

The Avali are a sentient, bipedal and avian-like species. Their culture is nomadic, forming packs that then create tribes with mutual purposes and goals. They offer advanced technology given to them by a race with almost human-like qualities that they refer to as the benefactors.

Avali are not mammals, but instead more similar to prehistoric Earth dromaeosauridae. Avali blood is pale violet in color, a tint evident in their open mouths, bare skin, and other soft tissues. Male and females are most easily told apart by their feathers, as there are no other external differences. Females tend to have muted, two-tone feathers, often with speckled patterns, while males have brightly coloured, iridescent bands across much of their body.

Avali

← ANCESTRY →

Size: Medium

Dwarves are some of the most hardy of Ancestries. Though they appear just like a shorter stockier human, Dwarves are much different. Most Dwarves are inherently productive and proficient workers. Dwarves are also extremely hardy and resilient, making great warriors in times of old. Dwarves lived away from others inside elaborate castles of stonework, hailed as unbreakable fortresses. Recently they are the biggest laborers in society, taking up many of the jobs as manufactures and builders. Without them, modern life would not have been.

The biggest pride of any Dwarf is their hair, more specifically their beards. Ornate beards and length can symbolize many things for a Dwarf, whether it be as a memorial or a sign of accomplishment. This is the most significant portion of modern Dwarf culture. Unlike human, it is not just the male Dwarves that are capable of growing beards.

Dwarf

← ANCESTRY →

Size: Medium

Elves are some of the most elegant of all the Ancestries. They look very similar to humans, except for their fairer skin and pointed ears. As a juxtapose to humans, Elves find their sense of discover for how long their lives are, hoping to have many experiences and master what skills they are trained in.

Elves are seen as patriarchs of modern society because of their influence in its knowledge, architecture and advancement. Because of this many Elves see themselves as being higher than other Ancestries.

Elf

← ANCESTRY →

Size: Medium

Gnomes are a cousin ancestry to Elves and are seen as some of the brightest minds in the world. Because of their close relation to ELves, Gnomes look very much like a short Elf with larger eyes and ears. They usually live within small, hole-like houses that go underground with many intertwining rooms.

One major thing that Gnomes are typically known for in the modern day is their highly intelligent minds. They are the first ancestry to invent various pieces of technology. Because of their brains Gnomes work as scientists, mechanics and inventors, but there are also those who use their intellect for other things such as investigation and medicine. They are found in almost any city or town and are very sociable people.

Gnome

← ANCESTRY →

Size: Small

TDB

Goliath

← ANCESTRY →

Size: Large

TDB

Human

← ANCESTRY →

Size: Medium

Lagomorphs are a bipedal, rabbit-like species, covered in fur and have long pointed ears. Lagomorphs are very social creatures that live in colonies. Although comfortable with being out above ground, they typically choose to live in warrens - a series of tunnels and rooms that they dig underground.

Lagomorphs have developed a heightened awareness of their surroundings, and are slow to trust new people, usually needing an act of kindness or generosity to win them around.

Lagomorph

← ANCESTRY →

Size: Small or Medium

Pecora are an ancestry of bipedal persons, that have the resemblance of anthropomorphic hoofed mammals such as deer (elk, deer, moose, reindeer) and bovines (cattle, yaks, bison, buffalo, antelopes, sheep and goats). Pecora walk on even-toed hoofed feet, have an even number of digits on their hands and most have cranial appendages extending from their head (ie horns, antlers).

Pecora

← ANCESTRY →

Size: Medium or Large

Creatures originating from a realm of darkness with bodies made from tangible shadows.

Their faces don't have any raised physical features, such as noses, ears or even wrinkles. However they have spaces that resemble eyes and a jagged toother mouth, also cartoon-link in appearance, both of which take on a flat solid-colouration that changes in hue depending on the emotional state of the Shadafey. Shadafey don't possess any hair, but their physical form takes on the appearance of having hair.

Shadafey take on the rough appearance of the other folk they have grown up with. Those who grew up in Drawven dominated populace tend to be stocky and shorter. Whereas those growing up around Elves are slimmer and taller. A Shadafey's arms are longer than the typical human, with their hands reaching down to their shins. They don't have a defined wrist joint with the widest part of their hand continuing down to form the base of their forearm.

Shadafey

← ANCESTRY →

Size: Medium