

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