

GateWalker

RACES OF THE WASTES II



RT WYNTER



GateWalker: GW005 – Races of the Wastes II

Designer: RT Wynter

Design Consultant: Paul Avistan

Editing & Playtesting: John “Buck” Buchanan, Jennifer Hansen, Natasha Mariska, Elora Probyn, Rebecca Ryan

Special thanks to anyone who has been a part of the PPRPGS, Team Duffle, and The Captain’s Crew

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See [/pathfinderRPG](#) for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See [/pathfinder/rpg/compatibility](#) for more information on the compatibility license.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

GW005 – Races of the Wastes II © 2018, Aeon Forge. All Rights Reserved. Aeon Forge, the Aeon Forge logos, Vault of Heroes, the Vault of Heroes logos, GateWalker, the GateWalker logos, Boundless Magic, and the Boundless Magic logos are trademarks of RT Wynter.



Aeon Forge
aeonforge.wixsite.com/home
AeonForge@outlook.com

RACES

Dragonling

No one is sure if Dragonlings are actually young dragons or another species all their own. They possess two different forms; one is that of a dragon (although much smaller and less deadly), the other is that of a specific other humanoid creature (usually human, but other medium size humanoids have been recorded). They tend to hide in this second form exploring, observing, learning. When their true identity is finally revealed they are always unwilling to speak about their race and origins.

Dragonling Racial Traits (16 RP)

+4 intelligence, +2 Strength, +2 Dexterity, +2 Constitution, -2 Wisdom (4 RP): are naturally bright and physically impressive but seem unfamiliar and even naïve about the world.

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

Dragon (10 RP): Whether true dragons or not dragonlings count as dragons.

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

Darkvision (0 RP): Dragonlings have darkvision 60

Low-light Vision (0 RP): Dragonlings have low-light vision.

Dragon Immunities (0 RP): Dragonlings are immune to magical sleep effects and paralysis effects.

Energy Resistance (1 RP): Dragonlings pick one of the following energy types: acid (earth), cold (water), electricity (air), or fire (fire). They gain resistance 5 to the corresponding energy type

Elemental Vulnerability (-2 RP): Dragonlings pick one of the following energy types, that they did not pick for energy resistance: acid, cold, electricity, or fire. They gain vulnerability to the chosen energy type.

The Facade (3 RP): Dragonlings can assume the appearance of a single form of a single humanoid race

of its size. The form is static and cannot be changed each time it takes this form. The creature gains a +10 racial bonus on Disguise checks made to appear as the member of the race whose appearance it assumes. Changing its shape is a standard action. This trait otherwise functions as alter self, save that the creature does not adjust its ability scores.

Languages (0 RP): Dragonlings begin play speaking Draconic and English. Dragonlings with high Intelligence scores can choose from the following: Salarian, Aquan, Auran, Celestial, Ignan, Sylvan, and Terran.

Dragonling Feats

Dragonlings have access to the following feats.

Armored Scales

Your hide toughens.

Prerequisites: Dragonling.

Benefit: You gain a +1 natural armor bonus to your armor class.

Breath Weapon (Su)

You gain a draconic breath weapon.

Prerequisites: Dragonling, character level 7th.

Benefit: You gain a breath weapon. Using a breath weapon is a standard action that does not provoke attacks of opportunity. You can use your breath weapon once per day. Creatures within the area of your breath weapon who succeed at a Reflex saving throw (DC 10 + your character level + your Constitution modifier) take only half damage.

Your breath weapon deals 6d6 damage of the same energy type that you chose for your energy resistance. You can fire either a 30-foot line or a 15-foot cone when you use your breath weapon.

Fang and Nail

One of your natural attack forms manifest.

Prerequisites: Dragonling.

Benefit: Choose one: you gain a natural bite attack that deals 1d6 piercing damage or you gain two natural claw attacks that deal 1d4 slashing damage each. You can only use these attacks while in your natural dragonling form.

Special: You may select this feat a second time and choose the other option.

Greater Resistance

Your energy resistance improves.

Prerequisite: Dragonling, energy resistance class feature.

Benefit: Your energy resistance increases to 10.

Wings

You strengthen your wings and are now ready to fly.

Prerequisites: Dragonling, Str 13, character level 7th.

Benefit: Your gain a racial fly speed of 60 (average).

Dragonling Vital Statistics

Random Starting Age

Adulthood: 100 years, Intuitive: +4d6, Self-Taught: +6d6, Trained: +10d6.

Aging Effects

Middle Age: 200 years, Old: 400 years, Venerable 600 years, Maximum Age: 600 + 4d% years.

Random Height and Weight, female*

Base Height: 5ft. 4in., Base Weight: 170 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Random Height and Weight, male*

Base Height: 5ft. 0in., Base Weight: 140 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

* Height and weight are for the humanoid form. When in dragon form weight remains the same but height becomes length plus an additional 50% of tail.

Mogril

Mogril are a race of genetically altered humanoid canines. Descended from modern-day dogs and wolves. They were one of humankind's first experiments in giving animals higher intelligence and a more human-like appearance. This race covers both

the descendants of the first pre-cataclysm experiments that breed true and those newly created. In general, mogrils are loyal and true and have an almost supernatural ability to track their quarry.

Mogril Racial Traits (10 RP)

+2 Constitution, +2 Wisdom, and -2 Intelligence (0 RP): Mogrils are hardy and perceptive but sometimes slow on the uptake.

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

Mogril (0 RP): Mogrils are humanoids with the mogril subtype.

Fast (1 RP): Mogrils have a base speed of 40 feet.

Low-Light Vision (1 RP): Mogrils can see twice as far as humans in conditions of dim light.

Scent (4 RP): Mogrils gain the scent ability.

Tracker (4 RP): Mogrils gain a +2 racial bonus on perception and survival.

Languages (0 RP): Mogrils begin play speaking English. Mogrils with high Intelligence scores can choose from the following languages: German, Japanese, Spanish, Draconic, Goblin, Sylvan, and Undercommon.

Mogril 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: 4ft. 5in., Base Weight: 85 lbs., Modifier: 2d8, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

Base Height: 4ft. 10in., Base Weight: 120 lbs., Modifier: 2d8, Weight Multiplier: x 5 lbs.

Pale Ones

Tall, gaunt, and completely hairless the beings known as Pale Ones are often mistaken for ghouls or similar undead monstrosities. Their death-like pallor, vicious claws, and sharp fangs do not help the matter any, nor does the fact that the great majority of their species behave exactly like carrion feasting ghouls making their reputation a well-deserved one.

Only a handful, the most intelligent, are civilized enough to want to interact with other sentient beings. Most end up as bounty hunters, criminals, mercenaries, and other scoundrel types.

The pale ones, although short lived individually, are an ancient race with origins dating back to the first age. In fact, if the pale ones are to be believed, their race predates humanity. This includes the enigmatic humans known as the last-born. Coincidentally, the pale ones and the last-born almost never get along. In general, the two species are considered mortal enemies.

Pale One Racial Traits (11 RP)

+2 Constitution, +2 Dexterity, and -2 Charisma (0 RP): Even though they do not look it, pale ones are exceptionally hardy and surprisingly nimble. They do lack a bit in the table-manners area though.

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

Pale One (0 RP): Pale Ones are humanoids with the pale one subtype.

Fast (1 RP): Pale Ones have a base speed of 40 feet.

Low-Light Vision (1 RP): Pale Ones can see twice as far as humans in conditions of dim light.

Darkvision (2 RP): Pale Ones can see in the dark up to 60 feet.

Bite (1 RP): Pale ones gain a natural bite attack, dealing 1d3 damage. The bite is a primary attack, or a secondary attack if the pale one is wielding manufactured weapons.

Claws (2 RP): Pale Ones receive two claw attacks. These are primary natural attacks that deal 1d4 damage each.

Eater of the Dead (2 RP): Pale Ones can eat and gain nourishment from carrion, raw, spoiled, and rotting meat.

Furthermore, once per day, a pale one can spend a full-round action eating from a corpse to regain 1d6+1 hit points.

Scent (4 RP): Pale Ones gain the scent ability.

Light Blindness (-2 RP): Abrupt exposure to bright light blinds a pale one for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Languages (0 RP): Pale Ones begin play speaking Aklo. Pale Ones with high Intelligence scores can choose from the following languages: English, Solarian, Goblin, and Undercommon

Pale One Vital Statistics

Random Starting Age

Adulthood: 12 years, Intuitive: +1d4, Self-Taught: +1d6, Trained: +2d6.

Aging Effects

Middle Age: 20 years, Old: 30 years, Venerable 40 years, Maximum Age: 40 + 1d20 years.

Random Height and Weight, female

Base Height: 5 ft. 4 in., Base Weight: 90 lbs., Modifier: 2d6, Weight Multiplier: x 3 lbs.

Random Height and Weight, male

Base Height: 5 ft. 4 in., Base Weight: 100 lbs., Modifier: 2d8, Weight Multiplier: x 3 lbs.

Psion

Psions are humans who have developed innate psychic abilities.

Psion Racial Traits (11 RP)

+2 Intelligence, +2 Charisma, -2 Strength (0 RP):

Psions are smart and personable but physically weak.

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

Human (0 RP): Psions count as human.

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

Mind Blade (6 RP): Psions can summon a mind blade as a standard action. This functions as a flame blade spell except the psion selects the type of energy damage each time the blade is summoned: acid, cold, electricity, or fire. The psion uses her total character level as her caster level. This is considered an occult spell.

Minor Psychic (4 RP): Psions can cast detect secret doors, detect thoughts and, mage hand once each per day, using her total character level as her caster level. These are considered occult spells.

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

Psion Feats

Psions have access to the following feats.

Psychic Talent

Your psychic powers are greater than others.

Prerequisites: Psion, minor psychic racial talent.

Benefit: You may use prestidigitation as a spell-like ability at will, and add see invisibility and shield to the spell-like abilities that you may use once each per day. Your caster level is equal to your character level. These are considered occult spells.

Improved Talent

Your psychic talents continue to improve.

Prerequisites: Cha 13, Psychic Talent, psion, minor psychic racial talent.

Benefit: You may use your detect secret doors, detect thoughts, mage hand, see invisibility, and shield spell-like abilities twice per day.

Greater Talent

You have mastered your lesser psychic abilities.

Prerequisites: Cha 13, Improved Talent, Psychic Talent, psion, minor psychic racial talent.

Benefit: Your prestidigitation spell-like ability is now constant. You may use your detect secret doors, detect thoughts, mage hand, see invisibility, and shield spell-like abilities at will.

Major Psychic

You have unlocked a new psychic talent.

Prerequisites: Cha 13, Wis 13, Greater Talent, Improved Talent, Psychic Talent, psion, minor psychic racial talent.

Benefit: Select one of the following: clairaudience/clairvoyance, fly, or suggestion. You may use this spell once per day as a spell-like ability. Your caster level is equal to your character level. These are considered occult spells.

Psion 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.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balseley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.



aeonforge.wixsite.com/home



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.

- Boundless Magic -
An ever-growing compendium of magic items, spells, and options.



VAULT OF HEROES

- Vault of Heroes -
Pre-generated characters ready to pick up and play. Just add your own name and backstory.



Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Aeon Forge, GateWalker, Boundless Magic, Vault of Heroes, and their logos are trademarks of RT Wynter