



Amazing Races: Half-Elves!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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Racial Feats and Racial Character Traits

Several new feats are featured below for members of the half-elven race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder[®]* Roleplaying Game: Advanced Player's GuideTM

Half-Elven Feats

BELOVED OF BOTH WORLDS

Your birth heralded the happy union of human and elven homes and families, and you were raised in dual cultures.

Prerequisites: half-elf

Benefit: You may choose and gain the full benefits of any single alternate human or elven racial feature (but never standard racial features). For example, you may gain the Eye for Talent human racial feature, or the Fleet-Footed elven racial feature.

Special: If you select this feat, you may never gain the Human Spirit or Elven Spirit feats. You may not select this feat if you already possess either of the above feats.

PASS FOR ELVEN

You are often mistaken for a purebred elf, not a half-elf.

Prerequisites: half-elf

Benefit: You receive a +10 bonus on Disguise skill checks to disguise yourself as an elf, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can take 10 on your Disguise check, meaning that most people will tend to assume that you are elven unless given a reason to think otherwise.

PERFECT POLYMATH

You excel at nearly every task or vocation that you put your mind to.

Prerequisites: character level 7th, Multitalented Mastery,* half-elf

Benefit: Whenever you gain a new level, you may select and gain the benefits of one favored class ability for each class in which you possess one or more levels.

This effect is not retroactive, and applies only to class levels gained after acquiring this feat (including any class level gained when this feat is selected).

Normal: You may select only one favored class benefit per class level.

VILE PARAGON

Your drow ancestry is nearly pure.

Prerequisites: drow-blooded* and drow magic* racial traits, Half-Drow Paragon, half-elf

Benefit: Whenever you gain a new level, you may choose to gain drow favored class benefits instead of half-elven ones.

In addition, whenever you would gain a bonus feat through normal character advancement, you may instead choose and gain the full benefits of any single alternate drow racial feature (but never standard racial features).

*: See the Pathfinder® Roleplaying Game: Advanced Race Guide

Half-Elven Character Traits

BELOVED BIRTH

Your birth helped bring feuding families to peace. **Benefit**: You may select the Beloved of Both Worlds feat (see above) multiple times. Its effects do not stack. Each time that you select the Beloved of Both Worlds feat, you may choose and gain the benefits of a new human or elven racial feature. Additionally, you may take the Elven Spirit and Human Spirit feats (see the *Pathfinder® Roleplaying Game: Advanced Race Guide*) at any level (not only at 1st level), and you may select either feat even if you already possess the other.

HALF-BLOOD'S SHAME

You bitterly resent one aspect of your parentage. **Benefit**: Choose one race: humans or elves. You gain a +1 trait bonus on attack rolls against members of the chosen race. If you gain the favored enemy class feature, you must select the relevant Humanoid subtype before any other favored enemy.

HUNGRY MIND, HEALTHY BODY

You are ever broadening your skills and horizons. **Benefit**: Whenever you gain the first level in a new class (to include prestige classes), you gain 1 additional hit point.

Alternate Racial Traits

As described in the *Pathfinder*[®] *Roleplaying Game: Advanced Race Guide* TM , alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

Cosmopolitan: As persons born of diverse parentage, half- elves with this racial trait gain the Cosmopolitan feat as a bonus feat (see the Pathfinder[®] *Roleplaying Game: Advanced Player's Guide* for a description of that feat).

This racial trait replaces the adaptability trait.

Ready and Raring: Whenever a half-elf with this racial trait gains a level in his favored class, he may choose to gain a $+\frac{1}{2}$ bonus on initiative checks in place of any other favored class bonuses or benefits.

This racial trait replaces the keen senses trait.

Half-Elf Spell

Half-elves have access to the following spell.

Cultural Reflection

School enchantment (charm) [mind-affecting]; **Level** bard 1, cleric/oracle 2, mesmerist 1, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one Humanoid creature per level (see text), no two of which can be more than 30 ft. apart

Duration 10 minutes/level

Saving Throw none (see text); Spell Resistance yes

You cloud the minds of affected creatures, causing them to consider you a member of their own race and culture. Affected creatures must each share the same type and subtype. For the duration of the spell, you effectively gain the affected creatures' types and subtypes with respect to those creatures' perceptions (though you do not gain any special abilities associated with either). The affected creatures perceive you as one of their own, though your apparent size does not change (which may or may not strike the targets as unusual – while a goblin might perceive a Medium-sized caster as a hobgoblin or bugbear, a gnome feel perplexed while observing a Medium-sized or larger cultural reflection). Apart from these discrepancies, however, you look, sound, and smell, like the creature type that you emulate in the minds of the affected creatures; you even seem to adopt the mannerisms of their kind and culture automatically, and your garb changes appearance as appropriate, as though glamered.

Though there is no saving throw against this spell, any third party might simply inform affected creatures that you are not what you appear to be, granting those creatures an immediate saving throw to negate the effects of this spell. Creatures that fail this saving throw cannot be convinced for the duration of the spell (though they may still rightly assume that their perceptions have been affected by magic).

After this spell has ended – whether by an expired duration or the interference of a third party – affected creatures are at a loss to describe exactly what they perceived with regards to your appearance. Such creatures are only able to recall a vague memory of a typical member of their own race and culture. Repeated uses of this spell, therefore, can fool the same group of creatures multiple times.



Racial Archetypes

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide* [™], archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

THE WHISPERED WANDERER (Half-Elven Bard Archetype)

- A half-elf's natural wanderlust and affinity for exploring new places and cultures lends itself well to the life of a wandering bard. Never content to call any one place home, the mysterious whispered wanderer walks one such path.
- A whispered wanderer has the following class features:
- Wanderer's Shroud (Ex): A whispered wanderer is a constant companion to the open road, gaining Endurance as a bonus feat. Additionally, the wanderer's constant travels and air of mystery make it difficult to learn much about him; the DC of Diplomacy skill checks made to gather information about the wanderer is increased by 2.

This ability replaces countersong and distraction.

- Wanderlust (Ex): At 2nd level, the whispered wanderer may select a type of favored terrain as a ranger of equal level. While within this terrain, the whispered wanderer may, as a move action, grant a +2 bonus on Climb, Stealth, Perception, and Survival skill checks made by all allies within 30 ft. who can see and hear him. This bonus lasts for a number of rounds equal to the bard's Wisdom modifier (minimum 1). At 3rd level (and again at every character level thereafter), the bard can choose a new favored terrain in place of this one. The whispered wanderer must choose whether or not to swap his favored terrain at the time that he gains each new level; he may not delay the decision until later in his adventuring career.
- If the whispered wanderer has the terrain mastery class feature granted by the horizon walker prestige class, these bonuses stack with the bonuses granted by that class feature. Furthermore, if the wanderer possessed a terrain mastery associated with this favored terrain, he may swap that ter-

rain mastery to match the one associated with his new favored terrain should he choose one at any given level.

This ability replaces versatile performance.

Wild Magic (Ex): At 5th level, a whispered wanderer may add a single spell from the ranger spell list to his list of bard spells. The level of the spell may not be higher than the highest level bard spell that the whispered wanderer can cast. If the chosen spell does not have a verbal component, it gains one. The bard may choose a second spell at 11th level, and a third at 17th level.

This ability replaces lore master.

Whisper to the Wind (Su): At 10th level, the whispered wanderer gains a supernatural ability to sow myth and cultivate an air of mystery among enemies and rivals. Whenever any creature attempts to use the Diplomacy skill to gather information about the bard and fails the check by 5 points or more, the whispered wanderer becomes supernaturally aware of the attempt, and may whisper a fact or rumor into the wind. If he does, the inquiring creature learns the selected rumor instead of any relevant or true information (though this act has no impact on whether or not that creature believes what he or she hears). If pressed, the inquiring creature can never remember exactly from whom he heard the rumor, or where.

This ability replaces jack-of-all-trades.

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