

Races

Human

The default race.

Elf

Required: Prosthetic ears

Advantage: [Ranged Affinity](#)

Dwarf

Required: Heavy armour and use of axe or hammer (either carried, throwing or as 1h or 2h weapon)

Advantage: [Dwarf Armour](#)

Orc

Required: Mask

Advantage: [Tough Hide](#)

Defaults for all races

If it requires make-up or prosthetics, there is a minor advantage. If it requires a mask, there is a medium advantage. If it hinders someone's combat ability there is a major advantage.

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