

THE PEOPLE OF ARION

SUPPLEMENTARY RACIAL GUIDE



Live your story

INTRODUCTION

This guide should be read in conjunction with the skills system in the Nero Main rulebook. This guide is intended as supplementary to the main rulebook. This guide is subject to change and more regular updates are available as part of the [Mead Legends World Anvil Guides](#).

RACIAL MAKEUP

Given the South African Climate (Heat and Sun), racial makeup requirements for painted races will be applied as follows:

- Full face paint and body paint is not required
- Toning or contouring in the appropriate shade for the selected race is required
- The played race should be visible, notable and distinguishable from other races
- The above applies to all exposed body parts
- Racial Makeup for a Drae may NEVER be solid black, grey tones are to be used
- Note that the above paint/makeup requirements is a minimum, and more paint/makeup may be used for all painted races
- Examples for each are included in each racial description

BALJAR

The Baljar are a generally nomadic who embrace each day as it comes. They are fiery, passionate, flamboyant people that enjoy sharing their joyful approach to life, and they are most often the life of any party or gathering. They have an enormous loyalty to their people, as a large extended family. They often refer to each other as “brother” or “sister” or even cousin. The Baljar are common within the communities of Viata Vesela_ and the Tribes.

Regardless of their differences all Baljar follow a Code of Honour which requires them to be completely honest and trustworthy to fellow family members and are expected to help in any way they can should their family come under stress. In terms of justice, they stay away from external authorities and prefer to manage matters within the family. Anyone who transgresses a Baljar may suffer the consequences of a Hex unless their honour is restored through compensation. Baljar don’t take the Hex lightly and reserve it for a truly worthy transgression.

Costuming & Roleplaying Requirements	Racial Traits:	Racial Features
Flashy colourful clothing, boisterous, extroverted, and larger than life. They love a party and follow a specific Code of Honor.	Survivor & Tradesman	Dagger Mastery & Hex

BARBARIAN

Barbarians are a race of warrior nomads who live naturally off the land roaming throughout the lands of Arion. They tend to shy away from the larger settlements, preferring to seek glory at the frontiers of society where their traditions can be followed without prejudice and their natural thirst for adventure can be slaked. They are a superstitious people, deeply entrenched in ceremonies and traditions learned from the druids of the old world. Barbarians are often organized into tribes known for their individualism and competitive nature with other such tribes. Many can be found within the Endless Tribes though many more seek to distance themselves from that collection of diaspora to seek their own fortunes and legends. Barbarian tribes lean heavily on the natural aspects of earth and nature magic. There is still a lingering distrust of celestial magic as “not natural”.

Some Barbarians distrust celestial magic so much, that they dislike having Celestial Defensive spells cast upon them, though the natural pragmatism of the barbarian people often outweighs this aversion. A life of victories is much better than being felled by an enemy wielding the same magics that could offer protection.

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Dress in furs, leathers, and “primitive” looking clothing. Speak in gruff, low-octave, simple speech.	Strong & Wild	Two-Handed Weapon Mastery

BIATA

The lore of the Biata suggests they are descended from a lost Barbarian tribe, however, they do not behave or resemble Barbarians in any way. They often act with a purpose, are sometimes stubborn, and have their own personal code of ethics to which they adhere. They are a secretive people about their origins and view non-Biata races and “outsiders” as those who must earn their trust. Biata often find Celestial Defensive spells cast upon them to be uncomfortable and often will refuse them. Some will refuse to sleep behind a Ward or even use celestial magic items. This is entirely up to the player how they choose to view celestial magic and is not a roleplay requirement; it’s part of the lore of the people.



Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Large upturned feathery eyebrows, feathers in hair, act with a purpose (not whimsical), orderly, goal orientated, code of ethics.	Telepathic & Willful	Mentalist

DRAE

Drae, also called dark elves, are a shadowy people who live mostly underground and tend to avoid sunlight. The most important thing to a Drae is their code, which, depending on the Drae can vary quite a bit, but once discovered you can be sure that they will go to great lengths to not deviate from it. Due to their predilection for being more nocturnal in nature, Drae tend to stick to their own kind, but other



late-to-rise folks can find themselves becoming friends with the usually reclusive folk. Many Drae base themselves out of New Hope_ due to the history of the city's leadership and the deliberate subterranean construction considerations.

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Pointed ears, dark grey-hued contour on their face, white or silver hair. Keep to your code, whatever that may mean for you.	Fast & Wilful	Crossbow Mastery

DWARF

Dwarves live in mountainous regions, sometimes deep within them. They are tough and pride themselves on their beards. They are friendly and have a great appreciation for food, drink, laughter, and fine craftsmanship. They tend to take a longer view of history due to their long lifespans, and a long memory for allies and enemies alike. They love to tell stories and tales of their adventures, sometimes taking several hours or even days to tell them (with many side stories along the way). Their history and ancestors are important to them and will recount legends and lore from memory.



Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Long beard (females can have a long goatee), appreciation of craftsmanship	Tough & Tradesman	Hammer Mastery

ELF

Elves are some of the longest lived peoples of Arion and as such, they tend to have a deep appreciation for longer set plans and proceedings. Their longer lives tend to leave them with a distorted sense of time when compared to the other races of the continent, leading to a reputation for being slow to action. However, many also recognise the surety with which many elves see projects through that require dedication and patience. Their settlements are well-planned and built to fit the nature around them, always seeking to find a balance that will last. This balance is seen too in their appreciation for all kinds of magic and it is not unknown for older elves to have dabbled in many schools in their time.

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Pointed ears	Fast & Wilful	Bow Mastery

STONE ELF

The Stone Elves of Arion are emotionless and often give off the impression of being at ease at all times. They appear to be a very serious race who favour logic over emotion and approach everything in a methodical and analytical manner. Other races view them as intense and humourless.

A Stone Elf that smiles is considered uncouth in Stone Elf Society, as this behaviour is not natural to them and would be considered a lie. Lying is another taboo in their circles as a logical mind has no room for falsehood. They prefer quiet study and contemplation over revelry and are often found studying or meditating when other races would be celebrating a victory in the tavern.



Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Pointed ears, upturned eyebrows, cracked pale skin (As their name suggests). Show no emotion, humorless, serious, and intense (If you cannot keep a straight face and act in a serious manner at all times, then you should consider playing another race).	Telepathic Willful	& Mentalist

WILD ELF

Wild Elves are a race of nomads who live naturally off the land and forests, wandering from forest to forest. Their traditions and ways of life are very similar to those of the barbarian people and it is not uncommon to find tribes of these two peoples travelling together and on rare occasions settling in a region for some time before moving on when the time is right. Many wild elves practice nature magic and have brought many of the traditions and spells they cultivated in the old world to Arion. Their natural aversion to those



who were desecrated in the past has left many distrustful of the wild elves long after the condition had been cured, though this has waned in larger settlements as the tribes of wild elves tend to stay away from such if they can.

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Pointed ears, dress in furs, leathers. Often have “tribal” markings on their face and body.	Fast & Wild	Bow Mastery

HALF-OGRE

Half-Ogres are not hybrids or a half-race, they are a race which very closely resembles Ogres in look. They are tough people and they love to prove themselves finding themselves in greater numbers in developmental areas, as such often working with or competing to do better than half-orcs of the continent. They have a relatively short lifespan compared to the other races but mature very quickly.



Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Yellow/orange skin hues, large protruding lower fangs, ready to prove themselves.	Strong & Tough	Two-Handed Weapon Mastery

HALF-ORC

The majority of half-orcs native to Arion draw their ancestry to those half-orcs that left Meadel to make a new space for themselves. Many half-orcs have kept their warrior culture alive as they moved into the new world with many frontiers playing host to half-orc families keen to test themselves against the threats of these dangerous places. This manifests in warriors striding out to meet the beasts and undead that still roam the untamed lands, but so too in those who want to test themselves by settling in regions known for their difficulties and high risk (with the rewards being seen as worthwhile). Half-orcs are confident in their strength and seek to make a name for themselves, but gone are the days where battle was the only place this could be found. They have a relatively short lifespan compared to the other races but mature very quickly.



Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Green skin hues, large protruding lower fangs.	Strong & Tough	Two-Handed Weapon Mastery

HOBBLING

Hoblings love working with their hands, whether it's crafting, baking, building, or other work. They cheerfully go about most tasks, seeking fun and humour in everything. Hobblings are business-minded people, they are honest, hardworking, and generous, but not naïve – they're going to do something for nothing and expect fair compensation for their work. They love to enjoy food, drink, fine clothes, and mementoes of their life and exploits of adventure.

The Hobblings of Arion naturally gravitate to membership in The Pact of the Hearth, although they are often travelling merchants, adventuring bards, craftsmen or tavern keepers.



Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Large bushy sideburns and eyebrows, furry hands and feet, cheerful and full of humour, hardworking, love of fine goods (especially food and drink), charismatic.	Fast & Tough	Short Weapon Mastery

HUMAN

The humans of Arion are as diverse in general geography and occupation as those of the old world. Broadly, though they draw on the traditions and ways of their ancestors, whether colonists sent out in the early days of exploration following the reclamation of Heroes' Rest or locals seeking to restore the lands to their former glory. Away from their previous centres of power in the old world, many human settlements have had to work hard to find their fit in the new world and as such tend to be quite accommodating to those travelling through their lands in thanks to all that have helped establish their new homes.

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
There are no standards for human behaviour and no costume guidelines to follow. Players must avoid duplicating the characteristics and mannerisms of any of the other races, but are otherwise free to dress, speak, or act however they choose.	Choice of any one Racial Trait	None Humans have no set the Racial Traits. Instead, they are required to choose any one Racial Trait from the list and gain the full benefits of that trait. Humans do not gain any Racial Feature option.

Mystic Wood Elf

The Mystic Wood Elves originated in the ancient forests of Ringterel, though many have built lives for themselves elsewhere. Many of the Mystic Wood Elves still consider the sacred forests of Ringterel as their spiritual home. They often hide their “real” name from others and adopt a “road” name which they use commonly when dealing with outsiders, only sharing their real name with their most trusted friends. They are secretive about their motivations and personal lives except for those who have earned their trust. They hold oaths as extremely important and will hold others to their word, just as they hold themselves to theirs.



The Mystic Wood Elves of Arion are naturally attracted to organisations such as Ringterel, Magicea Clavis, Casanti and even the Emerald Band. There are those who prefer the nomadic lifestyle and will follow their own way through Arion as Adventurers and explorers.

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Pointed Ears, small horns on the forehead, distaste of (and in some cases, hatred of) all forms of forced subjection including slavery, kidnapping, charms, and enslavements. They will attempt to free others from captivity, servitude, and magical/alchemical charming effects.	Tradesman & Willful	Break Charm

SARR

Sarr are a race of humanoids which resemble large hunting cats (also known as “Felinoids”). Their society is divided into clan-like structures (sometimes called “Prides”), each with different mannerisms, leaders, beliefs, and history. Sarr are an independent, curious, and proud people, which places tradition in high regard. Sarr form strong attachments to others and are very loyal once trust is earned. They have long memories and never forget an enemy, no matter how long their revenge might take. Many of the Sarr who populate the regions of Arion draw their heritage from the Grey Wastes of the old world having travelled across the ocean to seek new challenges after helping in the battle of [Heroes' Rest](#)

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
Makeup to appear as a member of one of the large hunting cats. The bottom of the nose must be dark. Whiskers are optional. Prosthetic ears that match your large cat of influence are required.	Fast & Survivor	Claw Mastery

SCAVENGER

The scavengers of Arion can be found throughout the urbanised and more rural locales, though many prefer to keep to their own kind due to years of being seen as outsiders. This perception has softened as more of their people have taken to settling down and even leading settlements as the continent is reclaimed. Scavengers who share animal qualities with one another tend to group together, but it is not unknown for scavengers of all sorts to watch one another's backs.

Costuming & Roleplaying Requirements	Racial Traits	Racial Features
The term “Scavenger” is a general term which refers to any kind of humanoid mundane animal. Players may only choose a mundane land animal or reptile (no birds, fish, insects, or the like) which is not covered by another race (no cats because there is a Sarr race, no birds because there are Biata). Players are free to choose things like dog, skunk, raccoon, turtle, lizard, rat, badger, or something similar, but may not choose magical creatures such as Unicorns, Drakes, Gryphons, or the like.	Survivor & Tough	Claw Mastery