

RACES OF THE KNOWN WORLD

- 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 have only two major features that separates them from them. Their Pig noses, and their thick layer of fur all over their body that they grew over time to be able to survive in harsher 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. Orc are more kind 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
- ◆ WARRIOR'S BLOOD: Takes half required time to master Weapon Professions
- ◆ PORC SNOOT: (*Borcs only*) Your snout grants you natural increased smell senses, that allows you to detect things easier (+2 Perception)

- MINOTAURS:

- Taurus
- Cowmen
- Goatmen/ Satyr

- NAGA:

- Snakemen
- Lizardmen
- Kobold

- **AVIANS:**

- Walkers
- Harpys

- **TROLLS:**

- **GOBLINS:**

- **URSUS:**

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

- **MERFOLK:** Merfolk were are some of the last races that were born from the dragons' magic, but not least either. Their people have travel all over the seas of the Known world, and they are renowned sailors and explorers of the seas. 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:** Able to breath underwater.
- **SEA'S HEART:** +2% ATK to your main stats, and from equipped weapons
- **SEA SCALES:** +10% HP from equipment

- SEA AFFINITY: - 50% MV and SPEED on land, but +100% on water.

- **HUMANS:**

- **APES:**

- Gorillas
- Monkeys

- **DWARVES:**

- Royals
- Moles
- Ratkin

- **ELVES:**

- Dusk
- Dawn

- **CANINES:**

- **FELINES:**

- **GNOLLS:**

-Halfbloods