

RACES OF THE KNOWN WORLD

(Note: still under development, guide's details may possibly change before final results release)

In this guide you will find details for the Races of the Known World, that you can choose from to make your OCs for the games. Each races come with a small backstory about their origins, **Types** and **Racial skills** that distinguish them from each other

The details written on this guidebook, are part of a fiction created by BaraWithUs, and they are the canon for the story written for the Misadventures TTRPG rulebook, and its world, only.

Races details:

- Every OC can have up to 2 Racial abilities only, from the options available. (as seen in the previous guide)
 - There are gonna be some Racial skills that can be used by specific Types of the races only. That means only this type of the race can learn this racial skill.
 - Typed-locked skills don't mean that you are forced to take that skill. No. You can make your OC have any 2 racial skills from the options available, but they just need to be that type of the race to be able to learn that specific skill.
 - Home-brews games can always use the guide's details to write the stories that they want to write, and they are always welcome to do so. Just know that nothing you do will be canon of the main story we are creating, here at B.W.U.
 - When you play with your team, please respect the options given and/or made, if you decide to use them directly from this guidebook. You always can make the OCs the way you like them to be, but try never forget that you need to respect to be respected.
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- ORCS:

The first race the Dragons created on the known world. There are 2 types of orcs, that walk these lands:

- **Primal:** Big and strong by nature, able to lift twice their weight with ease. Their main characteristic their big tusks that come out of their mouth, and the various skin colors they have.
- **Borc / Pigmen:** Almost completely similar to their primal brothers, Borcs are distinguished from their pig-like characteristics (noses, ears, tails, thick layer of fur all over their body). That has allowed them to survive harsher colder environments, where even their thick skins and muscles weren't enough.

The Orcs are proud people, warriors by birth, who many of them grew over the ages and become guardians of their world. Some even say they reached Divinity itself. But don't let their big brute looks fool you. Most Orcs are kind, hardworking, and openhearted by nature, and often you can found them to be the life of many celebrations!

Racial skills:

- ◆ **BRUTE:** Naturally born Brute. What more there is to say? +10% HP from Equipment (**+1 lvl INTIMIDATION attempts**)
- ◆ **WARRIOR'S BLOOD:** Takes half required time to master Weaponry Professions
- ◆ **PORC SNOOT: (Borcs only)** Your snout grants you natural increased smell senses, that allows you to detect things easier (**+2 lvl PERCEPTION attempts**)
- ◆ **GREEN THUMB: (literally)** You have a natural connection with the flora, that taking care the land just comes natural to you (**+1 lvl Farmer skill**)
- ◆ **CULINARY ENTHUSIAST:** You enjoy food so much that have a natural talent on making it too! (**+1 lvl Cook skill**)
- ◆ **FARSEER'S EYES:** The gift of your Farseers' ancestors has been passed on you, giving the ability to see and feel the world. (You gain +1 ATK from shaman skills and your Totems last 1 turn longer) (**+1 lvl INVESTIGATION and PERCEPTION attempts**)

-TROLLS: The second race born, along with the goblins, after the Orcs. Unlike their Orc brothers, the Trolls are have a much slimmer and sometime taller body physics, that grants them better focus on dexterity and magic, than strength. Another distinguished detail they have, is that their tusks can easily overgrown in size from their ones their Orc brothers have. As their number grew, so did their race as well, creating new types of their kind, that helped them adjust in various places of the Known World. These are:

- **Forests Trolls**
- **Sands Trolls**
- **Snow Trolls**

- GOBLINS: The second race born, along with the Trolls, after the Orcs. Unlike both of their brother races, the Goblins Dont have tusks like they do, Have way bigger ears, and are rather small, less than half the size of the most common sized Orc. But what they lack in size, they keep up with their, creativity, ingenuity, and moxie! They can excel in any of the classes they wish to set their focus on, but they can be a bit sort-sighted from time to time, if they are left too long “lost in their zone”. After the years, their race created two types (that was named by themselves, per their request):

- **Brainstormers**
- **Bodybusters**

- MINOTAURS:

- Tauros
- Cowmen
- Goatmen/ Satyr

- NAGA:

- Snakemen
- Lizardmen
- Kobold

- **AVIANS:** A race that was born from the element of Air, and as they were born from it, Avians were gifted so that they could become masters of it. Unlike other races, they were born with feathers and many had beaks for mouths too! From the beginning their race was distinguish into 2 types:

- **Harpies:** Avians with slimmer physics, with long arms, covered completely in feathers granting them the ability to use them as wings and fly. When they do, they are unable to hold other thing obviously, but if they have to, their talon feet take the role of their arms. Even in times of great face to face combat, the Harpies will stand tall and face the enemies head on, instead of taking off, using their hands to move, and talons to fight.
- **Walkers:** Avians with bulkier physics, and usually with sharp talon claws for hands. Unlike the Harpies type, Walkers are unable to fly, but they make up with still having considerable great speed, as also gifted with more resilient all stronger bodies all together.

Today Avians can be found in almost every major city of the Known World, with Walkers being great guards, and Harpies helping and running message delivery services across the lands.

Racial Skills:

- ◆ **DAZZLING FEATHERED:** Avians with feather colors and patterns so dazzling, that you just can't help but to get a little mesmerized by them. (+1 lvl **INTIMIDATION** and +2 lvl **PERSUASION attempts**)
- ◆ **SHARP TALONS:** When your weapons fail, you can always count on your natural sharp claws to guard yourself (+2 main ATK)
- ◆ **CARGO BEAK:** A few among the Avians granted a rather unique beak with similar powers of a Magic Bag, allowing them to store a few extra things with it, up to the size of a couple goblins for sure. Truly quite helpful for long travels! (Gives you personally +3 MB slots. +1 lvl **CONCEALMENT attempts**)
- ◆ **BIRD OF PREY:** A true master of prey, able to locate and secure their target almost with no fail. (+1 lvl **PERCEPTION** and **INVESTIGATION attempts**)
- ◆ **HUMMING FLIGHT:** (**Harpies only**) Wings that move in really high speed, that that may appear to be invisible to the naked eye (+2 main SPD, +1 lvl **CONCEALMENT attempts**)
- ◆ **AQUADINAMIC:** (**Walkers only**) Walkers that lived years on the cold and harsh lcy seas end up evolving so, that gain the ability to swim fast in water, and be able to survive under it for at least an hour, as well survive with ease at cold places, but this advantage becomes a hindrance than a boon when it comes to Desert hot

weathers. (Immunity to Ice-Burned and Frozen, has disadvantage on Burn)

- ◆ PARROT-MOUTH: Avians with so unique voices that can mimic any other that they have heard in their lives. (**+2 lvl PERSUASION, DECEPTION, and INTIMIDATION attempts**)
- ◆ HAWK'S EYES: Eyes so sharp that they are able to see things coming from miles away, making your reaction faster (Always dodge the first attack in combat, **+1 lvl PERSUASION, DECEPTION, and INTIMIDATION attempts**)

- **URSUS**:

- Forest
- Ice (/ polar?)
- Wanderer (...?)

- **MERFOLK**: Merfolk were are some of the last races that were born from the Dragons' magic. They were born with strong affinity over the water element, granting them a great freedom over it, and even in their forms. It wasn't too long until they became renowned sailors and explorers of the seas all over the Known World. Over the years some of their children were adapted to be able to live better in the land, by

unfortunately removing from them the ability to breath underwater fully, yet still not completely, as it seems they still able to hold their breath for at least a couple of hours, if they need to.

They are 3 types of Merfolk that roam the lands and seas:

- **Landwalkers:** These Merfolk are almost Human-like looking, with fish features in a few places around their bodies (neck gills, fish scales, or fins on elbows or forearms, etc.), but have adapted more to walk on land.
- **Fishmen:** Humanoid sea creatures, that variate as the fishes they swim the oceans. They too can walk easy on land, but unlike their Landwalkers' brothers, they are also very well adapted to travel into the seas as well.
- **Mermen:** These Merfolk are born to live into the deep seas. Unlike their other two brothers, Mermen have their bodies being half-humanoid and other half-fish. They can walk on the land too, but unlike their brothers, they are way slower in the land.

Merfolk were literally born to travel on the oceans of the Known World, making their homes into the deep seas near the North and South points of the deepest seas. On recent times, you may find them usually be proud members or even captains of various ships that travel the vast seas of the Known World, as they have provided great aid and security over cargo and traveling ships across the continents.

Racial skills:

- ◆ **WATER BREATHING:** The water element has gifted the Merfolk the ability to breath while in it. All merfolk that are born in water have this skill.
- ◆ **SEA'S HEART:** (Fishmen - Mermen only) The Merfolk of the deep had their bodies adjusted so, that their very hearts pumps them with greater natural strength. gain+2 ATK to your main stats, and from equipped weapons.
- ◆ **SEA SCALES:** (Fishmen - Mermen only) The Merfolk of the deep had their bodies under so much constant pressure, that their scales grew strong as rocks. Gain +10% HP from equipment .
- ◆ **SEAAFFINITY:** (Mermen only)- 50% MV and SPEED on land, but +100% on water.
- ◆ **DEEP'S SONAR:** The sea can be a rather dark place, even more at nights. Some Merfolk though have developed a natural sonar skill that has aid them to navigate themselves into these dark depths of the seas. (**+2 Ivl INVESTIGATION and PERCEPTION attempts**)

- **HUMANS:**

- **APES:**

- Gorillas
- Monkeys

- **DWARVES:**

- Royals
- Moles
- Ratkin

- **ELVES:**

- Dusk
- Dawn

- **CANINES:**

- **FELINES:**

- **GNOLLS:**

- **HALFBLOODS**