



## GOBLIN

Many years after the Crimson Horde was repelled and forced to go into hiding in the Great Wilds, the Goblins began emerging and slowly making contact with their former enemies (The Humans, Valla, Furians, and now the Afflicted). Their tiny size and un-intimidating presence made them the perfect ambassadors. This position slowly evolved into one of traders and merchants. The Goblins' quick talking ways, love of shiny objects, and unrelenting haggling skills led them to become more accepted as time passed. With past animosities set aside it's not uncommon to see goblin merchants towing their shoddy caravans in the major cities now and then.

*Goblins provide a bit of lightheartedness in race selection. They are a carefree race that more often than not gets itself into many 'head over heels' type of situations due to their impulsive and materialistic nature. Goblins seem to be the only ones that do not realize they are half the size of everyone else and not at all physically impressive. This goofy arrogance can potentially provide comedic tones to an otherwise grim world – it could also get them killed unexpectedly :)*

*Cultural icon(s) to reference: The Ferengi, Watto*

## THRALLION

Servant class automata. Before the Great Awakening, these automata were created with the sole purpose of being retainers to the affluent and powerful. They were programmed with cultural knowledge, impeccable etiquette, and a drive to please and serve. While this drive has been largely overwritten by their new-found sentience, the knowledge and purpose for which they were created has been invaluable in allowing them to co-exist with the living races. Despite the mistrust for the Children of Steel, Thrallions can be so charming and eloquent that the prejudice brushed upon their race as a whole is often overlooked.

*Imagine an elegant and well-spoken machine whose soft tones and social grace makes them a welcome addition to not just any party, but any social interaction. They were not built for war or industri*

*ous work but now that they are alive with a will of their own, they are free to choose their destiny.*

*Thrallions give players a chance to embrace a more social race, but social in an oddly unique way that you are a charming robot and not a pretty face.*

*Cultural icon(s) to reference: C3PO, Bicentennial Man*

## DHAMPIR

The Undead Princes of the Risen are incredibly powerful creatures. Yet despite all their power, half of the day is lost to them due to their weakness to sunlight. The vampire lords came up with a plan to have eyes and ears out in the world, spies that could walk the land unhindered by the sun yet loyal to the Risen.

The Dhampir Initiative was started shortly after the Princes consolidated their power in the East. Surrounding villages were forced to pay a tithe for the Risen's "protection" (read: they don't murder you and force you to join their ranks). Part of the tithe was a quota for village daughters to be sent to the various vampire enclaves. An unholy union between the living and the dead would consummate and the result would be a Dhampir, a half breed vampire that constituted the good and bad bits of both worlds. Without their father's weakness to sunlight, the Dhampir were free to move about the world. Their appearance also lacked the distinctly feral features of a full blooded vampire, making them the perfect spies for the Risen.

*Having been raised from birth, not knowing anything more than glory of the Risen, Dhampirs are loyal to their cause by default. Players that play a Dhampir can come up with an interesting backstory as to why they are on their own now. Their patron vampire could have been vanquished at some point, leaving them untethered and free to pursue their own path. They could have met someone inspirational or had events that opened their eyes to the truth of their own nature and the true nature of the Risen. Or, they could still be a spy with ulterior motives.*

*Cultural icon(s) to reference: Blade, Vampire Hunter D*



## ORC

Orcs were created by the Ivory Queen as shock troops for the Crimson Horde. Physically Orcs are impressive specimens. They are built tall and thick with a strong musclebound frame. Of the normal sized humanoid races, only Furians are able to match Orcs in physicality. Orcs are intensely disciplined and they tend to fight in coordinated groups like a wolf pack. Usually led by an Alpha, these units were terrifyingly effective during the Age of Unity. The training and creation of Sentinels was said to be based off the observed fighting tactics of the Orc assault units. After centuries of hiding in the Great Wilds, Orcs yearn for the glory of battle and a sense of purpose. The advent of the Great Calamity and the coming of the Fell greatly diminished the fear and animosity that their former enemies once held for them. With all the sentient races fighting for their lives against the encroaching darkness, Orcs have begun to find plenty of work as skilled sellswords or bodyguards to the affluent. Folks are often surprised to find how calm and professional Orc mercenaries can be despite their fearsome physical stature and savage features.

*These are not typical sniveling green orcs that are hunched over and come in gigantic swarms. These orcs have a proud presence to them. They are the no-nonsense foot soldier in the army that are focused on doing their job and doing it well. They stand steadfast in the face of danger and are often noted for their fearlessness and tenacity. Those that actually forge bonds with Orcs come to realize that they make incredibly loyal friends.*

*Unity's Orcs try to examine this traditional fantasy race in a different light. They weren't created to be endless fodder for an army but are a disciplined and organized group that have their own set of values and core ideology. They were created to be the Furian's counterpart and nemesis but in the end both cultures find themselves with overlapping tenets.*

*Cultural icon(s) to reference: The Spartans, Ajax the Great*

## NOMAD

Nomad class automatons are smaller automatons (half the size of a full grown human) that were created to be the custodians for the living races. They were tasked with clean up and menial tasks that kept their masters' cities and households sparkling. Despite their diminutive size, they were built to be fairly tough and resilient to the elements as many of them were created to traverse the wastelands surrounding some of the major cities. Ever since some of the Nomads gained sentience, they've questioned their one-note and somewhat demeaning existence and are now exploring new avenues for them to grow and experience life. Nomads have an almost innocent, childlike demeanor and outlook on the world.

*Nomads provide another choice for a diminutive race to play as. Nomads start off as a bit of blank slate – lacking the sophisticated cultural knowledge of the Thrallions, or the spunky and goofy attitudes of the Goblins. Instead, those that recently gained sentience look at the world through a lens of childlike wonderment. They are*

*always taking in information and learning new things. Throughout their adventures players can evolve their Nomads from a place of innocence to any extreme. Shocking injustices or touching virtuous deeds have a more pronounced effect on Nomads experiencing these things for the first time and they can serve to colour the Nomad's perception of the world and its people.*

*Cultural icon(s) to reference: WALL-E, Chappie, Johnny Five*