

This document contains information from

Midnight

and

Midnight: Against the Shadow

This Information Includes:

Character Classes, Feats, Heroic Paths and Races.

They have been combined onto one document and
bookmarked for your convenience.

Compiled by zenld
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Level	BAB	Fort	Refl	Will	Special
Channeler					
1	+0	+0	+0	+2	magecraft, bonus school, bonus spells, art of magic, channeler gift
2	+1	+0	+0	+3	summon familiar
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	bonus school
5	+3	+1	+1	+4	bonus feat, art of magic
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	bonus school
9	+6/+1	+3	+3	+6	bonus feat
10	+7/+2	+3	+3	+7	art of magic
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	bonus school
13	+9/+4	+4	+4	+8	bonus feat
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	art of magic
16	+12/+7/+2	+5	+5	+10	bonus school
17	+12/+7/+2	+5	+5	+10	bonus feat
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	bonus school, art of magic

HD d6

Gold 3d4*10

Class Skills

alchemy
animal empathy
bluff
concentration
craft
diplomacy
handle animal
heal
intimidate
knowledge
profession
screy
sense motive
spell craft
wilderness lore

Skill Points

1st lvl (6+int mod) * 4
add. lvl 6+int mod

Proficiencies

club, dagger, heavy crossbow,
light crossbow, quarterstaff
no armor or shields

Class Features

magecraft feat @ 1st lvl, free
bonus schools -
starts with universal, transmutation, +1 school
gets the spellcasting feat for free with each bonus school
bonus spells
starts with
5 0-lvl spells from known schools
3 1st lvl spells from known schools
at each lvl gets 2 spells of any lvl and school char can cast
can also learn spells according to rules
art of magic
spell energy = casting stat mod + class lvl
pays 10% less xp to learn new spells; +10% @ lvl 5,10,15
if more channeler lvls than any other class, +1 to char lvl
for purposes of determining highest lvl spell char can cast
channeler gift
hermetic - lorebook
spiritual - master of two worlds (3+cha mod/day)
(rebuke animals, sentient plants, outsiders)
charismatic - force of personality (make lvl check vs DC)
(DC based on who and what effect, courage,
fear, confidence)
summon familiar
guess what this one does

Level	BAB	Fort	Refl	Will	Special	AC
Defender						
1	+1	+0	+2	+0	unarmed strike (1d6; + benefits of improved unarmed strike) stunning attack	+1
2	+2	+0	+3	+0	defender ability	+1
3	+3	+1	+3	+1		+2
4	+4	+1	+4	+1	fast movement +10'	+2
5	+5	+1	+4	+1	defender ability	+3
6	+6/+1	+2	+5	+2	precise strike I	+3
7	+7/+2	+2	+5	+2	masterful strike +1d6	+4
8	+8/+3	+2	+6	+2	defender ability	+4
9	+9/+4	+3	+6	+3		+5
10	+10/+5	+3	+7	+3	fast movement +20'	+5
11	+11/+6/+1	+3	+7	+3	defender ability	+6
12	+12/+7/+2	+4	+8	+4	precise strike II	+6
13	+13/+8/+3	+4	+9	+4	masterful strike +2d6	+7
14	+14/+9/+4	+4	+9	+4	defender ability	+7
15	+15/+10/+5	+5	+10	+5		+8
16	+16/+11/+6/+1	+5	+10	+5	fast movement +30'	+8
17	+17/+12/+7/+2	+5	+11	+5	defender ability	+9
18	+18/+13/+8/+3	+6	+11	+6	precise strike III	+9
19	+19/+14/+9/+4	+6	+12	+6	masterful strike +3d6	+10
20	+20/+15/+10/+5	+6	+12	+6	defender ability	+10

HD d8

Gold 5d4

Class Skills

balance
bluff
climb
craft
escape artist
hide
jump
listen
move silently
profession
sense motive
swim
tumble

Skill Points

1st lvl (4+int mod)*4
add lvl 4+int mod

Proficiencies

club, dagger, light hammer, light pick,
quarterstaff, sickle, throwing axe, sling,
great sling
no armor or shields

Class Features

stunning attack
1/rd up to 1/class lvl/day
declare before strike, foe must fort save
(DC10+1/2 class lvl+str mod) or stunned for 1 rd
fast movement
bonus to speed
precise strike
I ignore 1 pt of armor AC bonus
dmg to DR as if using a weapon w/+1 bonus
II ignore 2 pt of armor AC bonus
dmg to DR as if using a weapon w/+2 bonus
III ignore 3 pt of armor AC bonus
dmg to DR as if using a weapon w/+3 bonus
masterful strike
extra dmg on unarmed or prof weapon melee strike
defender ability
pick one of the abilities
may not be used while wielding a non-proficient weapon
abilities are detailed on the following page

defender abilities defined

- ~ combat mastery
defender may replace str mod with wis mod on dmg rolls
or when using class abilities
- ~ counter attack
if foe that char has bonus to AC from dodge feat against misses
foe must ref save (DC10+1/2 def lvl+dex mod); if fails, defender
gets normal unarmed strike as AoO
this ability only works if the char has the dodge feat
- ~ cover ally
by staying within 5' of ally, suffers all AoO vs ally
free act; lasts until char next turn or ally is more than 5' away
- ~ debilitating strike
when char uses stunning attack, may choose to blind or deafen
instead of stun; lasts # of rds equal to str mod
- ~ defensive mastery
+1 to all saving throws
- ~ devastating strike
when char uses stunning attack, may also choose to knock foe
back 5' for every 5 pts of dmg done
- ~ flurry attack
reduces penalty for two weapons by 1;
stacks with ambidexterity, two weapon fighting, etc
- ~ grappling disarm
when grappling, char may disarm w/ successful grapple check
- ~ hammer throw
when grappling, char may throw target 15' w/ grapple check;
target lands prone & takes 1d6 dmg;
if throws at another creature, must ref save (DC10+dex mod)
or fall prone too
- ~ improved dodge
increase dodge feat bonus to +2 OR
gives +1 vs all threatening foes that rd
must have dodge feat to use this ability
- ~ incredible resilience
free act; gives DR = to con mod until next turn;
stacks with racial/path/class DR but not with spells/magic items
counts as one use of stunning attack
- ~ masterful shot
benefits from masterful strike applied to ranged weapons
- ~ rapid strike
1 extra attack or move during rd; # of times/day = to class lvl
- ~ retaliatory strike
AoO vs foe strikes ally from threaten area; choose 1 ally per rd
- ~ strike and hold
if hits foe, may attempt grapple as free act w/out touch attack
and w/out provoking AoO; size must be = or less
- ~ weapon trap
attack roll vs foe's attack roll; success = trapped; then can:
attempt disarm OR do dmg to weapon OR attack foe who has
lost dex mod to AC; whatever act taken, weapon is then free

Level	BAB	Fort	Refl	Will	Special
Legate					
1	+0	+2	+0	+2	rebuke undead
2	+1	+3	+0	+3	astirax companion
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

HD d8

Gold 5d4*10

Class Skills

concentration
craft
diplomacy
handle animal
heal
intimidate
knowledge (arcana)
knowledge (religion)
profession
screy
spellcraft

Class Features

rebuke undead:

as a cleric (see PH)

astirax companion

assigned an astirax; gains HD at char's lvl 4,8,12,16,20

inhabits animal; animal may be trained to obey commands
even when not possessed

spells

see clerics spell list in PH

see chart under cleric in PH for number of spells by level

domains

death, destruction, evil, magic, war,
pick two

spontaneous casting

as a cleric, exchange prepared spell for an inflict spell

Skill Points

1st lvl (2+int mod) * 4

add lvl 2+int mod

Proficiencies

simple weapons; all armor; shields
favored weapon: longsword

Level	BAB	Fort	Refl	Will	Special
Wildlander					
1	+1	+2	+0	+0	wildlander trait
2	+2	+3	+0	+0	wildlander trait
3	+3	+3	+1	+1	danger sense (+4 bonus to spot at beginning of encounter)
4	+4	+4	+1	+1	smite (1/day) (+4 attack, +1 dmg/class lvl; melee or ranged w/in 30')
5	+5	+4	+1	+1	wildlander trait
6	+6/+1	+5	+2	+2	danger sense (never surprised)
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	wildlander trait
9	+9/+4	+6	+3	+3	danger sense (+1 initiative)
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	wildlander trait
12	+12/+7/+2	+8	+4	+4	danger sense (+2 init)
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	wildlander trait
15	+15/+10/+5	+9	+5	+5	danger sense (+3 init)
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	wildlander trait
18	+18/+13/+8/+3	+11	+6	+6	danger sense (+4 init)
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	wildlander trait

HD d8

Gold 6d4*10

Class Skills

animal empathy
climb
craft
handle animal
heal
hide
intuit direction
jump
knowledge (nature)
listen
move silently
profession
ride
search
spot
swim
use rope
wilderness lore

Skill Points

1st lvl (6+int mod) * 4
add lvl 6+int mod

Proficiencies

simple/martial weapons; lt/med armor; shields

Class Features

wildlander trait: choose from the following

- ~ animal communion: as *speak w/ animals* ; class lvl as caster lvl
- ~ bloodhound: +6 to wild lore while tracking
may take 10 even when circumstances don't allow
- ~ forager: for one type of terrain
food for self+1 ally/3 class lvls
may take more times for different terrain types
- ~ ghost walk: +4 move silent; may take 10 even if circ don't allow
- ~ hawk eyes: +4 spot; may take 10 even if circumstances don't allow
- ~ light step: can conceal party's tracks while moving
full spd = +5 to track DC; 1/2 spd = +10 track DC
- ~ master hunter: choose 1 type of creature; +1 to bluff, listen,
sense motive, spot, wilderness lore checks vs it;
+1 dmg vs creatures of this type, melee or ranged <30'
may take multiple times for different creature types
- ~ quick stride: +10 spd in no or light armor
- ~ sense dark magic: 3/day, as *detect magic* except only works on
magic and items created by magic in service of izrador
- ~ stealthy: +4 hide; may take 10 even if circumstances don't allow
- ~ tracking: as the feat
- ~ trap disarming: non magical, non complex traps w/DC > 20
- ~ wolf ears: +4 listen; may take 10 even when circ don't allow
- ~ woodsman: +4 craft when making things of all natural materials;
may take 10 even when circumstances don't allow

Midnight

Craft Greater Spell Talisman

Prereq: magecraft, any 3 spellcasting feats, char lvl 12+

Craft Spell Talisman

Prereq: magecraft, spellcasting, char lvl 3+

Greater Spellcasting

Prereq: channeler lvl 7+, spellcasting (lesser evocation or lesser conjuration)

Benefit: access to greater conjuration or greater evocation, +1 spell of that school; may pick once for each school

Inconspicuous

Benefit: +2 bluff, diplomacy, hide and sense motive vs members of dark god's forces

Magecraft

Benefit: spellcraft as class skill

choose magical tradition:

Hermetic (Int): pick 1 from detect magic, mage hand, mending

Charismatic (Cha): pick 1 from daze, prestidigitation, virtue

Spiritual (Wis): pick 1 from cure minor wounds, purify food and water, resistance

cast # of 0-lvl spells = to 3+ spellcasting ability mod /day; spell energy = to spellcasting ability mod; learn and cast universal spells

Spellcasting

Prereq: magecraft

Benefit: each time selected, pick 1 school :abjuration, conjuration (lesser), divination, enchantment, evocation (lesser), illusion, necromancy, transmutation

Sarcosan Pureblood

Benefit: +2 ride on horses, +2 to all cha based checks vs sarcosans

Midnight: Against the Shadow

Brew Herbal Concoctions

Prereq: profession (herbalist) 4 ranks

Benefit: can brew infused oils and create gnaw roots, salves, poultices

Charm Lore

Benefit: knowledge of how to create 1 charm when feat is taken and 1 at every lvl after that

Devastating Mounted Assault

Prereq: mounted combat, ride 10 ranks

Benefit: may take full attack action, even if mount moves more than 5'; all attacks must be taken at the same point in the mount's movement

Friendly Agent

Prereq: good aligned gnome or human

Benefit: +4 sense motive vs agents of Izrador; +4 diplomacy vs enemies of Izrador

Giant-fighter

Prereq: dodge, weapon focus

Benefit: +4 dodge bonus to AC vs giant type creatures (ogres, trolls, hill giants); ranged attacks within 30', crit threat range doubled

Green Thumb

Prereq: profession (herbalist) 3 ranks or wilderness lore 6 ranks

Benefit: +4 on these skills to find natural ingredients in the wild, also applies to cultivating such items in a garden

Herbal Savant

Prereq: profession (herbalist) 15 ranks

Benefit: may add 1 ingredient to an infused oil without increasing DC

Improvised Weapon

Benefit: only -2 on non proficient weapons

Knife Thrower

Prereq: snow or jungle elf

Benefit: use racial fighting knife as ranged weapon 20'; +1 ranged attack rolls with that weapon; has benefit of quickdraw feat with weapon

Lucky

Benefit: numerical luck bonuses from charms are +1

Magic-Hardened

Benefit: +2 save vs magical effects

Natural Healer

Benefit: successful heal check for ally in -hp raises ally to 1 hp; allies in char long-term care recover hp at 3* normal

Quickened Donning

Benefit: don armor hastily without penalty; remove armor in ½ time

Orc-Slayer

Benefit: +1 dodge bonus to AC & +1 melee dmg vs orcs or dworgs; -4 cha based checks vs orcs

Sense Nexus

Benefit: Wis check (DC15) within 5 miles to detect nexus; if succeed may take full day to pinpoint (Wis check DC15)

Thick Skull

Prereq: dwarf or dworg with con 13+

Benefit: vs any attack that reduces char to -hp, fort save (DC 10+dmg) to only go to 1 hp; may not be used if only have 1 hp; save fail = normal dmg

Whispering Awareness

Prereq: Wis 15+

Benefit: hear the Whisper as an elf

Chanceborn

1	<i>resistance</i>	1/day	
2	luck of heroes	+1d4	add appropriate die after roll but before know if success/failure
3	<i>true strike</i>	1/day	
4	luck of heroes	+1d6	
5	<i>resistance</i>	2/day	
6	luck of heroes	2/day	
7	<i>entropic shield</i>	1/day	
8	luck of heroes	+1d8	
9	<i>true strike</i>	2/day	
10	infallible action	1/day	as if rolled 20; only used for rolls to determine success/failure
11	<i>displacement</i>	1/day	self only
12	luck of heroes	+1d10	
13	<i>break enchantment</i>	1/day	self only
14	luck of heroes	3/day	
15	<i>entropic shield</i>	2/day	
16	luck of heroes	+1d12	
17	<i>displacement</i>	2/day	
18	luck of heroes	+1d20	
19	<i>spell turning</i>	1/day	
20	infallible action	2/day	

Charismatic

1	<i>charm person</i>	1/day	
2	<i>hypnotism</i>	1/day	
3	inspiring oration	1/day	speaking for full rd, creature w/in 60' immune to fear,
4	<i>suggestion</i>	1/day	+1 attack rolls, 10min/lvl
5	+1 charisma		
6	<i>charm person</i>	2/day	
7	natural leader	+1	bonus to leadership score, will apply in full when has feat
8	inspiring oration	2/day	
9	<i>hypnotism</i>	2/day	
10	+2 charisma		
11	<i>charm monster</i>	1/day	
12	<i>emotion</i>	1/day	despair/hope only
13	inspiring oration	3/day	
14	natural leader	+2	
15	+3 charisma		
16	<i>charm monster</i>	2/day	
17	<i>emotion</i>	2/day	
18	<i>mass suggestion</i>	1/day	
19	inspiring oration	4/day	
20	+4 charisma		

Dragonblooded

1	bonus spell		learns any spell he can cast with no gp or xp cost
2	bolster spell		one spell's save DC +2, can only be applied to any spell once
3	bonus spell energy	+2	
4	quicken counterspelling		can counterspell even if has no readied action, all other rules apply
5	bonus spell		
6	improved spellcasting		energy cost for all spells in selected school -1, does not stack
7	bonus spell energy	+4	
8	bolster spell		
9	spell penetration	+1	
10	bonus spell		
11	bonus spell energy	+6	
12	improved spellcasting		
13	spell penetration	+2	
14	bolster spell		
15	bonus spell		
16	bonus spell energy	+8	
17	spell penetration	+3	
18	improved spellcasting		
19	frightful presence		whenever casts a spell, all creatures w/in 30' & less HD than
20	bolster spell		caster must make will save, if fail (DC=10+1/2charHD+cha mod) creature HD ≤4 = panic for 4d6 rds creature HD 5+ = shaken for 4d6 rds

Earthbonded

1	cavern sight		darkvision 60', if already have, range 2x
2	<i>hold portal</i>	1/day	stone construction only
3	<i>make whole</i>	1/day	stone construction only
4	<i>soften earth and stone</i>	1/day	
5	stone sight		+2 to notice unusual stonework; w/in 10' check as if actively
6	<i>endurance</i>	1/day	self only searching; stacks w/ stonecunning, etc
7	<i>hold portal</i>	2/day	
8	<i>spike stones</i>	1/day	
9	<i>make whole</i>	2/day	
10	<i>stone shape</i>	1/day	
11	<i>soften earth and stone</i>	2/day	
12	<i>transmute rock to mud</i>	1/day	
13	<i>endurance</i>	2/day	
14	<i>spike stones</i>	2/day	
15	blindsight		act w/out penalty even when cannot see; sense creatures w/in
16	<i>wall of stone</i>	1/day	5', allows attacks as norm vs invisible
17	<i>stone shape</i>	2/day	or concealed, no check needed
18	<i>stone tell</i>	1/day	
19	<i>spike stones</i>	3/day	
20	<i>transmute rock to mud</i>	2/day	

Faithful

1	<i>bless</i>	1/day	
2	<i>protection from evil</i>	1/day	
3	<i>aid</i>	1/day	
4	<i>divine favor</i>	1/day	
5	+1 wis		
6	<i>magic circle against evil</i>	1/day	
7	<i>prayer</i>	1/day	
8	<i>divine power</i>	1/day	
9	turn undead		3+cha mod/day
10	+2 wis		
11	<i>aid</i>	2/day	
12	<i>divine favor</i>	2/day	
13	<i>magic circle against evil</i>	2/day	
14	<i>prayer</i>	2/day	
15	+3 wis		
16	<i>divine power</i>	2/day	
17	<i>bless</i>	3/day	
18	<i>protection from evil</i>	2/day	
19	<i>holy aura</i>	1/day	
20	+4 wis		

Feyblooded

1	fey vision		low light vision, if already have, darkvision 60'
2	<i>detect magic</i>	1/day	
3	<i>change self</i>	1/day	
4	<i>charm person</i>	1/day	
5	<i>invisibility</i>	1/day	
6	<i>detect thoughts</i>	1/day	
7	<i>dispel magic</i>	1/day	
8	<i>confusion</i>	1/day	
9	<i>summon nature's ally IV</i>	1/day	
10	blinding presence	1/day	all creatures w/in 60' must fort save (DC15) or <i>blindness</i>
11	<i>detect magic</i>	2/day	
12	<i>change self</i>	2/day	
13	spell resistance		char lvl+10
14	<i>charm person</i>	2/day	
15	<i>invisibility</i>	2/day	
16	<i>detect thoughts</i>	2/day	
17	<i>dispel magic</i>	2/day	
18	<i>confusion</i>	2/day	
19	<i>summon nature's ally IV</i>	2/day	
20	unearthly presence	1/day	creatures w/in 30' looking directly at char, will save (DC17) or die

Giantblooded

		limited to human, orc and dworg characters
1 large		-1 AC, -1 attack, -2 dex, -4 hide; reach 10'; armor wt and cost 2x
2 intimidating size	+2	bonus to intimidate skill checks
3 precise throw	+1	+ to thrown weapons
4 fast movement	+5'	+ to speed
5 fearsome charge	+1	bonus to damage rolls when charging
6 extended throw	+10'	+ to range increment
7 intimidating size	+4	
8 precise throw	+2	
9 fast movement	+10'	
10 fearsome charge	+2	
11 extended throw	+20'	
12 intimidating size	+6	
13 precise throw	+3	
14 fast movement	+15'	
15 fearsome charge	+3	
16 extended throw	+30'	
17 intimidating size	+8	
18 precise throw	+4	
19 fast movement	+20'	
20 fearsome charge	+4	

Guardian

1 <i>detect evil</i>	1/day	
2 aura of courage		immune to fear, allies w/in 10' are +4 vs fear effects
3 renown		+2 cha checks & cha-related skill checks vs non-evil char
4 smite evil	1/day	add cha mod to attack roll, dmg +1
5 +1 con		
6 righteous fury	+1	ignores DR as if has a +1 weapon, no + on attack/dmg rolls
7 inspire valor	1/day	allies w/in 30' +1 attack/dmg/save, 1 rd/lvl, free action
8 rage	1/day	see barbarian in the PH
9 smite evil	2/day	
10 +2 con		
11 righteous fury	2/day	
12 inspire valor	2/day	
13 <i>forbiddance</i>	1/day	
14 smite evil	3/day	
15 +3 con		
16 righteous fury	3/day	
17 rage	2/day	
18 inspire valor	3/day	
19 smite evil	4/day	
20 +4 con		

Healer

1	<i>cure light wounds</i>	1/day	
2	<i>cure light wounds</i>	2/day	
3	<i>cure moderate wounds</i>	1/day	
4	<i>delay poison</i>	1/day	
5	<i>lesser restoration</i>	1/day	
6	<i>cure moderate wounds</i>	2/day	
7	<i>cure serious wounds</i>	1/day	
8	<i>remove blindness/deafness</i>	1/day	
9	<i>remove disease</i>	1/day	
10	<i>cure light wounds</i>	3/day	
11	<i>cure critical wounds</i>	1/day	
12	<i>neutralize poison</i>	1/day	
13	<i>cure moderate wounds</i>	3/day	
14	<i>delay poison</i>	2/day	
15	<i>lesser restoration</i>	2/day	
16	<i>cure serious wounds</i>	2/day	
17	<i>heal</i>	1/day	
18	<i>cure light wounds</i>	4/day	
19	<i>cure moderate wounds</i>	4/day	
20	restore life	1/day	can restore char to life from less than -10 hp; must be w/in 10min

Ironborn

1	incredible resilience		HD increases one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12)
2	fort save	+1	
3	natural armor	+1	
4	improved healing	1	HP recovered even during normal or strenuous activity
5	DR	1/-	
6	elemental resistance	5	pick one type of energy
7	fort save	+2	
8	natural armor	+2	
9	improved healing	2	
10	DR	2/-	
11	elemental resistance	5	second type of energy
12	fort save	+3	
13	natural armor	+3	
14	improved healing	3	
15	DR	3/-	
16	elemental resistance	5	third type
17	fort save	+4	
18	natural armor	+4	
19	improved healing	4	
20	DR	4/-	

Juggernaut

1	brute strength	+1	bonus to strength, climb, jump, & grapple checks
2	<i>knock</i>	1/day	
3	ignore hardness	1	ignore this much hardness
4	<i>shatter</i>	1/day	
5	brute strength	+2	
6	+1 strength		
7	<i>knock</i>	2/day	
8	<i>bull's strength</i>	1/day	self only
9	ignore hardness	2	
10	brute strength	+3	
11	<i>shatter</i>	2/day	
12	+2 strength		
13	<i>knock</i>	3/day	
14	ignore hardness	3	
15	brute strength	+4	
16	<i>bull's strength</i>	2/day	
17	<i>shatter</i>	3/day	
18	+3 strength		
19	ignore hardness	4	
20	brute strength	+5	

Mentalist

1	<i>missive</i>	1/day
2	<i>empathy</i>	1/day
3	<i>detect thoughts</i>	1/day
4	<i>missive</i>	2/day
5	<i>lesser mindlink</i>	1/day
6	<i>empathy</i>	2/day
7	<i>detect thoughts</i>	2/day
8	<i>suggestion</i>	1/day
9	<i>lesser mindlink</i>	2/day
10	<i>forced mindlink</i>	1/day
11	<i>mindwipe</i>	1/day
12	<i>suggestion</i>	2/day
13	<i>missive</i>	3/day
14	<i>empathy</i>	3/day
15	<i>tailor memory</i>	1/day
16	<i>detect thoughts</i>	3/day
17	<i>mind probe</i>	1/day
18	<i>lesser mindlink</i>	3/day
19	<i>suggestion</i>	3/day
20	<i>forced mindlink</i>	2/day

Mystic

1	<i>burst</i>	1/day
2	<i>biofeedback</i>	1/day
3	<i>combat prescience</i>	1/day
4	<i>burst</i>	2/day
5	<i>hustle</i>	1/day
6	<i>biofeedback</i>	2/day
7	<i>combat prescience</i>	2/day
8	<i>metaphysical weapon</i>	1/day
9	<i>hustle</i>	2/day
10	<i>inertial barrier</i>	1/day
11	<i>adamant grasp</i>	1/day
12	<i>metaphysical weapon</i>	2/day
13	<i>burst</i>	3/day
14	<i>biofeedback</i>	3/day
15	<i>energy barrier</i>	1/day
16	<i>combat prescience</i>	3/day
17	<i>adapt body</i>	1/day
18	<i>hustle</i>	3/day
19	<i>metaphysical weapon</i>	3/day
20	<i>inertial barrier</i>	2/day

Naturefriend

1	<i>calm animals</i>	1/day	
2	<i>detect animals or plants</i>	1/day	
3	<i>entangle</i>	1/day	
4	<i>speak with animals</i>	1/day	
5	<i>animal friend</i>		animals must will save (DC10+cha mod) to attack char;
6	<i>plant growth</i>	1/day	char is +4 to animal empathy & handle animal
7	<i>calm animals</i>	2/day	
8	<i>speak with plants</i>	1/day	
9	<i>detect animals or plants</i>	2/day	
10	<i>plant friend</i>		plant creatures must will save (DC10+cha mod) to attack char;
11	<i>speak with animals</i>	2/day	char is +4 to diplomacy checks vs intelligent
12	<i>entangle</i>	2/day	plant creatures
13	<i>calm animals</i>	3/day	
14	<i>plant growth</i>	2/day	
15	<i>wall of thorns</i>	1/day	
16	<i>animal growth</i>	1/day	
17	<i>speak with plants</i>	2/day	
18	<i>speak with animals</i>	3/day	
19	<i>entangle</i>	3/day	
20	<i>liveoak</i>	1/day	

Philosopher

1	<i>augury</i>	1/day	
2	rational discourse	1/day	+10 circumstance bonus to bluff/diplomacy for 1 rd/lvl
3	<i>hypnotism</i>	1/day	
4	<i>augury</i>	2/day	
5	+1 int		
6	<i>modify memory</i>	1/day	
7	rational discourse	2/day	
8	<i>confusion</i>	1/day	
9	<i>augury</i>	3/day	
10	+2 int		
11	<i>hypnotism</i>	2/day	
12	rational discourse	3/day	
13	<i>modify memory</i>	2/day	
14	<i>feeblemind</i>	1/day	
15	+3 int		
16	<i>confusion</i>	2/day	
17	<i>augury</i>	4/day	
18	rational discourse	4/day	
19	<i>modify memory</i>	3/day	
20	+4 int		

Quickened

1	initiative	+2	
2	dodge bonus to AC	+1	
3	speed	+5'	
4	burst of speed	1/day	free action; gives one extra attack/rd for 5+con mod rds
5	+1 dex		when over, fatigued for remainder of encounter
6	initiative	+4	(-2 effective str/dex, cannot run or charge)
7	dodge bonus to AC	+2	
8	speed	+10'	
9	burst of speed	2/day	
10	+2 dex		
11	initiative	+6	
12	dodge bonus to AC	+3	
13	speed	+15'	
14	burst of speed	3/day	
15	+3 dex		
16	initiative	+8	
17	dodge bonus to AC	+4	
18	speed	+20'	
19	burst of speed	4/day	
20	+4 dex		

Seer

1	<i>augury</i>	1/day	
2	<i>clairaudience/clairvoyance</i>	1/day	
3	scry object	1/day	scry check (DC10), each five over DC gives info about object
4	<i>augury</i>	2/day	takes one minute
5	<i>clairaudience/clairvoyance</i>	2/day	
6	<i>divination</i>	1/day	
7	scry object	2/day	
8	<i>scrying</i>	1/day	
9	<i>augury</i>	3/day	
10	<i>clairaudience/clairvoyance</i>	3/day	
11	scry past	1/day	events in area for 1 hr/lvl, takes 1min (helpless); after, dazed 1min;
12	scry object	3/day	specific action or object (Spot DC15)
13	<i>divination</i>	2/day	5+ ranks in scry gives +2 synergy bonus
14	scry future	1/day	focus on particular course of action, takes 1min(helpless); after,
15	<i>scrying</i>	2/day	dazed 1min; particular detail (Spot DC15)
16	<i>foresight</i>	1/day	
17	<i>augury</i>	4/day	
18	scry past	2/day	
19	<i>divination</i>	3/day	
20	scry future	2/day	

Shadow Walker

1	night vision		darkvision 60'
2	shadow veil	1/day	+10 circumstance bonus to hide/move silent for 1min+1 rd/lvl
3	<i>expeditious retreat</i>	1/day	
4	<i>undetected alignment</i>	1/day	
5	<i>blur</i>	1/day	
6	shadow jump	10'	move distance shown as move= action thru shadows bypassing
7	<i>pass without trace</i>	1/day	barriers as if not there
8	shadow veil	2/day	
9	<i>expeditious retreat</i>	2/day	
10	<i>nondetection</i>	1/day	
11	<i>blur</i>	2/day	
12	shadow jump	20'	
13	shadow veil	3/day	
14	<i>expeditious retreat</i>	3/day	
15	<i>false vision</i>	1/day	
16	<i>blur</i>	3/day	
17	shadow jump	30'	
18	<i>freedom of movement</i>	1/day	
19	shadow veil	4/day	
20	<i>expeditious retreat</i>	4/day	

Steelblooded

1	weapon sense	+1	bonus on non-proficient weapons
2	strategic blow	+1	ignore DR = to this
3	offensive tactics	+1	uses full attack action, bonus to 1st attack roll or all dmg rolls that rd
4	defensive tactics		when fights defensively, only -2 to attack rolls *
5	weapon sense	+2	
6	combat endurance	1/day	gets 1 temp HP/lvl; lasts 1min; may have more than base; free act
7	furious attacks	+1	if uses double weapon or two weapons, gets bonus †
8	strategic blow	+2	
9	defensive tactics		when uses total defense, +6 dodge bonus to AC *
10	weapon sense	+4	
11	offensive tactics	+2	
12	combat endurance	2/day	
13	strategic blow	+3	
14	defensive tactics		can move base speed without suffering attacks of opportunity *
15	furious attacks	+2	
16	mastery of steel		
17	strategic blow	+4	
18	combat endurance	3/day	
19	defensive tactics		never suffers attacks of opportunity for any action *
20	strategic blow	+5	

* must be armed with a melee weapon for this to work
† other penalties still apply

Warg

			must pick bonded creature type
1	wild sense		pick low-light vision or scent; if have ll vision, becomes darkvision
2	animal companion		as per animal friendship spell, even if not normally affected by spell
3	<i>speak with animals</i>	1/day	
4	charm animal	1/day	as charm animal spell *
5	call animal	1/day	simple thoughts to companion; or call allies as per summon nature ally
6	<i>wildshape</i>	1/day	polymorph self into bonded type, not disoriented
7	improved companion		+2 HD, +2 natural armor, +1 str adj, int=6, share save throws
8	wild sense		
9	<i>speak with animals</i>	2/day	
10	<i>wildshape</i>	2/day	
11	charm animal	2/day	
12	improved companion		+4 HD, +4 nat. armor, +2 str adj, int=7, improved evasion
13	call animal	2/day	
14	<i>wildshape</i>	3/day	dire or advanced
15	<i>speak with animals</i>	3/day	
16	improved companion		+6 HD, +6 nat. armor, +3 str adj, int=8
17	charm animal	3/day	
18	<i>wildshape</i>	4/day	dire or advanced
19	call animal	3/day	
20	improved companion		+8 HD, +8 nat. armor, +4 str adj, int=9

	lvl	med (claw/bite)	small (claw/bite)
* 1st	1d4/1d2	1d3/1	
6th	1d6/1d3	1d4/1d2	
11th	1d68/1d4	1d6/1d3	

Elementalborn

1 elemental taint		*
elemental resistance	5	type per primary elemental influence
2 elemental aspect		†
3 elemental cohort	2 HD	‡‡
4 elemental aspect		
5 elemental resistance	15	2nd type
6 elemental aspect		
7 elemental cohort	4 HD	
8 elemental aspect		
9 elemental summoning		‡
10 elemental cohort	8 HD	
11 elemental aspect		
12 elemental resistance	30	3rd type
13 elemental aspect		
14 elemental summoning		
15 elemental aspect		
16 elemental resistance	40	4th type
17 elemental aspect		
18 elemental cohort	16 HD	
19 elemental aspect		
20 elemental		††

* **taint:** pick one element, get one spell like ability usable 1/day; also defines first elemental resistance

air	<i>open/close</i>	electricity
earth	<i>detect poison</i>	acid
fire	<i>flare</i>	fire
water	<i>ray of frost</i>	cold

† **aspect:** gains one of the following each time this ability comes up. First one based on primary element.

air light step: +2 move silent; char weighs 20% less (does not include equipment); may be chosen up to 5 times
breathless: can breathe while skin exposed to air; immune to gas based poisons, etc.

earth acidic secretions: acid ignores cloth/metal/wood, but dmg living tissue; anyone grappling this char takes
1d4 acid dmg/rd; unarmed strike does normal dmg+1d4 acid dmg and is considered armed
skin of stone: +1 natural bonus to AC

fire fiery metabolism: +4 fort save vs poisons/diseases, also bonus to save vs side effects of herbal concoctions
heat body: body becomes very hot; any char/enemy who touches/strikes suffers as heat metal spell
may be used 1/day / #of times chosen

water water adaptation: char gains swim spd of 1/2 norm spd; hold breath 2x normal duration
aquatic form: +4 bonus to swim checks; +1 natural armor

‡ **summoning:** as the spell *summon monster IV* & *V* except only elementals may be summoned

‡‡ **cohort:** char gains elemental cohort of listed HD, same type as primary aspect;
remains hidden until needed; never travels more than 100' from char; if destroyed a new cohort
cannot be summoned until the next HD listed is granted; if still alive when char reaches next HD
cohort advances to that HD

†† **elemental:** char treated as elemental for spells/effects/immunities; immune to all forms of elemental energy;
can communicate with all elementals regardless of language or aspect;
however, can still be brought back from the dead as a humanoid

Fellhunter

1 sense the dead	15'	spot check (DC10+1/HD of creature); senses all undead char exceeds DC of does not provoke AoO
2 touch of the living	+1	dmg to undead / 5 char lvls
3 sense the dead	20'	
4 unseen	40'	invisible to undead further than this away from char
5 sense the dead	25'	
6 disrupting attack	1/day	will save (DC15+1 per 2 char lvls) or dazed for 1d4 rds
7 sense the dead	30'	
8 unseen	30'	
9 sense the dead	35'	
10 disrupting attack	3/day	
11 sense the dead	40'	
12 unseen	20'	
13 sense the dead	45'	
14 disrupting attack	4/day	
15 sense the dead	50'	
16 unseen	10'	
17 sense the dead	55'	
18 disrupting attack	5/day	
19 sense the dead	60'	
20 grave severance		undead w/less HD than char that char hits must make will save (DC25) or die

Hunter

1 feral tracker	+1	w/out track feat, bonus to track animals, w/feat, bonus to track anything may use scent to ignore effects of surface condition, visibility and to determine creatures condition (ie wounded, mental cond, etc)
scentless		suppresses own scent, smells faintly of the outdoors
2 determined hunter	+1	bonus to 1 type of roll vs tracked creature/hr, each hr adds bonus to another roll type (ie attack/dmg/save/skill)
3 <i>detect animals or plants</i>	1/day	
4 wolf's pace		normal no penalty to wild lore at spd; duration *2;
5 feral tracker	+2	
6 determined hunter	+2	
7 <i>speak with animals or plants</i>	1/day	
8 wolf's pace		herbal profession(herbalist) check every 2 hrs success=found useful herb
9 feral tracker	+3	
10 determined hunter	+3	
11 <i>neutralize poison</i>	1/day	
12 wolf's pace		double track at hustle w/out penalty
13 feral tracker	+4	
14 determined hunter	+4	
15 <i>freedom of movement</i>	1/day	
16 wolf's pace		restful gains hp as resting even while exerting self
17 feral tracker	+5	
18 determined hunter	+5	
19 <i>commune with nature</i>	1/day	
20 wolf's pace		run track at run, allow others to keep up w/out con roll

Jack of All Trades

1	spell choice	1/day	0-lvl	not from greater evoc, greater conjure, or necro
2	spontaneous spell	1/day	0-lvl	not from greater evoc, greater conjure, or necro
3	skill boost			+2 to any one skill, must pick a different skill each time
4	ability boost			+1 to any ability, must pick a different ability each time
5	save boost			+1 to any save, must pick a different save each time
6	spell choice	1/day	1st lvl	
7	bonus feat			
8	ability boost			
9	save boost			
10	spell choice	1/day	2nd lvl	
11	skill boost			
12	ability boost			
13	spontaneous spell	1/day	1st lvl	
14	bonus feat			
15	save boost			
16	spell choice	1/day	3rd lvl	
17	skill boost			
18	ability boost			
19	spontaneous spell	1/day	2nd lvl	
20	skill boost			

Mountainborn

1 mountaineer	+4	bonus to climb, jump, & wild lore in mountains
2 <i>resistance</i>	2/day	
3 ambush	+4 hide	w/ 10min can hide self + 11 allies
4 rallying cry	1/day	if not surprised in ambush, free action; gives allies +4 to avoid surprise if they fail, still not flatfooted
5 +1 con		
6 mountaineer	+6	
7 ambush	+2 attack bonus	to first attack made from cover
8 rallying cry	2/day	
9 <i>stone shape</i>	1/day	
10 +2 con		
11 mountaineer	+8	
12 rallying cry	3/day	
13 ambush	+10 hide	+ any ally can use mtneer's hide check if its better
14 <i>stone tell</i>	2/day	
15 +3 con		
16 mountaineer	+10	
17 rallying cry	4/day	
18 ambush		attack (ranged) while hidden w/out giving away position each rd, enemies +4 spot check
19 <i>stone shape</i>	2/day	
20 +4 con		

Northblooded

1 northborn		animal empathy as class skill; +2 wild lore dealing with all things cold
2 cold resistance	5	
3 battle cry	1/day	free action, get 1 temp hp/lvl until combat is over
4 howling winds	1/day	as <i>commune with nature</i> except only get one question
5 +1 con		
6 aura of warmth		all characters w/in 10' of you get a +4 to fort save vs cold
7 battle cry	2/day	
8 howling winds	2/day	also now get two questions
9 cold resistance	15	
10 +2 con		
11 improved battle cry		+1 to all attack/dmg rolls as well
12 howling winds	3/day	gets three questions
13 frost weapon	1/day	as if weapon has frost special weapon quality
14 battle cry	3/day	
15 +3 con		
16 cold immunity		
17 battle cry	4/day	
18 greater frost weapon		as if weapon has icy burst special weapon quality
19 frost weapon	2/day	
20 +4 con		

Painless

1	painless		1 extra hp/lvl; +10 to skill checks or saves vs pain
2	last gasp 25%	+1	when reaches listed % of hp, gets bonus to all attack/dmg; stacks
3	uncaring mind	+1	bonus to will save vs enchantment spells and effects
4	knockout resistance	2	dmg resistance vs subdual dmg from injury
5	fight to the death		can fight all the way to -10 hp
6	last gasp 50%	+1	
7	uncaring mind	+2	
8	last gasp 25%	+2	
9	knockout resistance	6	
10	increased damage threshold	-20	can fight to -20 hp
11	last stand	1/day	gains SR 25, DR 25/-, energy resistance (all) 50 for 1min then drops to 1 hp from dead (ie -9, -19, -29, -39)
12	last gasp 50%	+2	
13	uncaring mind	+3	
14	knockout resistance	10	
15	increased damage threshold	-30	can fight to -30 hp
16	last gasp 25%	+3	
17	uncaring mind	+4	
18	last stand	2/day	SR 35, DR 45/-, ER 70
19	last gasp 50%	+3	
20	increased damage threshold	-40	can fight to -40 hp

Pureblood

1	master adventurer	+2	pick 3 non cha-based skills to get bonus
2	blood of kings	+2	each day pick 1: bonus to cha-based checks vs dark lord's forces bonus to cha-based checks vs shadow's enemies
3	bonus feat		
4	skill mastery		pick 1 skill, may take 10 even if circumstances don't allow each time must pick a different skill
5	ability increase		+1 to ability of choice; each time must pick different ability
6	master adventurer	+4	
7	blood of kings	+4	
8	bonus feat		
9	skill mastery		
10	ability increase		
11	master adventurer	+6	
12	blood of kings	+6	
13	bonus feat		
14	skill mastery		
15	ability increase		
16	master adventurer	+8	
17	blood of kings	+8	
18	bonus feat		
19	skill mastery		
20	ability increase		

Seaborn

1 dolphin's grace	20'	swim spd; +8 on swim checks
2 deep lungs	*3	can hold breath listed bonus * con; if already have, +1 to multiplier
save vs cold	+5	
3 aquatic blindsight	30'	can see underwater where too dark for normal vision
4 aquatic ally II	1/day	as <i>summon nature's ally</i> ; only aquatic creature, respond in 1d4+1 min
5 <i>blur</i>	1/day	
6 deep lungs	*4	
cold resistance	5	
7 dolphin's grace	40'	
8 aquatic ally III	2/day	
9 <i>fog cloud</i>	1/day	
10 aquatic adaptation		completely adapted to living underwater, may still breathe on land
11 aquatic blindsight	60'	
12 aquatic ally IV	3/day	
13 <i>displacement</i>	1/day	
14 total elemental resistance	5	
15 dolphin's grace	60'	
16 aquatic ally V	4/day	
17 aquatic emissary		can speak with any aquatic creature/animal as if in its native tongue
18 assist allies		allows allies to move norm spd underwater; 1 ally/lvl; allows them to hold breath # of min = to con mod
19 aquatic blindsight	90'	
20 aquatic ally VI	5/day	

Speaker

1	<i>comprehend languages</i>	1/day		
2	persuasive speaker	+3	bonus to all cha-based skill checks that involve speaking	
3	power word		opening	(knock) standard act; does not provoke AoO; may use 3+cha mod /day; save as per the spells
4	<i>whispering wind</i>	1/day		
5	+1 cha			
6	power word		shattering	(shatter)
7	persuasive speaker	+6		
8	<i>tongues</i>	1/day		
9	power word		conflagration	all creature w/in 10'/point of cha mod take 1d6 per rd on fire, reflex(DC 15+cha mod) to douse
10	+2 cha			
11	unstoppable voice			
12	<i>shout</i>	1/day		
13	power word		silence	
14	language savant			
15	+3 cha			
16	power word		command	all creature w/in 10'/point of cha mod will save
17	control power word			
18	<i>greater shout</i>	1/day		
19	power word		immobilize	all creature w/in 10'/point of cha mod take 1d6
20	+4 cha			

Spellsoul

1 untapped potential

2 aura

metamagic

3 magic resistance

4 metamagic

5 aura

bonus spell energy

6 metamagic

7 magic resistance

8 aura

metamagic

9 supernatural resistance

10 metamagic

11 aura

bonus spell energy

12 metamagic

13 magic resistance

14 aura

metamagic

15 magic resistance

16 metamagic

17 aura

bonus spell energy

18 metamagic

19 magic resistance

20 aura

metamagic

this character may not ever take the magecraft or spellcasting feats

gains spell energy = 1+highest mod of int/wis/cha;

may share w/spellcaster by touching the other char

1/day

enlarge

as feat

+1

extend spell

as feat

2/day

+2

reduce spell

all variables by 1/2

+2

3/day

attract

can cause any targeted spell to hit spellsoul char

empower spell

as feat

4/day

+4

maximize

as feat

+3

5/day

destroy

dispels the spell

+4

absorb spell

as attract + if saves, absorbs the spell energy

6/day

+6

redirect spell

send targeted spell to any point within its range

+5

7/day

suppress magic

nullifies all spells, spell-like abilities and
magic items w/in 30'

Sunderborn

1 blood of the planes	+4	listed bonus on all cha-based skill checks vs outsiders
2 <i>summon monster I</i>	1/day	
3 planar fury	1/day	as rage except all bonuses halved (+2str/con,+1will) & no AC penalty
4 <i>summon monster II</i>	1/day	
5 +1 str		
6 astral sight		see invisible as the spell, always on
7 <i>summon monster III</i>	1/day	
8 planar fury	2/day	
9 <i>summon monster IV</i>	1/day	
10 +2 str		
11 blood of the planes	+8	
12 <i>summon monster V</i>	1/day	
13 improved planar fury		as rage except no AC penalty (+4str/con,+2will)
14 <i>summon monster V</i>	2/day	
15 +3 str		
16 <i>summon monster VI</i>	1/day	
17 astral sight		true seeing as the spell, always on
18 planar fury	3/day	
19 <i>summon monster VII</i>	1/day	
20 +4 str		

Tactician

1 aid another	as move action instead of standard, bonus to check
2 combat overview	1/day move=; ally can avoid AoO, OR apply sneak att dmg to 1 norm att, OR avoid being flatfooted
3 coordinated initiative	1/day allows allies within 30' to use tactician's init if higher
4 coordinated attack	1/day full rd act; allies delay to tactician's init, all att same target, +1 att/dmg per ally up to max of +5
5 aid another	+1
6 combat overview	2/day
7 coordinated initiative	2/day
8 coordinated attack	2/day
9 aid another	+2
10 combat overview	3/day
11 coordinated initiative	3/day
12 coordinated attack	2/day
13 directed attack	1/day full rd act; tact applies 1/2 BAB to one ally's attack w/in 30'
14 aid another	+3
15 combat overview	4/day
16 coordinated initiative	4/day
17 coordinated attack	2/day
18 telling blow	1/day standard act; until tact next turn, all allies w/in 30' may reroll all dmg
19 aid another	+4
20 perfect assault	1/day full rd act; declared at beginning of rd; all allies w/in 30' threaten crit on any successful hit

Dwarves

Dwarves come in 2 varieties: regular and kurguns. Kurguns are dwarves who have taken to living aboveground and typically are tattooed.

+2 con, -2 cha

med

spd 20'

darkvision 60'

stonecunning

+2 to notice unusual stonework (ie sliding walls, new or unsafe construction, etc)

passing within 10' of such allows a check as if actively searching

can use search to find stonework traps only as a rogue

intuit depth

+2 natural armor

+2 saves vs poison

+2 save vs spells and spell like effects

dwarf spellcasters are -2 spell energy

+1 to attack rolls vs orcs and their kind

+1 dodge bonus to AC vs orcs

+1 to attack rolls when using axes or hammers

proficient with urutuk hatchets (racial dwarven weapon)

proficient with dwarven exotic weapons as if they were martial weapons

+2 appraise and craft when related to stone or metal items

+2 climb

+2 wilderness lore in mountains or underground

knowledge (kaladrun mountains) as a class skill

automatic languages: clan dialect, old dwarven pidgin, orcish pidgin

bonus languages: old dwarven, orcish, other clan dialect, trader's tongue

favored class: fighter (all clans)

barbarian (kurguns only)

Elves

There are four subraces of elves. Each is distinct enough to get its own description.

Caransil or wood elves

+2 dex, -2 con
 med
 spd 30'
 +2 save vs enchantment spells or effects
 +1 skill point per lvl
 low light vision
 proficient with long or short sword
 proficient with long and short bows, both composite and non
 proficient in exotic elven weapons as if they were martial weapons
 +2 listen, search and spot
 +4 climb when in trees
 knowledge (nature) & knowledge (caraheen) as class skills
 +2 on knowledge (nature) & wilderness lore in forests and woodlands
 elven spellcasters are +3 spell energy

caransil with an int of 10+ may choose 3 0-lvl spells from the wizards spell list. each spell may be cast once per day. these are inherent spell like abilities and do not require spell energy to cast.

automatic languages: high elven

bonus languages: colonial, erenlander, halfling, jungle mouth, old dwarven, orcish, trader's tongue

avored class: channeler

Danisil or jungle elves

+2 dex, -2 con
 med
 spd 30'
 +2 on will saves
 low light vision
 proficient with sepi fighting knives (racial danisil weapon)
 +1 to attack rolls when using 2 sepi in two handed fighting
 proficient with long and short bows, both composite and non
 proficient in exotic elven weapons as if they were martial weapons
 +4 listen, search and spot
 +4 climb when in trees
 +4 hide and move silent in forest, jungle and woodlands
 knowledge (nature) & knowledge (Aruun) as class skills
 +4 on knowledge (nature) & wilderness lore in forests, jungles and woodlands
 elven spellcasters are +2 spell energy

danisil with an wis of 10+ may choose 3 0-lvl spells from the druids spell list. each spell may be cast once per day. these are inherent spell like abilities and do not require spell energy to cast.

automatic languages: high elven pidgin, jungle mouth

bonus languages: colonial, erenlander, halfling, high elven, trader's tongue

avored class: wildlander

Erunsil or snow elves

+2 dex, -2 con

med

spd 30'

+2 save vs enchantment spells or effects

+1 fort save

cold resistance 5

low light vision

proficient with long sword or fighting knives

proficient with long and short bows, both composite and non

+1 to attack rolls with icewood bows

+1 to attack rolls when using traditional fighting knives in two weapon fighting

proficient in exotic elven weapons as if they were martial weapons

+2 listen, search and spot

+4 climb when in trees

knowledge (nature) & knowledge (veradeen) as class skills

+2 on knowledge (nature) & wilderness lore in forests and woodlands

elven spellcasters are +2 spell energy

erunsil with an wis of 10+ may choose 2 0-lvl spells from the druids spell list. each spell may be cast once per day. these are inherent spell like abilities and do not require spell energy to cast.

automatic languages: high elven, orcish pidgin, patrol sign

bonus languages: black tongue, erenlander, norther, orcish, trader's tongue

avored class: wildlander

Miransil or sea elves

+2 dex, -2 con

med

spd 30', swim +5 as move equivalent & +10 as full rd

+2 save vs enchantment spells or effects

can hold breath for number of rds = to 6*con

low light vision

proficient with longspear or javelin

proficient with long and short bows, both composite and non

proficient in exotic elven weapons as if they were martial weapons

+2 listen, search and spot

+4 climb when in trees

+4 swim

+2 profession (boater, fisher & sailor)

+2 craft (shipmaking)

knowledge (nature) & knowledge (miraleen) as class skills

+2 on knowledge (nature) & wilderness lore in coastal and marine environments

elven spellcasters are +2 spell energy

elves with a cha of 10+ may choose 2 0-lvl spells from the wizards spell list. each spell may be cast once per day. these are inherent spell like abilities and do not require spell energy to cast.

automatic languages: high elven, jungle mouth

bonus languages: erenlander, halfling, trader's tongue

avored class: channeler

Gnomes

+4 cha, -2 str

small (+1 ac, +1 attack, +4 hide, smaller weapons, lifting and carrying at 3/4)

spd 20' swim +5' as move equivalent & +10' as full rd

can hold breath for number of rds = to 3*con

low light vision

+1 fort saves

+2 vs spells and spell like effects

+2 profession (boater & sailor), swim, use rope

+4 wilderness lore on rivers

+4 appraise, bluff, diplomacy, and profession checks when trading

+4 bluff, forgery, gather information when smuggling

+2 perform (singing, storytelling, or playing musical instruments)

knowledge (eren river valley) as class skill

proficient with gnome exotic weapons as if martial weapons

automatic languages: trader's tongue, any other language, any one pidgin

bonus languages: any except secret languages, black tongue, courtier, and patrol sign

avored class: rogue

Halflings

There are two types of halfling, the nomadic and the agrarian.

+2 dex, -2 str

small (+1 ac, +1 attack, +4 hide, smaller weapons, lifting and carrying at 3/4)

spd 20'

low light vision

extra 1st lvl feats: endurance&toughness or

magecraft or

mounted combat

+2 on climb, jump and move silently checks

+1 on all save throws

+2 morale bonus vs fear effects

+2 spot and listen

knowledge(central erenland) as a class skill

proficiency with halfling exotic weapons as if they were martial weapons

automatic languages: colonial pidgin, halfling, orcish pidgin

bonus languages: colonial, erenlander, jungle mouth, orcish, trader's tongue

nomadic only

+2 handle animal and ride

+2 wilderness lore when in the plains or grasslands

agrarian only

+2 all non-metal and non-wood craft checks

+2 heal

all halflings with a wis of 10+ may choose two 0-lvl spells from the following list (create water, cure minor wounds, light, mending, purify food and drink). each spell may be cast once per day. these are inherent spell like abilities and do not require spell energy to cast.

avored class: channeler

Humans

There are 3 subraces of humans.

Dorn

+2 str, -2 int

med

spd 30'

+1 feat at 1st lvl, chose from weapon, armor, or fighter's bonus feat lists

+4 skill points at 1st lvl, +1 pt at additional lvls

cold resistance 5

+1 fort save

proficient with bastard sword as martial weapon

+1 to attack rolls when fighting with 5+ dorns

+1 to attack rolls with bastard swords, greatswords, greataxes and all spears

knowledge (northlands) as a class skill

+2 wilderness lore in northlands

automatic languages: erenlander, norther

bonus languages: colonial, high elven, orcish, orcish pidgin, trader's tongue

avored class: any

Erenlander

+2 stat of choice, -2 stat of choice

med

spd 30'

+2 feats at 1st lvl

+8 skill pts at 1st lvl, +2 pts at additional lvls

+4 ranks in one craft or profession skill of choice

knowledge (central erenland) as class skill

automatic languages: erenlander

bonus languages: any except secret or restricted languages

avored class: any

Sarcosan

+2 cha, -2 wis
 med
 spd 30'
 +1 feat at 1st lvl
 +4 skill pts at 1st lvl, +1 pt at additional lvls
 +1 ref save
 +4 handle animal and ride checks with horses
 +1 dmg when attacking from horseback
 don't make ride checks for guiding horses with knees
 don't make concentration checks to cast spells from horseback
 ranged attack penalties from horseback are halved, stacks with mounted archery feat
 +2 bluff, diplomacy and sense motive
 knowledge (southern erenland) as a class skill
 +2 wilderness lore on southern plains
 +2 gather information and knowledge in large cities
 proficient with cedeku (small sword sized kukri) as martial weapon
 automatic languages: colonial and erenlander
 bonus languages: courtier, Halfling, norther, orcish, orcish pidgin, trader's tongue

avored class: any

Orcs

+4 str, -2 int, -2 cha
 med
 spd 30'
 darkvision 60'
 light sensitive: -1 to attack rolls in sunlight or *daylight* spell
 nightfighting: +1 to attack rolls in no light
 proficient in vardatch
 proficient in orc exotic weapons as martial weapons
 cold resistance 5
 +1 to attack rolls when in groups of 10+ orcs
 +2 save vs spells and spell like effects
 +1 to attack rolls vs dwarves
 +2 intimidate and wilderness lore
 knowledge (northern marches) as a class skill
 automatic languages: black tongue, old dwarven pidgin, high elven pidgin, orcish
 bonus languages: any except courtier and any secret languages

avored class: barbarian

Halfbreeds

Due to the nature of Midnight, the fey races can not interbreed with humans. However there is a certain amount of it going on amongst the other races.

Dwarrow

Gnome/Dwarf mix

+2 cha

small (+1 ac, +1 attack, +4 hide, smaller weapons, lifting and carrying at 3/4)

spd 20'

(if raised among gnomes: swim +5' as move equivalent & +10' as full rd)

darkvision 60'

+2 save vs spells and spell effects

+2 save vs poison

+1 natural armor

automatic languages: as the race of the parent they grew up with

bonus languages: same

avored class: as the race of the parent they grew up with

Dworg

Orc/Dwarf

+2 str, +2 con, -2 int, -2 cha

med

spd 30'

darkvision 60'

stonecunning

+2 to notice unusual stonework (ie sliding walls, new or unsafe construction, etc)

passing within 10' of such allows a check as if actively searching

can use search to find stonework traps only as a rogue

intuit depth

minor light sensitivity: if fail save, -1 attack

bright sunlight, fort save (DC15)

daylight spell, fort save (DC of spell)

+2 all saves

dworg spellcasters are -2 spell energy

+2 to attack rolls vs orcs and their kind

+2 wilderness lore in mountains

knowledge (kaladrin mountains) as a class skill

proficient with dwarven exotic weapons as if they were martial weapons

automatic languages: clan dialect, old dwarven pidgin, orcish pidgin

bonus languages: old dwarven, orcish, other clan dialect, trader's tongue

avored class: barbarian

Elflings

Elf/Halfling

+4 dex, -2 str, -2 con

med

spd

30'

low light vision

+2 climb, heal, hide

+2 listen, search, spot

+1 on all saves

+2 wilderness lore in environment raised (forest or plains)

proficient with elf or Halfling exotic weapons as martial weapons

knowledge (central erenland OR aruun) as class skill

elflings with a wis of 10+ may choose two 0-lvl spells from the following list (create water, cure minor wounds, light, mending, purify food and drink). each spell may be cast once per day. these are inherent spell like abilities and do not require spell energy to cast.

automatic languages: Halfling, high elven pidgin, jungle mouth

bonus languages: colonial, erenlander, orcish, trader's tongue

favored class: rogue