

Tigrean Character



Value
--

Melee
2d6+3

Ranged
none-1
(00ft)

Tough
65

Defense
2d6+0

Initiative
2d6+1

Fortitude
2d6+0

Move
7

Capacity
45

Actions
2

Tigreans start with the Feline and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)

Foxling Character



Value
--

Melee
2d6+1

Ranged
none
(00ft)

Tough
65

Defense
2d6+0

Initiative
2d6+1

Fortitude
2d6+0

Move
6

Capacity
45

Actions
2

Foxlings start with the Canine and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)

Ratling Character



Value
--

Melee
2d6+0

Ranged
none
(00ft)

Tough
65

Defense
2d6+2

Initiative
2d6+0

Fortitude
2d6+2

Move
5

Capacity
45

Actions
2

Ratlings start with the Rodent and Universal Schools of skills.

CHARACTER

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Vorn Character



Value
--

Melee
2d6+4

Ranged
none-1
(00ft)

Tough
65

Defense
2d6+0

Initiative
2d6+0

Fortitude
2d6+0

Move
4

Capacity
45

Actions
2

Vorns start with the Hoofed and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)

Dark Elf Character



Value
--

Melee
2d6+2

Ranged
none+1
(00ft)

Tough
65

Defense
2d6+0

Initiative
2d6+0

Fortitude
2d6+1

Move
6

Capacity
45

Actions
2

Dark Elves start with the Humanoid and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)

Light Elf Character



Value
--

Melee
2d6+1

Ranged
none+1
(00ft)

Tough
65

Defense
2d6+0

Initiative
2d6+1

Fortitude
2d6+1

Move
6

Capacity
45

Actions
2

Dark Elves start with the Humanoid and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)

Demoni Character



Value
--

Melee
2d6+2

Ranged
none+0
(00ft)

Tough
65

Defense
2d6+1

Initiative
2d6+0

Fortitude
2d6+0

Move
6

Capacity
45

Actions
2

Demoni start with the Demoni and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)

Dwarf Character



Value
--

Melee
2d6+3

Ranged
none+0
(00ft)

Tough
65

Defense
2d6+1

Initiative
2d6-1

Fortitude
2d6+0

Move
5

Capacity
45

Actions
2

Dwarves start with the Humanoid and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)

Draconis Character



Value
--

Melee
2d6+5

Ranged
none-1
(00ft)

Tough
65

Defense
2d6+2

Initiative
2d6-1

Fortitude
2d6+0

Move
4

Capacity
45

Actions
2

Dwarves start with the Draconis and Universal Schools of skills.

CHARACTER

BETA [HTTP://WWW.GAMESWEMAKE.COM](http://www.gameswemake.com)