

METAHUMAN CHARACTERISTICS TABLE

Metatype	Avg. Height	Avg. Weight	Average Lifespan
Dwarf	1.2 meters	54 kg	More than 100 years
Elf	1.9 meters	80 kg	Several hundred years
Human	1.75 meters	78 kg	65 years (worldwide)
Ork	1.9 meters	128 kg	35-45 years
Troll	2.5 meters	300 kg	55 years

is rated from 1 to 6, with higher-rated contacts having a better chance of providing favors, acquiring swag, or getting the information needed. For more information, see p. 278.

LIFESTYLE

During character creation, the player must “purchase” the character’s starting lifestyle. Lifestyle determines how well the character lives, and it eliminates the worry of daily expenses like food, laundry, phone bills, and so on. To maintain a lifestyle once the game begins, the character must pay a certain amount of money (based on the lifestyle) per month. Lifestyles are covered in detail on p. 261.

CONDITION MONITORS

An important part of the record sheet is the **Condition Monitor**, consisting of two tracks. The **Physical Damage Track** displays wound damage and shows when the character dies. The **Stun Damage Track** shows fatigue and stun damage and indicates when a character falls unconscious. See *Damage*, p. 152, for more information.

The Physical Damage Track has a number of boxes equal to 8 plus half a character’s Body attribute (round up). The Stun Damage Track has a number of boxes equal to 8 plus half a character’s Willpower attribute (round up).

Some pieces of equipment, such as vehicles, also have a Condition Monitor to track the amount of damage the object has taken.

KARMA

Karma is the numerical representation of a character’s accomplishments (see *Karma*, p. 263). It is the equivalent of experience, awarded to characters at the end of adventures

METAHUMANITY

Humans are no longer alone—they are just one of the five major subspecies of *Homo sapiens*. Known collectively as metahumanity, each of the five metatypes—dwarf, elf, human, ork, and troll—are more or less evenly distributed across the globe in geographic and ethnic terms. Though humans retain the majority, each of the others comprises a significant percentage of the worldwide population

The first metatypes to appear were dwarfs and elves born during the first wave of UGE (Unexpected Genetic Expression) in 2011. Orks and trolls appeared ten years later, during the period of “Goblinization,” when many humans suddenly transformed. Now a half century past the Awakening, goblinization is exceed-

ingly rare, occurring only to humans, usually during puberty.

In 2070, most metahumans are born to parents of the same metatype. In the case of mixed parents, the child has a roughly even chance of being born as the metatype of either the father or the mother. There are no “half breeds” in the Sixth World—no elforks or dwarf-trolls, no matter how amusing the concept may be.

Many first and second generation orks and trolls—especially those who goblinized—died young, indicating the relatively low lifespan of these metatypes. The early dwarfs and elves are still around, however, many of them showing little sign of aging. Lifespans for all metatypes are on the rise, which scientists partially ascribe to gene therapy and leonization (anti-aging treatments) and partially to improvements in social acceptance—leading to better medical treatment, living situations, and other quality of life measures. Few countries, however, factor the SINless into their average lifespan statistics—after all, how could they?—and thus official figures may be especially misleading, as orks and trolls are statistically more likely to be SINless than the other metatypes.

DWARFS

Homo sapiens pumillonis

Short, stocky, and barrel-chested, a dwarf typically has shorter legs than other metatypes. Dwarfs have natural thermographic vision (which helps fuel the stories that they prefer living underground—a stereotype that is only partially true as the 21st century marches on). They also have a hardy immune system and rarely get sick, even when exposed to toxins. They normally live in small family groups, sometimes isolating themselves from the rest of society.

In folklore, dwarfs are depicted as hard workers, taking on physical labor that no others would do. This holds true in the Sixth World, as dwarfs are known both for their strong work ethic and for an incredible ability to adapt to

