

# 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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