

The Humanoids

Human: The fast race to level up, the first race to have the chance to obtain maximum lives, and still one of the most balanced races in the game.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Human	XP	Body	Skill
14	210	50	40 (60)
15	235	55	44 (65)
16	260		
17	285		
18*	310		
19	335		
20	365	60	48 (70)
21	395		
22	425		
23	455		
24	485	65	52 (75)
25*	520		
26	555		
27	590		
28	625	70	56 (80)
29	660		
30*	700		
31	745	75	60 (85)
32	795		
33	850	80	64 (90)
34	910		
35*	975	85	68 (95)
36	1045	90	72 (100)

Note: The number in parentheses represents the potential max skill if the character has fourth rank *Skillful Learner*.

Elf: Excelling only slightly slower than the human, the elf makes up for lost body with higher skill.

Half-Elf: What is considered by many the best of both worlds the half-elf is the perfect medium between a human and an elf. Body and skill is represented in parentheses for the half-elf in the chart below.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Elf/Half-Elf	XP	Body	Skill
14	217	40 (45)	60 (55)
15	243	44 (50)	66 (60)
16	269		
17	295		
18*	321		
19	347	48 (55)	72 (65)
20	379		
21	411		
22	443		
23	475	52 (65)	86 (76)
24	507		
25*	545		
26	583		
27	621	56 (65)	86 (76)
28	659		
29	697		
30*	741	60 (70)	94 (83)
31	791		
32	847	65 (75)	101 (90)
33	909		
34	977		
35*	1051	70 (80)	110 (100)

The Demi-humans

Deep-Elf: Excelling only slightly slower than the human, the elf makes up for lost body with higher skill.

Max Extra Body: At levels 20 and 30 a deep elf character has the option of purchasing five extra body to add to their max for 10xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by five points. If purchased both times it raises this races' maximum body to 80 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Deep Elf	Body	Skill	
14	217	40	63
15	243	44	70
16	269		
17	295		
18*	321		
19	347	48	77
20(b)	379		
21	411		
22	443		
23	475	52	84
24	507		
25*	545		
26	583		
27	621	56	91
28	659		
29	697		
30*(b)	741	60	98
31	791		
32	847	65	105
33	909		
34	977		
35*	1051	70	115

Orc: Rival to the human in the title for "master race" the orc boasts higher body and near equal skill.

Max Extra Skill: At levels 20 and 30 a orc character has the option of purchasing five extra skill to add to their max for 15xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by seven points. If purchased both times it raises this races' maximum skill to 90 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Orc			
14	217	66	45
15	243	72	50
16	269		
17	295		
18*	321		
19	347	78	55
20(s)	379		
21	411		
22	443		
23	475	85	60
24	507		
25*	545		
26	583		
27	621	93	65
28	659		
29	697		
30*(s)	741	102	70
31	791		
32	847	113	75
33	909		
34	977		
35*	1051	125	80

Hobgoblin: War-breed, viscous, and a beast in battle; the hobgoblin offers compelling advantages to character wishing to be of the warrior variety.

Max Extra Skill: At levels 20 and 30 a hobgoblin character has the option of purchasing seven extra skill to add to their max for 21xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by seven points. If purchased both times it raises this races' maximum skill to 89 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Hobgoblin

14	217	55	45
15	243	60	50
16	269		
17	295		
18*	321		
19	347	65	55
20(s)	379		
21	411		
22	443		
23	475	71	60
24	507		
25*	545		
26	583		
27	621	78	65
28	659		
29	697		
30*(s)	741	86	70
31	791		
32	847	84	75
33	909		
34	977		
35*	1051	105	80

Goblin: Engineering, assassin, insane ally; pick your description but all complement the true nature of these reclusive creatures.

Max Extra Body: At levels 20 and 30 a goblin character has the option of purchasing five extra body to add to their max for 10xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by five points. If purchased both times it raises this races' maximum body to 80 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Goblin

14	224	36	55
15	251	40	60
16	278		
17	305		
18*	332		
19	359	44	65
20(b)	393		
21	427		
22	461		
23	495	48	70
24	529		
25*	570		
26	611		
27	652	52	75
28	693		
29	734		
30*(b)	782	56	80
31	837		
32	899	60	85
33	968		
34	1044	65	90
35*	1127	70	95

The Wee Folk

Halfling: Still small and resourceful, the Halfling makes for a skilled artisan or cunning adventure.

Extra Body: At levels 15; 23; and 30 a halfling character has the option of purchasing six extra body to add to their max for 12xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by six points. If purchased all three times it raises this races' maximum body to 84 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Halfling

14	217	33	54
15(b)	243	36	60
16	269		
17	295		
18*	321		
19	347	39	66
20	379		
21	411		
22	443		
23(b)	475	43	72
24	507		
25*	545		
26	583		
27	621	48	79
28	659		
29	697		
30*(b)	741	54	87
31	791		
32	847	60	96
33	909		
34	977		
35*	1051	66	105

Dwarf: I quickly fading race, but still managing to produce strong fighters and artisans for the world.

Extra Skill: At levels 15; 23; and 30 a dwarf character has the option of purchasing five extra skill to add to their max for 15xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by five points. If purchased all three times it raises this races' maximum skill to 89 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Dwarf

14	224	54	40
15(s)	251	60	44
16	278		
17	305		
18*	332		
19	359	66	48
20	393		
21	427		
22	461		
23(s)	495	72	52
24	529		
25*	570		
26	611		
27	652	78	56
28	693		
29	734		
30*(s)	782	85	61
31	837		
32	899	93	67
33	968		
34	1044		
35*	1127	102	74

Gnome: With age comes even more crazy and spontaneous nature, but it does not dismiss the skill and ingenuity of these often overlooked wee.

Extra Body: At levels 15; 23; and 30 a gnome character has the option of purchasing ten extra body to add to their max for 20xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against *Endurance* or racial maximums and instantly raises the maximum body of the character by ten points. If purchased all three times it raises this races' maximum body to 81 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Gnome

14	224	30	66
15(b)	251	33	72
16	278		
17	305		
18*	332		
19	359	36	78
20	393		
21	427		
22	461		
23(b)	495	39	84
24	529		
25*	570		
26	611		
27	652	42	90
28	693		
29	734		
30*(b)	782	45	96
31	837		
32	899	48	102
33	968		
34	1044	51	108
35*	1127	55	115

Brownie: Weest of the wee these little guys are but as they age their resourcefulness and strive to survive increases vastly.

Extra Body: At levels 15; 20; 25; and 30 a brownie character has the option of purchasing ten extra body to add to their max for 20xp. This trait can only be purchased at levels 15; 20; 25; and 30 and at no other time. This trait does not count against *Endurance* or racial maximums and instantly raises the maximum body of the character by ten points. If purchased all three times it raises this races' maximum body to 80 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Brownie

14	224	20	63
15(b)	251	22	70
16	278		
17	305		
18*	332		
19	359	24	77
20(b)	393		
21	427		
22	461		
23	495	26	84
24	529		
25*(b)	570		
26	611		
27	652	28	91
28	693		
29	734		
30*(b)	782	30	98
31	837		
32	899	33	105
33	968		
34	1044	36	112
35*(b)	1127	40	120

The Wild Ones

Feline:

Extra Body: At level 24 a feline character has the one time option of purchasing five extra body to add to their max for 10xp. This trait can only be purchased at levels 24 and at no other time. This trait does not count against *Endurance* or racial maximums and instantly raises the maximum body of the character by five points. If purchased all three times it raises this races' maximum body to 80 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Feline

14	224	40	60
15	251	44	66
16	278		
17	305		
18*	332		
19	359	48	72
20	393		
21	427		
22	461		
23	495	52	78
24(b)	529		
25*	570		
26	611		
27	652	56	84
28	693		
29	734		
30*	782	60	90
31	837		
32	899	65	96
33	968		
34	1044	70	102
35*	1127	75	108

Fairy: Time brings an odd calm to fairies. Some say the looming years takes its toll, others think their tricks just become better thought out. Whichever it is it does not stop them from being a force to reckon with as time goes on.

Extra Body: At levels 15; 20; 25; and 30 a fairy character has the option of purchasing ten extra body to add to their max for 20xp. This trait can only be purchased at levels 15; 20; 25; and 30 and at no other time. This trait does not count against *Endurance* or racial maximums and instantly raises the maximum body of the character by ten points. If purchased all three times it raises this races' maximum body to 75 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Fairy

14	231	18	70
15(b)	259	20	77
16	287		
17	315		
18*	343		
19	371	22	84
20(b)	407		
21	443		
22	479		
23	515	24	91
24	551		
25*(b)	595		
26	639		
27	683	26	98
28	727		
29	771		
30*(b)	823	28	105
31	883		
32	951	30	112
33	1027		
34	1111	32	119
35*(b)	1201	35	125

Minotaur:

Extra Skill: At levels 15; 23; and 30 a minotaur character has the option of purchasing nine extra skill to add to their max for 27xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by nine points. If purchased all three times it raises this races' maximum skill to 90 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Minotaur

14	231	70	33
15(s)	259	77	36
16	287		
17	315		
18	343		
19	371	84	40
20	407		
21	443		
22	479		
23(s)	515	91	44
24	551		
25	595		
26	639		
27	683	98	47
28	727		
29	771		
30(s)	823	105	51
31	883		
32	951	112	55
33	1027		
34	1111	120	59
35	1201	127	63

Lizard Folk:

Extra Skill: At levels 20 and 30 a lizard folk character has the option of purchasing five extra skill to add to their max for 15xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by five points. If purchased both times it raises this races' maximum skill to 90 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Lizard Folk

14	231	50	44
15	259	55	48
16	287		
17	315		
18	343		
19	371	60	52
20(s)	407		
21	443		
22	479		
23	515	65	56
24	551		
25	595		
26	639		
27	683	71	60
28	727		
29	771		
30(s)	823	77	65
31	883		
32	951	83	70
33	1027		
34	1111	89	75
35	1201	95	80

The Far-Born

Demon-kin:

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Demon-kin

14	238	50	50
15	267	55	55
16	296		
17	325		
18	354		
19	383		
20	421	60	60
21	459		
22	497		
23	535		
24	573		
25	620	65	65
26	667		
27	714		
28	761		
29	808		
30	864	70	70
31	929		
32	1003	75	75
33	1086		
34	1178	80	80
35	1279	85	85

Celestial-kin:

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Celestial-kin

14	238	50	50
15	267	55	55
16	296		
17	325		
18	354		
19	383		
20	421	60	60
21	459		
22	497		
23	535		
24	573		
25	620	65	65
26	667		
27	714		
28	761		
29	808		
30	864	70	70
31	929		
32	1003	75	75
33	1086		
34	1178	80	80
35	1279	85	85

The Elemani

Fire Elemani:

Extra Skill: At levels 15; 23; and 30 a Fire Elemani character has the option of purchasing six extra skill to add to their max for 18xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by six points. If purchased all three times it raises this races' maximum skill to 90 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Fire Elemani

14	231	63	44
15(s)	259	70	48
16	287		
17	315		
18	343		
19	371	77	52
20	407		
21	443		
22	479		
23(s)	515	84	56
24	551		
25	595		
26	639		
27	683	91	60
28	727		
29	771		
30(s)	823	98	64
31	883		
32	951		
33	1027	105	68
34	1111		
35	1201	112	72

Air Elemani:

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Air Elemani

14	231	50	60
15	259	55	66
16	287		
17	315		
18	343		
19	371	60	72
20	407		
21	443		
22	479		
23	515	65	78
24	551		
25	595		
26	639		
27	683	70	84
28	727		
29	771		
30	823	75	90
31	883		
32	951		
33	1027	80	96
34	1111		
35	1201	85	102

Earth Elemani: The fast race to level up, the first race to have the chance to obtain maximum lives, and still one of the most balanced races in the game.

Extra Skill: At levels 20 and 30 an earth elemani character has the option of purchasing five extra skill to add to their max for 15xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by five points. If purchased both times it raises this races' maximum skill to 89 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Earth Elemani

14	231	66	45
15	259	72	50
16	287		
17	315		
18	343		
19	371	79	55
20(s)	407		
21	443		
22	479		
23	515	86	60
24	551		
25	595		
26	639		
27	683	93	65
28	727		
29	771		
30(s)	823	100	70
31	883		
32	951		
33	1027	107	75
34	1111		
35	1201	105	80

Water Elemani: The fast race to level up, the first race to have the chance to obtain maximum lives, and still one of the most balanced races in the game.

Extra Body: At levels 20 and 30 a water elemani character has the option of purchasing four extra body to add to their max for 8xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by five points. If purchased both times it raises this races' maximum body to 80 by level 35.

Level 18: At this level the character gains the *Born Hero* trait.

Level 25: Upon reaching this level the character gain the *Half Skill Cost Ability* trait.

Level 30: At thirtieth level the character gains the *Half Skill Cost Skill* trait.

Level 35: Finally, at maximum racial level the character gains an additional *Half Skill Cost Ability* trait and an additional *Half Skill Cost Skill* trait.

Water Elemani

14	231	44	63
15	259	48	70
16	287		
17	315		
18	343		
19	371	52	77
20(b)	407		
21	443		
22	479		
23	515	56	84
24	551		
25	595		
26	639		
27	683	60	91
28	727		
29	771		
30(b)	823	64	99
31	883		
32	951		
33	1027	68	106
34	1111		
35	1201	72	115