appropriate defense to stop the attack as if it had hit the interceding Khunari, but avoidance defenses like dodge and evade cannot be used as the interceding Khunari has deliberately placed their body the way of the attack.	Instant	Invoked	Self	Once per Tag
	2	1v	Sense Magic	With a sniff a Khunari can determine whether or not an item is magical in nature as per detect magic.	Instant	Instant	Self	None

## APPEARANCE

*Nari must have their face and any exposed skin made up to represent the fur patterns of a house cat, as well as cat like ears. Fake fur is not required, but a minimum of makeup must be used for this purpose. The face must also be made up to represent house cat-like features.*

## RACIAL SKILLS

Nari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Claws of the Nimble	Nari gains the use of Small Claws as weapons. No Proficiencies may be uses through these claws, but Strengths and Backstabs may be used through these claws. In addition, all Vigor skills may be used through these claws. Spells may not be used through these claws.	Constant		Self	None

Nari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5		Feral Instinct	Once per tag the Khunari may call no effect to the first surprise action they are hit with.	Instant	Reactive	Self	Once per tag
	4		Poison Claw	The Nari may use Blade Poisons on their Claws without the risk of poisoning themselves.	Constant		Self	None
	4		Spell Immunity	The Nari is immune to any one spell of rank 1-3 of their choosing. Once the prayer is chosen this is permanent.	Constant		Self	None
	3		Quick Reflexes	The gains 1 use of the skill Dodge at no vigor cost	Instant	Instant	Self	Once per Tag
	3		Feline Agility	The Nari may remove themselves from one Pin or Bind effect.	Instant	Instant	Self	Once per Tag
	2	1v	Nimble Fingers	Nari have nimble fingers. Nari gain the knowledge of pick locks 1 and may lower the rank of any lock by one rank to a minimum of one. They may also use their claws to pick locks instead having to use lock picks.	Instant	Instant	Lock	Once per Tag
	2	1v	Nari Grace	Nari have a tendency to land on their feet. With little effort they can reduce the damage they would receive from a fall by 10ft. Additionally Nari can defend against trip effects.	Instant	Instant	Self	Once per Tag

# NETHERFOLK

## APPEARANCE

*Netherfolk faces and exposed skin should be painted in white makeup while the eyes should be completely surrounded by black make-up. The “eye circle” should represent sunken undead eyes. Because Netherfolk are very undead in appearance, players are encouraged to add in exposed bones or bits of decaying flesh to complete their personal look. Netherfolk can be the corpse of other PC races, so horns and pointed ears may also be incorporated. However, claws (as with the Feline races) are not permitted.*

## RACIAL SKILLS

Netherfolk	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Netherfolk Willpower	Netherfolk are considered undead, and may be affected by Nethermancer prayers while maintain the ability to be affected by Eddar prayers, beneficial prayers from Nethermancers work, but spells/prayers/rituals that specifically target undead with adverse effects, do not work on Netherfolk. In addition, Sacrament of the Mummy may be used in place of a resurrection spell, resurrecting the Netherfolk to their full essence, but with no mana or vigor. Netherfolk are still attuned with Ungerok and can see and speak with spirits	Constant		Self	None

Netherfolk	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	1		Harvest Self	Netherfolk can Dissect one dose of either of the alchemical components Bone Dust or Decaying Flesh from their own bodies.	Instant	Instant	Self	Once per Weekend
	3		Spirit Walker	The Netherfolk may turn incorporeal, making themselves Immune to almost all physical and magical damage. The Netherfolk must wear a red headband during the duration of this effect. While under this effect, the Netherfolk can move freely. The time it takes to don a red head band is the time it takes to turn incorporeal. It takes 5 seconds to become corporeal again, during this time you can be seen.	2 minutes	Invoked	Self	Once per Tag

<b>Netherfolk</b>	<b>Build Cost</b>	<b>Casting Cost</b>	<b>Ability Name</b>	<b>Ability Description</b>	<b>Duration</b>	<b>Effect</b>	<b>Target</b>	<b>Limit</b>
	6		Netherborn	A Netherfolk not of Eddar affinity may gain any one rank 1-3 Nethermancer spell.	Constant		Self	None
	6		Flesh Eater	After spending 30 seconds consuming the flesh of a body that is either unconscious or in its non-critical death count, the Netherfolk may heal 5 Essence. This ability cannot be used to raise the Netherfolk's essence above their maximum. This Ability counts as a Killing Blow. Only PC playable Mortal Races are susceptible to this Ability.	Instant	Instant	Self	3 times per hour
	3 + build cost		Medical Savy	The Netherfolk may gain one Medic skill without purchasing the subclass.	Constant		Self	None
	5		Borrowed Body	The Netherfolk can take minimal to essence damage for 5 minutes.	5 minutes	Invoked	Self	Once per tag
	2		Grave Robber	A fallen Netherfolk may self-resurrect wherever they wish, without the need of a resurrection stone or magical assistance.	Constant	Reactive	Self	None

# ORCS

## APPEARANCE

*Orcs have yellow skin, noticeable even at a distance, and can have muddy darker undertones to contour their bone structure. They wear the red marking of clan War Fist proudly on their face of a closed fist or a hand wielding a sword. Some Orcs may have even have tusks and pronounced brows.*

## RACIAL SKILLS

Orc	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Hated Foe	The orc upon character creation chooses a hated foe to deal +1 damage with all melee and +5 damage with all numerical damaging spells and prayers permanently. This Hated foe can be any chosen racial type approved by staff. Ex: Horde, demons, elves, fey, changer, etc. The character must roleplay malice towards their hated foe, this does not require one to harm their hated foe but will always show a level of disdain.	Constant		Self	None

Orc	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Leathery Hide	The Orc gains a damage Soak of 1, to a minimum of 1 damage. This Ability may be stacked with any other Skill or Spell that raises a Soak.	Constant		Self	None
	3		Hard Headed	The Orc may call a single Immune to a Waylay effect.	Instant	Instant	Self	Once per Tag
	3		Sundered from Malice	The Orc may dispel a mind effect from any other Target. This may not be cast on Self. The mind effect must be active for this Ability to affect it.	Instant	Instant	Other	Once per Tag
	6	3v	Blinding Disdain	The Orc may become Immune to any 1-3 vigor cost abilities for 1 minute. This skill will not protect their items.	1 minute	Invoked	Self	Once per Tag

Orc	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Unkillable	The Orc may gain either +5 healable Essence for or +10 Natural Armor for 4 build. Armor gained in this way does not count towards total required for damage Soaks. This armor is not repairable, but it does regenerate every tag cycle. Essence gained through this skill does not count toward pool cap.	Constant		Self	None
	3		Protected by Loathing	The Orc may gain the Knowledge Shield. The shield grants Armor as per standard Shield rules.	Constant		Self	None
	3		Perfect Specimen	The Orc may Dissect one dose of either of the alchemical components Horde Saliva or Horde Blood from themselves	Instant	Instant	Self	Once per Weekend

# Reptans

## APPEARANCE

*Reptans should have 75% exposed skin colored brown. They should also have a black scale pattern on top of the brown on the forehead, down the sides of face, and cheekbones. Players can add a very small amount of gold highlights to the scale pattern at their discretion.*

## RACIAL SKILLS

Reptan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Reptilian Growth	Like many reptiles, Reptans have the ability to regrow lost limbs. They can regrow a lost limb in 5 minutes, except for the head.	5 minutes	Instant	Self	None

Reptan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	6		Snake Charm	The Reptan must be within the front 180 degrees of the target. After gazing at a Target for 5 seconds, and successfully hits the target with a spell packet, the Reptan forces the Target to protect the Reptan. The Target reacts normally to all other players. Any attack from the caster will break this effect. This is a mind effect, and counts as a spell-like effect.	30 minutes	Instant	Any	Once Per weekend
	6	3v	Chameleon's Cloak	When a Reptan is still for 5 seconds, and pressed against something big enough to fit their entire body, a thick tree, wall, ground, etc, they become camouflaged. The camouflaged Reptan must hold their arm out at a ninety-degree angle in front of them fore-arm parallel to the ground, open hand and palm out. The Reptan may only move at a heel to toe pace as long as they remain pressed against the correctly sized object. They may spend an additional 3 vigor every minute to remain camouflaged. If the Reptan attempts any type of attack or runs out of vigor they will no longer be camouflaged. This skill does not cloak auras, scent, or any other types of detection other than sight. Due to the strain and concentration; it takes the Reptan 5 seconds to recover before being able to use any vigor or mana skills/spells after using Chameleon's Cloak.	1 min		Self	None



Reptan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Reptilian Hide	The Reptan gains a damage Soak of 1. This Ability may be stacked with any other Skill or Spell that raises a Soak	Constant		Self	None
	4		Resist Alchemy	The Reptan may resist one Poison effect (Ingested, Contact, Blade, or Dust).	Instant	Instant	Self	Once Per Tag
	3	3v	Spit of the Cobra	Reptan can spit a stunning poison that stuns the victim for 5 seconds. This is a physical attack that is spell packet delivered. This causes the target to be unable to walk, attack, cast, or use any Defensive Skills. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect	5 Seconds	Instant	Any	None
	3		Cold Blooded	Reptan are naturally strong willed and not easily forced into “friendships” and so they may use the skill Willpower. This defense allows a character to stop any one mind effect. The use of willpower does not need to be called unless the mind effect specifies otherwise	Instant	Instant	Self	Once per Tag
	5		Molt	After 1 minute of uninterrupted role play shedding their skin the Reptan returns back to full essence	Instant	Instant	Self	Once Per Weekend

# SHIFTERS

## APPEARANCE

*In their natural form, Shifters are white skinned with white hair. They have no appreciable facial features in their natural form. It is extremely rare to ever see a Shifter in their natural form. Upon use of a Resurrection Stone, the shifter is unable to take transform into their base form or any purchased forms for 30 minutes.*

## RACIAL SKILLS

Shifter	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Base Form	The Shifter may take the form of the PC playable Race of their parents. While in that form, the shifter also has access to the Free Racial as well as one of the Purchasable Racial skills of that form. This form may not be Netherfolk or Orc. They may never gain the Aeryn, Erlish, or Imperial Free Racial skills this way. The time it takes to transform is equivalent to the time it takes to change into costuming	Constant	Invoked	Self	None
	Free		Untruthable Lie	No matter what means are used to find the truth, a Shifter cannot be forced to admit that he is a Shifter or in any way incriminate himself for being a Shifter				

*Shifters are not limited in the amount of different Purchasable Racial skills they may acquire.*

Shifter	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5,7,9,11,13		Transmute Form	The Shifter may take on the form of a different Race. While in that form, the Shifter gains access to the Free Racial of that form. They may never gain the Aeryn, Erlish, or Imperial Free Racial skills this way. They may never assume an Orc form. They may not duplicate a specific member of the race, just a generic member. Each time the Shifter changes to that race, they will transmuted into the same form. If another form in the same race is desired, the Ability must be purchased again. Only one form may be assumed at a time. The time it takes to transform is equivalent to the time it takes to change into costuming.	Constant	Invokable	Self	None

Shifter	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	7		Enhanced Racial	For each purchased Transmute Form, the Shifter gains one Purchasable Racial from the racial list for each form they possess. These racial abilities are usable only in their specific racial forms. This Ability will apply to newly purchased forms	Constant		Self	None
	5		Enhanced Natural Form	The Shifter may fully heal all Essence, Mana, Vigor, and Power. They are also instantly forced into their natural form, and are unable to transform into their base form or any purchased forms for 1 hour. Plot must be notified upon use of this Ability.	Instant	Invoked	Self	Once per weekend
	3+Build Cost		Mimic Racial	The Shifter may take a Purchasable Racial from any form they possess and use it in every form they possess	Constant		Self	None

