



Content Pitch: RACE/CULTURE

SUBMITTER NAME	SUBMIT DATE	RACE	CULTURE (SUB-RACE) - WHAT DO YOU CALL THIS RACE?
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LIFESTYLE

GENERAL CONCEPTS OF LIFE - WHAT IS DAILY LIFE LIKE FOR THIS RACE/CULTURE?

FORMS OF COMMUNICATION		INTERACTIONS WITH OTHERS	
PRIMARY	SECONDARY	WITHIN CULTURE	WITH OTHER RACES

SIGNIFICANT MORALS/VALUES/ATTITUDES COMMON TO THIS RACE/CULTURE	GENERAL PERSONALITY TYPES FOR THIS RACE/CULTURE
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TYPICAL DIET	TYPICAL HOUSING	TYPICAL TRANSPORTATION	PIETY AND RELIGION
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ARTS	EDUCATION	ARCHITECTURE	ENTERTAINMENT
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TRADITIONS AND RITUALS	THE DEAD AND THE AFTERLIFE
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SOCIETY

HISTORY	GOVERNMENT/OTHER SOCIETAL STRUCTURE
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ESTIMATED POPULATION REGION CONTINENT WORLDE	LEVEL OF TECHNOLOGY RESOURCE GATHERING DAILY LIFE
ECONOMICS PRIMARY CURRENCY USE OF BANKS PROPERTY OWNERSHIP SOCIAL CLASSES	
ON WHAT IS SOCIAL STATUS BASED?	

LAW ENFORCEMENT	MILITARY/MILITIA	AGRICULTURE LIVESTOCK	FARMING
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TRAITS

Traits are the aspects of a race that will have an impact on regular gameplay including role playing as well as combat. *(Design Team Note: Consider each of these items carefully. Always keep in mind that every thing should balance - there should always be Yin to Yang - dark to light - pluses to minuses - negatives to positives. Each and every race/culture should be balanced.)*

ATTRIBUTE MODIFIERS

PHYSICAL ATTRIBUTES		MENTAL ATTRIBUTES		SOCIAL ATTRIBUTES	
MOD	EXPLANATION	MOD	EXPLANATION	MOD	EXPLANATION
STR	STRENGTH	KNO	KNOWLEDGE	LEA	LEADERSHIP
END	ENDURANCE	REA	REASONING	CHA	CHARM
PRC	PRECISION	INT	INTUITION	MAN	MANIPULATION
AGL	AGILITY	WIL	WILLPOWER	APP	APPEARANCE
FOR	FORTITUDE	CRE	CREATIVITY	LCK	LUCK
PER	PERCEPTION	SEN	SENSUALITY	LIB	LIBIDO

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GAME MECHANICS

OUTLOOK		LIFE SPAN		VISION TYPE	INNATE RESISTANCE(S)
SOCIETAL TENDENCY	MORAL ALIGN	MAX AGE	ADV AGE		
LANGUAGES			PREFERRED WEAPON(S)		
AUTOMATICALLY KNOWN LANGUAGE(S) Native Language Common		OTHER LIKELY TO KNOW LANGUAGE(S)			
ABILITY APTITUDE				SPECIAL TRAITS	
PRIMARY ABILITY		SECONDARY ABILITY	TERTIARY ABILITY	FORTUNATE TRAITS	
SUGGESTION 1				UNFORTUNATE TRAITS	
SUGGESTION 2					
SUGGESTION 3					
LEARNED SKILLS					SPECIAL EQUIPMENT IF ANY
AUTOMATIC LEARNED SKILLS (TOP 1 IS REQUIRED)		SUGGESTED LEARNED SKILLS (TOP 3 ARE REQUIRED)			

ADVENTURER CONCEPTS

This is where we offer the players some ideas to help jump start their imaginations. We are looking for brief descriptions of three different ARCHETYPES for this race. Delve deep into your knowledge of your race and choose Archetypes that players will think would be fun to play. Your Archetypes do not need to be lengthy. 3-5 sentences should suffice, but you may include more if you wish. You must also assign a % to each one that represents what % likely an Adventurer will be that Archetype. Your three percent numbers should have a sum of 100%. *(Design Team Note: Be Diverse! Perhaps do 1 Lawful, 1 Neutral, and 1 Chaotic OR 1 Good, 1 Neutral, and 1 Evil, OR whatever you can dream up!)*

ARCHETYPE 1		ARCHETYPE 2		ARCHETYPE 3	
TITLE OF THIS ARCHETYPE	% LIKELY	TITLE OF THIS ARCHETYPE	% LIKELY	TITLE OF THIS ARCHETYPE	% LIKELY
DESCRIBE THIS ARCHETYPE		DESCRIBE THIS ARCHETYPE		DESCRIBE THIS ARCHETYPE	

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ARTWORK – SKETCHES OR INK LINE DRAWINGS ONLY – DO NOT SUBMIT FULL COLOR ART

If you have sketches or line drawings of the male and female of this race, upload them here.

FEMALE	MALE

◀ APPEARANCE ▶

||| PHYSICAL APPEARANCE |||

HEIGHT RANGE. In WoL™, height is a calculated item based on a range provided for each race/culture. You must provide a LOW END height and a HIGH END height, both in INCHES. This height is adjustable by the the player and the auto-calculation provides a starting point to give the player an idea of the average height of a typical member of this race. You can see the Height Ranges for all other WoL™ races in the *WoL™ Reference Lists* free preview that is available from the [DOWNLOADS PAGE](#) on our website.

WEIGHT RANGE. In WoL™, weight is a calculated item based on a range provided for each race/culture. You must provide a LOW END weight and a HIGH END weight, both in POUNDS. This weight is adjustable by the the player and the auto-calculation provides a starting point to give the player an idea of the average height of a typical member of this race. You can see the Weight Rangesfor all other WoL™ races in the *WoL™ Reference Lists* free preview that is available from the [DOWNLOADS PAGE](#) on our website.

BODY TYPE. Choose one word from the dropdown box that is the most appropriate for the TYPICAL member of this race or type your own.

SKIN. Choose one word from the dropdown box that is most appropriate for the TYPICAL member of this race or type your own.

SKIN TONE. Choose one word from the dropdown box that is the most appropriate for the TYPICAL member of this race or type your own.

EYES. This is where you choose the general shape or size or other aspect of this race’s eyes. Choose the one option that best describes the overall appearance of the eyes of this race. You may also type your own response here if none of the options are what you are thinking.

EYE COLORS. You must choose at least one and may choose up to a total of six eye colors. Choose the color(s) that are MOST COMMON for this race/culture.

EYEBROWS. Choose one word from the dropdown box that is the most appropriate for the TYPICAL member of this race or type your own.

HAIR TYPE. You must choose 1 and you may choose up to 4 different hair types that are common for the TYPICAL member of this race or type your own.

SUBMITTER NAME	SUBMIT DATE	RACE	CULTURE (SUB-RACE) - WHAT DO YOU CALL THIS RACE?
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||| PHYSICAL APPEARANCE |||

continued

HAIR COLOR. You must choose 1 and you may choose up to 4 different hair color that are common for the TYPICAL member of this race. You may not type your own color.

FACE. Choose one word from the dropdown box that is most appropriate for the TYPICAL member of this race or type your own.

NOSE. Choose one word from the dropdown box that is most appropriate for the TYPICAL member of this race or type your own.

MOUTH/LIPS. Choose one word from the dropdown box that is most appropriate for the TYPICAL member of this race or type your own.

INTERESTING FACIAL/BODY FEATURES. Describe any interesting or unusual facial or body features/traits that are common to this race. If it exists, it will be something significant that is noticed by any who view it. If there is no such feature or trait, please type "N/A" in the response area.

||| CLOTHING |||

There are four areas for you to complete about clothing. They are as listed below. If any of the four are not applicable for your race, please type "N/A" in the response area.

1. **Every Day Clothing** – What do they wear in their home or around town in their local village?
2. **Formal Clothing** – What do they wear when they "dress up" for a wedding or funeral or perhaps an event at a noble's house?
3. **Special Circumstance Clothing** – Describe any clothing that may be worn for tradition events such as rituals and religious ceremonies or by persons in specific positions of power, authority, or influence.
4. **Typical Adventurer Clothing** – Is there some article or type of clothing or accessory that is always worn by Adventurer's of this race to show their heritage or perhaps identify their village/clan/etc?
- 5.

||| SIGNIFICANT MANNERISMS |||

Are there any significant mannerisms that are common for TYPICAL members of this race? If so, they will be something that applies to 50% or more of the race, worldwide. Be creative. Unique quirks are often what separates from each other. If there are no significant mannerisms, please type "N/A" in the response area.

(CULTURE)

||| GEOGRAPHY |||

CIVILIZATION STATUS. Choose one word from the dropdown box that is most appropriate for your race in most communities within their population.

GEOGRAPHIC LOCATIONS. List one or more key geographic locations (continents/cities/etc) in order of population density with the most dense being listed first. Do your best to list places where significant populations of your race live. Population density is not a make it or break it aspect of your race.

GEOGRAPHIC IMPACT. What impact, if any, do the geographic locations you listed have on the daily life of the members of your race. Does climate, environment, nearby enemies or peoples have an affect on them? If this is not applicable for your race, please type "None" in the response area.

||| LIFESTYLE |||

LIFE CONCEPTS. What is daily life like for this race/culture? What do they do all day every day? What is a typical community like? Provide as much detail as you can. This is where you can talk about clans if they have clans or caste systems or their market square or any other aspects of their daily life that helps players get a better understanding of the race. Be creative. Look at the existing WoL™ Races for examples of this section of the race description.

FORMS OF COMMUNICATION. You must select a PRIMARY form of communication from the dropdown box or type your own. The SECONDARY form of communication is optional.

INTERACTIONS WITH OTHERS. How does the TYPICAL member of this race USUALLY interact with others? How do they interact with other tribes/cities/etc that WITHIN CULTURE, and how do they interact WITH OTHER RACES? You may choose a response from the dropdown box or type your own.

SIGNIFICANT MORALS/VALUES/ATTITUDES. What significant morals, values, or attitudes are common to they TYPICAL members of this race? Write at least one 1-3 sentence description in the response area.

PERSONALITY TYPES. What are the general personality types that are common within this race? What are their personality quirks? Your descriptions can be one word or several sentences. List at least two or three personality traits in the response area. If you need some guidance, check out these [PERSONALITY TRAIT EXAMPLES](#) on the web.

TYPICAL DIET. What is the typical diet for the average member of this race? Are they meat eaters? Vegetarians? Vegans? Or what? Other than a one-word tag for their overall diet type, tell us about a few of their favorite foods and drinks.

TYPICAL HOUSING. What type of housing do they usually build? What are their residences made of? Are they typically one story, two stories, or more? Do they live above ground, under ground, or in mountains or on mountain sides? Are they single family dwellings or multi-family dwellings? Provide as much detail as you can about the structures in which your race resides.

TYPICAL TRANSPORTATION. How do people get around in a typical community of this race? How do they get around within their own community? From one city or town to the next? What method is used to transport people? To transport resources and trade goods?

PIETY AND RELIGION. How religious are TYPICAL members of this race? Do they have temples in their communities? Do they perform regular rituals or ceremonies? Are they more fond of one or two Divinities than they are others? Or are they not religious at all. Here is a PIETY reference for your convenience.

- 01 **Atheist** – completely denies the existence of the Divinities
- 02 **Heathen** – acknowledges the Divinities but does not worship
- 03 **Somewhat Pious** – worships on holidays and special occasions
- 04 **Pious** – the average person who worships somewhat regularly
- 05 **Very Pious** – the average person who worships regularly
- 06 **Faithful** – the minimum Piety Score for practitioners of Faeth Majik and a religious person who is slightly fanatical
- 07 **Devout** – a person who never misses a service, worships weekly at a minimum, and trusts all fate to the Divinities
- 08 **Reverent** – fanatical about the dogma of their chosen Divinity, worships at temple two or more times weekly, spreads the word of their chosen Divinity, and prays/meditates daily.
- 09 **Righteous** – Fully dedicated to the dogma of their Divinity, considers self to be pure of mind, heart and soul in the eyes of that Divinity, tithes weekly, prays/meditates daily, strongly attempts to recruit others to the path of their chosen Divinity, and is often a priest or acolyte in a nearby temple
- 10 **Holy** – the most absolute holy and devout of all believers, usually lives at a temple or near a temple, often is a High Priest or other temple volunteer, and sees their religion as a way of life

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LIFESTYLE

continued

ARTS. Tell us about the ARTS of this race? Are they known for anything special? Do they have aptitude toward certain art forms? Is any of their ART in demand in nearby cities or even around the world? Use your creativity to tell us about their creativity!

EDUCATION. What type of education is common with this race? Do they have a formal education system for basic learning (reading/writing/ arithmetic)? Do they have a school for trade/craft training or do they use an apprenticeship program?

ARCHITECTURE. Is there anything significant or different about the architecture that is standard for this race? Do their structures have a unique look or shape? Are they made of unusual materials? Have they made any breakthroughs in building materials or resources?

ENTERTAINMENT. What are the most popular forms of entertainment for this race? Arena fighting? Gaming? Storytelling? Drum Circles? Ale houses? Taverns? Music? Dancing? Brothels? You tell us.

TRADITIONS AND RITUALS. Are there any significant traditions or rituals that are common amongst this race? Daily, weekly, monthly or annual celebrations or observances? Ceremonies? Birthday rituals? Festivals or Fairs? Galas or Balls? Remembrances? Recognitions? What do they do as a society that stands out?

THE DEAD AND THE AFTERLIFE. What are this race's beliefs about death and dying? What do they believe happens after death? Do they believe in an afterlife of some sort? Do they have rituals that take place when someone dies? Do they fear death or have they come to terms with it?

SOCIETY

HISTORY. Tell us about the history of this race. Describe any significant events in their history, especially those that led to advancement in civilization or technology. Also include a time line of their movements if they were once nomadic and are now settled into communities that are stationary or if their communities were forced to relocate for one reason or another. Include anything important about their past. Dig deep for this one and be creative.

GOVERNMENT/OTHER SOCIETAL STRUCTURES. What is the foundation of the society of this race? All races have some form of government or other leadership that keeps order and makes decisions for the community. How is their society structured? Do they recognize a formal government? Who is their leader and what is that leader's qualifications? Is their government local, regional, or world wide? Where is their capital city (seat of governmental or other ruling body power)? What determines social status within their local communities or within their race as a whole? Here is the [WIKIPEDIA ARTICLE ABOUT GOVERNMENT](#) for you to view in your browser if you wish.

ESTIMATED POPULATION. What is the estimated population of this race in their primary geographic region, their primary continent, and world wide? It is common for a racial sub-culture to have somewhere between 1 and 50 million people world wide. You will have to decide how prolific your race is considering that all the races have only been propagating for approximately 1400 years.

ECONOMICS. There are four items to consider regarding basic economics of your race.

1. **Primary Currency.** Most modern, civilized races utilize the Gold Mák as their primary currency. Gold coins and strips are minted in 12 different cities around the world and are traded for goods and services in most settled areas on every continent. However, your race may barter goods or have a specific non-precious stone or fur or other item that is their primary currency. You may choose one currency from the dropdown box or type your own.
2. **Use of Banks.** Does your race utilize a banking system? There is a world wide banking system called the Bank of Kaendor and most major cities have smaller banks and "lock" houses. All banks will charge a small interest rate for holding your money and keeping it safe (usually with NO guarantees). Lock Houses allow citizens to rent a locked room, chest, or drawer in which they may store their valuables. Choose one option from the dropdown box

or type your own.

3. **Property Ownership.** Property ownership is a big thing. Whether or not it is a viable thing will partly depend on the form of government or social structure you have chosen. Some forms of government simply do not allow it because the land is owned by nobles, royalty, or other significant figures. Property ownership can be a huge boon to citizens who can grow and trade their own crops or livestock. Pick an option from the dropdown box or type your own response.

4. **Social Classes.** What is the typical social class for the AVERAGE member of your race? Of course, social classes will usually vary from person to person so we are looking for the social class that represents the MAJORITY of the population of this race. Choose an option from the dropdown list. Following is a list of social classes for your convenience.

LLC Lower Lower Class	ULC Upper Lower Class
MLC Middle Lower Class	UMC Upper Middle Class
ULC Upper Lower Class	UUC Upper Upper Class
LMC Lower Middle Class	NOB Noble
MMC Middle Middle Class	ROY Royalty
UMC Upper Middle Class	

BASIS OF SOCIAL STATUS. On what is the social status of a member of this race based? It is money? Political power? Religion? Skill at a trade or craft? Battle prowess? You tell us.

LEVEL OF TECHNOLOGY. Tell us a little about the technology levels of the typical community within this racial sub-race? What tools or engines or processes do they use for resource gathering and also for chores and other aspects of daily life?

LAW ENFORCEMENT. Choose a type of law enforcement from the dropdown box. If none of those options are appropriate for the overall style of law enforcement for your race, use the response area beneath the dropdown to provide a description.

MILITARY/MILITIA. If your race has a formalized military or utilizes a local militia for problem reconciliation, describe it in the provided response area.

AGRICULTURE. There are two main aspects to agriculture – livestock and farming. The agriculture of livestock includes dairy farms, cattle ranches, horse breeding farms, and just about any livestock that is cared for and bred for just about any purpose. Farming agriculture includes crop farming, herb farming, flower farming, and orchards. If your race is prone to one or more particular types of agriculture, please describe it in the provided response area.

TRAITS

ATTRIBUTE MODIFIERS

ATTRIBUTE MODIFIERS. Some races, due to their habitat, way of life, or inherent characteristics may have attributes which are generally higher or lower than other races. It is important to an Adventurer's 226 point attribute total that both the bonuses and the penalties be observed. Using one and not the other will put a character either over or under the 226 first level maximum. When you are considering what your race's Attribute Modifiers should be, not only must you make sure the sum of all the pluses and minuses is 0, but you should consider the climate in which they live, the society in which they grow up, and who they are as a people. All of these things should hold bearing in your modifier decisions.

Choose 2-3 Attributes that will automatically receive a +1 to +3 modifier at Adventurer creation for your race. Then choose 2-3 other Attributes that will receive a -1 to -3 modifier at Adventurer creation. It does not matter how many Attributes receive bonus modifiers and how many receive penalty modifiers as long as, in the end, they have a final sum of 0. For every modifier you create, whether a bonus or a penalty, you must provide justification for that modifier. Why does your race have that modifier? Type this explanation in the provided response area.

You can see the racial Attribute Modifiers for all other WoL™ races in the [WoL™ Reference Lists](#) free preview that is available from our website on the [DOWNLOADS PAGE](#).

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|| GAME MECHANICS ||

OUTLOOK. In World of Legends™, OUTLOOK is formed by combining an individual's SOCIETAL TENDENCY and MORAL ALIGNMENT. For the creation of a race, we look at the race as a whole to determine what the overall outlook is for the majority of the race. In addition, we look at these two aspects from a world view, determining their Outlook by viewing them as the rest of the world views them.

Due to their upbringing and general way of life, most individuals of a particular race follow a certain MORAL ALIGNMENT and are most likely to lean toward certain SOCIETAL TENDENCIES. Of course this will vary from one individual to the next, but we need a wide view perspective of the race for this section.

Choose a Societal Tendency and a Moral Alignment from the provided dropdown lists.

LIFE SPAN. There are two numbers needed for life span – MAX AGE (Maximum Age) and ADV AGE (Adventurer Age). Maximum Age is the maximum life span of the TYPICAL member of your race. That doesn't mean that everyone automatically drops dead when they reach that age. It is merely an estimate. Adventure Age is the age in which a member of your race would likely become an Adventurer if they chose that path in life. Please provide the two numbers in years in the provided response areas.

You can see the Life Spans for all other WoL™ races in the WoL™ Reference Lists free preview that is available from our website on the [DOWNLOADS PAGE](#).

VISION TYPE. Some races have special types of vision. Please choose an option from the dropdown list that is appropriate for your race. The following Vision reference is provided for your convenience. You can see the Vision Types for all other WoL™ races in the WoL™ Reference Lists free preview that is available from the [DOWNLOADS PAGE](#) on our website.

- ▶ **Normal Vision** High Light Vision - sees well in strong lighting, does not see well in darkness
- ▶ **Lumivision** Low Light Vision - sees well at night and in other low light environments.
- ▶ **Aurovision** No Light Vision - sees well in total and complete darkness
- ▶ **Omnivision** All Light Vision - sees well in any and all levels of light

INNATE RESISTANCES. Innate Resistances are not to be confused with the *Natural Resistances* that are bonuses to Avoidance Checks. Innate Resistances are inherent resistances that are based on things like climate, environment, way of life, and/or gifts from the Divine Powers. Type your race's Innate Resistance(s), if any, in the response area.

LANGUAGES. There are two items under the LANGUAGES mechanic. The first is AUTOMATIC LANGUAGES and the second is OTHER LANGUAGES LIKELY KNOWN.

Members of your race will automatically know the language of their race which includes the root race language and any sub-culture dialects. The "Native Language" box is already checked for you. You just need to check the "Common" check box if they would also likely know the common language, Kaendoran.

Likely To Know languages are the additional languages an Adventurer of a particular race is likely to know if their Knowledge attribute allows it. These will usually be languages of races which live nearby or which the race trades with on a regular basis. You must pick one or two languages from the dropdown boxes which include all WoL™ races plus numerous creatures that have their own language.

PREFERRED WEAPON(S). Are there any unique weapons specific to your race? Are there any other weapons that are preferred by members of your race? Adventurers may use any weapon the GM will allow, but these are the weapons which are most likely for new Adventurers whether they choose a weapons Ability or a majik Ability. This can be

whatever you wish. Try to make it coincide with the overall culture and beliefs system of your race.

ABILITY APTITUDE. This section contains a table depicting the most likely primary secondary, and tertiary Abilities an Adventurer of a particular race would have. Option 1 is the most likely, Option 2 the second most likely, and Option 3 the third most likely. Of course, these are just suggestions. World of Legends™ strongly believes that any adventurer can be who or what the player envisions no matter their race as long as the GM will allow it. You must pick items from the dropdown boxes in Options 1-3 for Primary, Secondary, and Tertiary Abilities.

SPECIAL TRAITS. Special Traits are traits are advantages or disadvantages that are specific to your race because their climate, environment, lifestyle, society, or history has made it innate to them.

Some races have certain things which they are particularly good at because of their habitat, lifestyle or other influence. These Fortunate Traits, or advantages, are things that are specific to your race. If these exist, type them in the provided response area.

Sometimes, races have things which hinder them. These Unfortunate Traits, or disadvantages, are things that are specific to your race. If these exist, type them in the provided response area.

Try to balance the fortunate and unfortunate traits. Put serious thought into this so that it is appropriate based on appearance, culture or any other aspect which will make it realistic. Explain how the Special Trait affects game play.

If you would like some ideas for Special Traits, use your favorite search engine to search *Musicus Meter* on the internet.

LEARNED SKILLS. World of Legends™ has over 700 Learned Skills including 300+ Trade/Craft skills. Members of your race may be a natural at one or two of these skills. If so, you will select those skills in the two dropdown boxes next to AUTOMATIC LEARNED SKILLS. One is required but the second is optional.

In additions, there may be some Learned Skills that are likely but automatic. You must complete the top 3 dropboxes but the bottom 3 are optional.

SPECIAL EQUIPMENT. Sometimes, some races will have special equipment that is generally only available to Adventurers of that race. These items are often quite interesting, and many players would love to have them; but they are not found in merchant shops. If an Adventurer of a race other than that for which the item is intended has such an item, it either came off a dead body or was stolen. If your race has any such equipment, describe it in the provided area.

◀ ADVENTURER CONCEPTS ▶

|| ARCHETYPES ||

This is where we offer the players some ideas to help jump start their imaginations. We are looking for brief descriptions of three different ARCHETYPES for this race. Delve deep into your knowledge of your race and choose Archetypes that players will think would be fun to play. Your Archetypes do not need to be lengthy. 3-5 sentences should suffice, but you may include more if you wish. You must also assign a % to each one that represents what % likely an Adventurer will be that Archetype. Your three percent numbers should have a sum of 100%. (*Design Team Note: Be Diverse! Perhaps do 1 Lawful, 1 Neutral, and 1 Chaotic OR 1 Good, 1 Neutral, and 1 Evil, OR whatever you can dream up!*)

◀ ARTWORK ▶

If you have sketches or line drawings of the male and female of this race, upload them here. Submit sketches or ink line drawings only. Do not submit full color artwork unless that is all you have.

◀ If you have any questions, please send an email to designsteam@worldoflegends.com OR complete the CONTACT FORM on our website at <http://www.worldoflegends.com/contact.html> ▶