

GateWalker

RACES OF THE WASTES I



RT WYNTER



GateWalker: GW004 – Races of the Wastes I

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RACES

Sundered Human

Prior to the Ender-Day humankind had advanced their understanding of science and medicine to the point where disease and illness were easily treated. They had also begun dabbling in genetic manipulation of both themselves and the world around them. Their descendants have a bit more oomph than humans found in other parts of the multiverse.

Human Racial Traits (11 RP)

+2 to One Ability Score (0 RP): Sundered Human characters get a +2 bonus to an ability score of their choice.

Medium (0 RP): Sundered Humans are Medium creatures and have no bonuses or penalties due to their size.

Human (0 RP): Sundered Humans count as human.

Normal Speed (0 RP): Sundered Human shave a base speed of 30 feet.

Bonus Feat (4 RP): Sundered Humans select one extra feat at 1st level.

Skill Training (1 RP): Sundered Humans pick two skills. These skills are always considered class skills.

Skilled (4 RP): Sundered Humans gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level.

Survivor (1 RP): Sundered Humans gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Languages (1 RP): Sundered Humans begin play speaking English. Sundered Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Sundered Human Feats

Sundered Humans have access to the following feats.

Courageous Heart

Some humans exemplify courage and fearlessness.

Prerequisite: Human.

Benefit: You gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, you may reroll and use the second result.

Touched by Magic

Some, long-dormant, magic has woken within you.

Prerequisites: Cha 10; human.

Benefit: Choose a 0-level spell from the sorcerer/wizard spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is 10 + your Charisma modifier.

Wasteland Soul

A lifetime spent wandering the wastes makes you resistant to efforts to pry inside of your mind.

Prerequisite: Human.

Benefit: Once per day, when you roll a Will save, you may roll twice and take the better result.

Sundered Human Vital Statistics

Random Starting Age

Adulthood: 15 years, Intuitive: +1d4, Self-Taught: +1d6, Trained: +2d6.

Aging Effects

Middle Age: 35 years, Old: 53 years, Venerable 70 years, Maximum Age: 70 + 2d20 years.

Random Height and Weight, female

Base Height: 4 ft. 5 in., Base Weight: 85 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

Base Height: 4 ft. 10 in., Base Weight: 120 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Cyborg

Normal humans that have undergone cybernetic reconstruction. Their bodies are now more machine than organic.

Cyborg Racial Traits (13 RP)

+4 Strength, +2 Constitution, -4 Charisma (3 RP): The transformation into a cyborg grants great physical strength and fortitude but leaves one detached from the rest humanity.

Medium (0 RP): Cyborgs are Medium creatures and have no bonuses or penalties due to their size.

Augmented (0 RP): Cyborgs count as both human and construct (robot).

Bionic Legs (1 RP): Cyborgs have a base speed of 40 feet.

Full Conversion (6 RP): Cyborgs can exceed the normal limitations on cybertech implantation.

One slot of the Cyborg's choosing can accommodate an additional cybertech device. This happens at 1st level and again at every even character level (2, 4, 6, etc.). No single slot can hold more than three pieces of cybertech, save the body slot which can hold up to four.

Also, the cyborg's Intelligence and Constitution are both considered to be 4 higher for the purpose of their maximum implantation value.

Imposing Visage (2 RP): Cyborgs gain a +2 racial bonus on Intimidate.

Sterner Stuff (2 RP): All cyborgs gain Endurance as a bonus feat at 1st level.

Sturdy Construction (1 RP): Cyborgs receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Tenuous Connection (-2 RP): The loss of the great majority of their natural body strains their link to the mystical world, thus Cyborgs make poor spellcasters. They receive a 20% spell failure change on all spellcasting (arcane, divine, and occult), spell-like abilities, and when using spell-completion and spell-trigger items. This penalty stacks with all others and is not considered to come from armor.

Languages (1 RP): Cyborgs begin play speaking English. Cyborgs with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Cyborg Alternate Racial Traits

The following racial traits may be selected instead of existing racial traits.

Built for Speed: Some cyborgs are designed for speed and agility and gain a +4 to their Dexterity. This trait replaces a cyborg's +4 to Strength.

Infiltrator: Some cyborgs are built with bio-organic skin and made to appear as normal humans. Usually these are lighter and shorter models. Such cyborgs gain a +2 to disguise.

This trait replaces imposing visage.

Slave Borg: A surprising number of people do not choose to become cyborgs. Unscrupulous warlords force conversion on some to make an impressive laborer. These cyborgs receive a +4 to Constitution and a +2 to Strength.

This trait replaces a cyborg's +4 to Strength and +2 to Constitution.

Cyborg Vital Statistics

Random Starting Age

Adulthood: 15 years, Intuitive: +1d4, Self-Taught: +1d6, Trained: +2d6.

Aging Effects

Middle Age: 50 years, Old: 125 years, Venerable 200 years, Maximum Age: 200 + 2d20 years.

Random Height and Weight, female

Base Height: 5 ft. 5 in., Base Weight: 185 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

Base Height: 5 ft. 10 in., Base Weight: 220 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Mutant

Mutants are normal humans that have been altered in some way. They may have been exposed to strange energies, weird dimensions, genetically altered, or any number of other mutating factors. They usually have one or more strange physical features that sets them apart from their non-mutant fellows (horns, tail, odd color skin, etc). However, they also gain strange mutant powers in the trade off. Mutants may have started life as a normal human encountering the mutation inducing factor later in life, or they may have inherited their mutations from one or both parents.

Mutant Racial Traits (11 RP)

+2 to One Ability Score (0 RP): Mutant characters get a +2 bonus to an ability score of their choice.

Medium (0 RP): Mutants are Medium creatures and have no bonuses or penalties due to their size.

Human (0 RP): Mutants count as human.

Normal Speed (0 RP): Mutants have a base speed of 30 feet.

Mutant Powers (6 RP): Members of this race gain two mutant abilities. Roll twice on the Mutant Power table below. Re-roll any duplicate rolls.

Skilled (4 RP): Mutants gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level.

Unusual Appearance (0 RP): Mutants have a wide variety of physical characteristics. Roll or select up to three traits from the Unusual Appearance table below.

Languages (1 RP): Mutants begin play speaking English. Mutants with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Mutant Vital Statistics

Random Starting Age

Adulthood: 15 years, Intuitive: +1d4, Self-Taught: +1d6, Trained: +2d6.

Aging Effects

Middle Age: 35 years, Old: 53 years, Venerable 70 years, Maximum Age: 70 + 2d20 years.

Random Height and Weight, female

Base Height: 4 ft. 5 in., Base Weight: 85 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

Base Height: 4 ft. 10 in., Base Weight: 120 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

D20 Mutant Unusual Appearance

- | | |
|----|--|
| 1 | One or more horns. |
| 2 | Unusual skin (tough, scaly, etc.). |
| 3 | No body hair. |
| 4 | Fur (short or long). |
| 5 | Unusual teeth or fangs. |
| 6 | Unusual ear shape and/or size. |
| 7 | Hair replaced with feathers, crystals, etc. |
| 8 | Vestigial wings. |
| 9 | Tail (your choice of type). |
| 10 | Unusual skin color. |
| 11 | Unusual hair color. |
| 12 | Unusual eye color. |
| 13 | Pupil-less eyes or eyes one solid color. |
| 14 | One or both eyes larger than normal. |
| 15 | Single eye or one or more extra eyes. |
| 16 | One or more vestigial tentacles. |
| 17 | Unusual hands and/or feet. |
| 18 | Odd facial features (cat-like, bird-like, etc.). |
| 19 | Unusually shaped head. |
| 20 | Body covered with unusual growths (lumps, oozing sores, spines, crystals, etc.). |

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Mutant Powers

- | | |
|----|---|
| 1 | Once per day, you can move at double your normal speed for 1 round. |
| 2 | You gain a Swim speed of 30 feet. |
| 3 | You can breathe both thin and stale air without ill effects, and you never suffer from altitude sickness. |
| 4 | Once per day, you can use fog cloud as a spell-like ability. |
| 5 | You gain an additional +2 racial bonus to your Strength score. |
| 6 | You can cast create water three times per day as a spell-like ability. |
| 7 | You can use mage hand three times per day as a spell-like ability. |
| 8 | You gain a +2 racial bonus on all Acrobatics checks. |
| 9 | You can cast shield other once per day as a spell-like ability. |
| 10 | You gain acid resistance 5. |
| 11 | You possess claws that are treated as natural weapons and deal 1d4 points of damage. |
| 12 | You gain a +2 racial bonus on saving throws against charm effects. |
| 13 | You can use minor image three times per day as a spell-like ability. |
| 14 | You can mimic the sound of any animal perfectly. |
| 15 | You gain a +1 bonus on all Will saving throws. |
| 16 | You have oversized limbs, allowing you to use Large weapons without penalty. |
| 17 | Any creature that bites you must succeed at a DC 12 Fortitude save or become sickened for 1d4 rounds. |
| 18 | You gain a +2 racial bonus on all Climb checks. |
| 19 | You gain an additional +2 racial bonus to your Dexterity score. |
| 20 | You possess great luck. Once per day, you can reroll one die roll. You must take the result of this second roll. |
| 21 | You gain fire resistance 5. |
| 22 | Your anatomy is slightly unusual, giving you a 15% chance to ignore critical hits made against you. |
| 23 | You heal double the normal amount of hit points while resting. |
| 24 | You gain a +2 bonus on saving throws made against disease. |
| 25 | Your body exudes painfully freezing cold. Any creature that grapples you takes 1d4 points of cold damage per round. |
| 26 | You are always comfortably cool. You gain a +4 racial bonus to resist environmental heat effects. |
| 27 | Your base land speed increases by +5 feet. |
| 28 | When targeted by lesser restoration or another spell or effect that cures temporary ability damage, you heal an extra +1 point of temporary ability damage. |
| 29 | You gain DR 2/bludgeoning. |
| 30 | You gain a +2 racial bonus on all Disguise checks. |
| 31 | You can cast whispering wind once per day as a spell-like ability. |
| 32 | You can communicate telepathically with any sentient creature with which you are in contact. |
| 33 | Nonmagical insects never bite or sting you unless magically compelled to do so. |
| 34 | You gain a +2 bonus on saving throws made against fear. |
| 35 | You gain an additional +2 racial bonus to your Constitution score. |
| 36 | Once per day, you can breathe frosty air in a 10-foot cone. This acts as a breath weapon that deals a number of points of cold damage equal to 1d4 + $\frac{1}{2}$ your level, to a maximum of 1d4+5. |
| 37 | Your body produces intense, searing heat. Any creature that grapples you takes 1d4 points of fire damage per round. |
| 38 | You gain DR 2/silver. |
| 39 | You can understand any written material as though under the effects of comprehend languages. |
| 40 | You possess a bite that is treated as a natural weapon and deals 1d4 points of damage. |
| 41 | You gain a +2 racial bonus on all Escape Artist checks. |
| 42 | You can cast remove disease once per day as a spell-like ability. |
| 43 | Once per day, you can spend a full-round action eating from a corpse to regain 1d6+1 hit points. |
| 44 | You can cast mending three times per day as a spell-like ability. |
| 45 | You gain cold resistance 5. |
| 46 | You can speak to horses and other equine animals. |
| 47 | You can levitate yourself plus 10 pounds at will, as per the spell levitate. This is a supernatural ability. |

48	You can cast blessing of courage and life (see the Advanced Player's Guide) once per day as a spell-like ability.	74	At will, you can spend a full-round action concentrating to receive the benefits of tremorsense 60 feet for 1 round.
49	You gain an additional +2 racial bonus to your Intelligence score.	75	You gain a +2 bonus on saving throws made against mind-affecting effects.
50	Once per day, touch a creature to change its condition from exhausted to fatigued, or from fatigued to normal.	76	You gain a +2 bonus on saving throws against nausea.
51	You do not need to sleep. You are not immune to sleep effects.	77	You are unusually short, granting you all the standard traits of a Small creature.
52	You gain a +2 racial bonus on all Perception checks.	78	You gain a +2 racial bonus on all Handle Animal checks.
53	You are always comfortably warm. You gain a +4 racial bonus to resist environmental cold effects.	79	You can eat and gain nourishment from dirt, earth, mud, and sand.
54	Your skin is spiky. Any creature that attempts to grapple you takes 1d4 points of damage.	80	Your skin is unnaturally tough, granting you a +1 natural bonus to your AC.
55	You gain DR 2/slashing.	81	You gain an additional +2 racial bonus to your Charisma score.
56	You gain sustenance from sunlight. Standing in direct sunlight for half an hour nourishes you as though you had just eaten a hearty meal. You still need to drink water.	82	You gain a +2 racial bonus on one Knowledge skill of your choice.
57	You can survive on one-quarter the amount of food and water a human requires.	83	Once per day, you can spit acid. This glob deals 1d4 points of acid damage and has a range increment of 5 feet.
58	You gain a +2 bonus to your CMD.	84	You gain DR 2/cold iron.
59	You gain electricity resistance 5.	85	You can use detect evil, as per the spell, three times per day.
60	Once per day, you can produce a sharp barb from your body. This barb is removable and is treated as a dagger.	86	You possess the scent special ability.
61	You gain a +1 bonus on all Reflex saving throws.	87	You can see creatures on the Ethereal Plane.
62	You can burrow through dirt, sand, and loose gravel at a rate of 5 feet per round.	88	You gain a +2 racial bonus on combat maneuver checks.
63	You gain a +2 racial bonus on all Fly checks.	89	Once per day, you can use death knell as a spell-like ability.
64	You gain a +2 racial bonus on all Stealth checks.	90	You gain a +1 bonus on all Fortitude saving throws.
65	You gain an additional +2 racial bonus to your Wisdom score.	91	You have a natural fly speed of 20 feet (poor).
66	You gain a +2 racial bonus on all Sense Motive checks.	92	You receive +1 bonus hit point per level.
67	You do not lose consciousness until you are reduced to –5 hit points.	93	You gain DR 2/magic.
68	You gain a +2 bonus on saving throws made against gaze attacks.	94	You gain a +2 bonus on saving throws made against poison.
69	You can hold your breath for 3 rounds longer than normal.	95	You are immune to magic sleep and paralysis effects.
70	You are healed by both positive and negative channeled energy.	96	You gain DR 2/piercing.
71	You have spell resistance equal to 10 + 1/2 your Hit Dice.	97	You gain sonic resistance 5.
72	You gain a +2 racial bonus on all Swim checks.	98	Once you've reached adulthood, you never appear to age, although you take aging penalties normally and die when it is your time.
73	You are invisible to all unintelligent undead. This is a supernatural ability.	99	You can use deathwatch three times per day as a spell-like ability.
		00	You can speak to insects.

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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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