

GateWalker

RACES OF THE WASTES IV



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GateWalker: GW008 – Races of the Wastes IV

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RACES

Nightwing

When the ancient humans of earth finally unlocked the science of genetic manipulation, they gave the gift of sapience to many of earth's native animals. The most common of these are the canine mogril, but second in numbers are the catlike nekojen and the bat-based nightwing.

Nightwing are mutated humanoid bats. In spite of their sometimes-frightening appearance most nightwing are caring, companionate, and friendly. They make fast friends, loyal companions, and forge long-lasting bonds.

Nightwing are stealthy and quiet and, like most of the bat species they are descended from, they possess excellent vision in addition to their sound-based echolocating capabilities.

Nightwing Racial Traits (11 RP)

+2 Dexterity, +2 Charisma, -2 Strength (0 RP): Nightwing are elusive and friendly but lack physical strength.

Small (0 RP): Nightwing are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Nightwing (0 RP): Nightwing are humanoids with the nightwing subtype.

Base Speed (10 RP): Nightwing have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Echolocation (2 RP): Nightwing echolocation gives them the equivalent of Darkvision 60.

Nocturnal (1 RP): Strix gain a +2 racial bonus on Perception and Stealth checks in dim light or darkness.

Low-Light Vision (1 RP): Nightwing have low-

light vision, allowing them to see twice as far as humans in conditions of dim light.

Light Sensitivity (-1 RP): Nightwing are dazzled as long as they remain in an area of bright light.

Sound Vulnerability (-2 RP): Nightwing suffer a -2 penalty to saving throws versus sound-based effects and possess vulnerability to sonic attacks.

Languages (0 RP): Nightwing begin play speaking Auran and English. Those with high Intelligence scores can choose from the following: Aquan, Draconic, Giant, Gnome, Goblin, Sylvan, and Terran.

Feats

Nightwing have access to the following feats.

Nimble Wings

Through practice you improve your fly speed.

Prerequisites: Nightwing, fly 8 ranks.

Benefit: Your fly speed increases to 70(good).

Perfect Wings

You have reached the pinnacle of winged flight.

Prerequisites: Nightwing, fly 14 ranks, nimble wings.

Benefit: Your fly speed increases to 80(perfect).

Vital Statistics

Random Starting Age

Adulthood: 20 years, Intuitive: +2d4, Self-Taught: +3d6, Trained: +4d6.

Aging Effects

Middle Age: 50 years, Old: 75 years, Venerable 100 years, Maximum Age: 100 + 5d20 years.

Random Height and Weight, female

Base Height: 2ft. 8in., Base Weight: 30 lbs., Modifier: 2d4, Weight Multiplier: x 1 lbs.

Random Height and Weight, male

Base Height: 2ft. 8in., Base Weight: 30 lbs., Modifier: 2d4, Weight Multiplier: x 1 lbs.

Omah

The mystically powerful omah have dwelt here on earth for ages. They have kept themselves secreted away deep within the wilderness hiding within closed communities. Cousins to the larger and more feral sasquatch the omah have always preferred an isolated existence. Omah seem to have a divine and spiritual connection to the world around them.

Although they have no bias or restriction on which path they take in life, most omah adventurers will be druids, hunters, oracles, rangers, shaman, or shifters. However, there are many brawlers and sorcerers among adventuring omah as well.

Omah Racial Traits (10 RP)

+2 to Strength, +2 to Wisdom, and -2 Charisma (0 RP): Omah are strong and wise but also aloof.

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

Sasquatch (0 RP): Omah are humanoids with the sasquatch subtype.

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

Ancient Magic (3 RP): Omah gain a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus on dispel checks.

Darkvision 120 Feet (3 RP): Omah can see in the dark up to 120 feet.

Low-Light Vision (1 RP): Omah can see twice as far as a race with normal vision in conditions of dim light.

Woodland Stride (1 RP): Omah can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Undergrowth that has been magically manipulated to impede movement functions normally.

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

Omah Alternate Racial Traits

The following racial traits may be selected instead of existing racial traits. Consult your GM before selecting any of these new options.

Heightened Senses: Some omah have more sasquatch in them and gain the scent ability. This trait replaces ancient magic and low-light vision.

Yeti-Born: Omah born in frozen northern lands have white fur and can move through snow, ice, and arctic terrain at normal speed and without taking damage or suffering any other impairment. Terrain that has been magically manipulated to impede movement functions normally. This trait replaces woodland stride.

Omah Vital Statistics

Random Starting Age

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

Aging Effects

Middle Age: 175 years, Old: 263 years, Venerable 350 years, Maximum Age: 350 + 4d% years.

Random Height and Weight, female

Base Height: 5ft. 6in., Base Weight: 160 lbs., Modifier: 2d10, Weight Multiplier: x 7 lbs.

Random Height and Weight, male

Base Height: 5ft. 9in., Base Weight: 180 lbs., Modifier: 2d10, Weight Multiplier: x 7 lbs.

Nekojen

Nekojen are humanoid mutant felines originally genetically altered from common house cats and other small felines.

Nekojen Racial Traits (10 RP)

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

Nekojen are agile and smart but physically weak.

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

Catfolk (0 RP): Nekojen are humanoids with the catfolk subtype.

Fast (2 RP): Nekojen have a base speed of 50 feet.

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

Low-Light Vision (1 RP): Nekojen have low-light vision allowing them to see twice as far as humans in dim light.

Natural Stalker(4 RP): Nekojen receive a +2 racial bonus on Perception checks. They also receive a +1 racial bonus on Stealth and Survival checks.

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

Nekojen Alternate Racial Traits

The following racial traits may be selected instead of existing racial traits. Consult your GM before selecting any of these new options.

Alley Cat: Whenever a nekojen is reduced to half its hit points or fewer and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces natural stalker.

Battle Cat: If the hit points of a nekojen with this trait fall below 0 but he is not yet dead, he can continue to fight. If he does, he is staggered, and loses 1 hit point each round. He still dies when his hit points reach a negative amount equal to his

Constitution score. This racial trait replaces natural stalker.

Shadow Cat: When a nekojen with this trait reaches 9th level in any combination of classes, she gains the ability to use shadow walk (self only) as a spell-like ability once per day, and at 13th level, she can use plane shift (self only to the Shadow Plane or the Material Plane only) as a spell-like ability once per day. The caster level of these spell-like abilities is equal to the user's character level. However, the nekojen's base speed is reduced to 40.

This racial trait replaces natural stalker.

Nekojen Feat

Nekojen have access to the following feat.

Cat's Luck (Ex)

Prerequisites: Nekojen.

Benefit: Once per day when a nekojen makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Nekojen 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.

Trine

These four-armed humanoids are either mutant humans that have bred true or are a species of humans from an alternate dimension.

Trines divide themselves into four castes: soldier, worker, breeder, and exile. Despite this obvious division within their society all the castes have equal weight and power within trine society. Ruling bodies are made up of equal parts of all castes. They see each other as different cogs within the same greater machine. The only exception to this is the exile caste. As the name infers, exiles have no place in trine society.

Trines value efficiency and practicality. They strive to do nothing that they consider superfluous or unnecessary. Thus, normal trines do not make art or music, nor do they engage in recreational activities that do not have a secondary purpose. This makes physical sports, weapon practice, and strategy games similar to chess and go the most common activities when a trine is not engaged in their chosen profession.

Exiled trines are almost always cast out based on their interest in useless activities and concepts such as art, music, poetry, philosophy, religion, or similar “inefficient” notions. Only about 1 in 10 exiles are cast out for criminal behavior.

Adventurous trines are made up of all four castes. However, exiles are far more likely to be encountered as adventurers.

Trine Racial Traits (11 RP)

+2 to One Ability Score (0 RP): Trines get a +2 bonus to one ability score of their choice at creation to represent the varied nature that their human ancestry provides.

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

Trine (0 RP): Trines are humanoids with both the trine and human subtypes.

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

Multi-Armed (8 RP): A trine has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Caste (4 RP): Once a trine selects a path in life their education and training become more focused and they select one of the following traits.

Breeder: Bureaucratic and civilized, breeders gain a +2 racial bonus on diplomacy and sense motive checks.

Soldier: Efficient and well-trained, soldier trines gain a +2 dodge bonus to armor class.

Worker: Craftsman and laborers, workers select 2 craft or profession skills and gain a +2 racial bonus to both.

Exile: Versatile and adaptable, exiled trines can select an extra feat that they qualify for.

Heat Vulnerability (-2 RP): Trines are susceptible to extreme heat. They take a -2 penalty on all saving throws versus extreme heat and possess a vulnerability to fire.

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

Trine 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: 5ft. 0in., Base Weight: 85 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

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

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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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