

Return of the

DROW

Alternate Racial Traits & Race Traits



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE



Return of the DROW

ALTERNATE RACIAL TRAITS AND RACE TRAITS

Credits

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DROW ALTERNATE RACIAL TRAITS

Ancient Heritage Some older drow houses still continue to teach the ancient ways. They gain proficiency in the elven curve blade. This replaces the normal drow weapon familiarity.

Arachnid Empathy Though drow often relate poorly to humanoids, some share an affinity with baser creatures. These drow gain the ability to communicate with arachnids as if under the effects of a speak with animals spell (caster level equal to 1/2 the drow's Hit Dice). In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these animals. Whenever these drow initiate an exchange, arachnids begin with a starting attitude of indifferent. This is a supernatural ability. This racial trait replaces the normal drow spell-like abilities.

Capture Alive Selling a slave is better business than killing a slave, sometimes. Once per day, if they are dealing nonlethal damage with a weapon, they maximize this weapon's damage. Do not roll for damage—the weapon deals maximum nonlethal damage. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, or critical hits. If these drow confirm a critical hit when dealing nonlethal damage, they instead increase their weapon's critical multiplier by 1. This replaces the normal drow weapon familiarity.

Darkdancer A few drow come from a line of sword masters and are trained from birth to handle such weapons. Once per day, when using a sword to make a combat maneuver check, these drow can roll twice and take the better result; they must decide to use this ability before the roll is attempted. This ability replaces poison use.

Drow Noble House You were born to a noble house of the drow and carry their brand upon your flesh. Once per day when making a Diplomacy check you may roll twice, choosing the best result; you must declare the use of this ability before the roll. You also start with the maximum amount of starting wealth at 1st level or +10% if starting at a level higher than 1st. This racial trait replaces keen senses.

Fearless The only thing more horrific than what the drow do to each other, is what they do to others. Drow with this racial trait have seen their share of the grotesque and gain a +2 racial bonus on all saving throws against fear. This racial trait replaces keen senses.

Horror in the Dark Some drow have suffered at the hands of torturers or were disfigured by a rival. In a society that embraces beauty and pain, these drow stand out with their marks of agony. Drow with this racial trait gain a +2 racial bonus on Intimidate checks. This racial trait replaces keen senses.

Hunter in the Dark Like the spider who hunts the fly, some drow are gifted with patience and deadly accuracy. A drow

gains a +2 racial bonus to attack rolls with readied attacks made with a ranged weapon. This racial trait replaces the drow immunities racial trait.

Poisoner Toxins are a normal part of drow life. Constant use and exposure to poison inures some drow to its effects. Drow with this racial trait gain a +2 bonus to saves against poison. Also, if this drow fails four saves against one type of poison he is thereafter immune to that poison. This racial trait replaces the normal drow resistance racial trait.

Skulk Some drow are naturally stealthy and can blend easily into their environments, and move with surprising grace. Drow gain a +2 racial bonus on Stealth checks, and take only a –5 penalty on Stealth checks made to hide from creatures they have distracted with a Bluff check (rather than the normal –10 penalty). This racial trait replaces the normal drow spell-like abilities.

Spider Touched The spider queen sometimes bestows powers on a drow infant. A drow with this racial trait can cast *detect poison*, *spider climb*, and *summon monster I* (giant spider) each once per day, using his total character level as his caster level. This racial trait replaces the normal drow spell-like abilities.

Taskmaster Slavery is an important aspect of drow culture, and some are raised from birth in the art of lashing the enslaved. Drow with this racial trait gain proficiency with whips and a +1 racial bonus on combat

maneuver checks made to disarm or trip with a whip. This replaces the normal drow weapon familiarity.





DROW RACE TRAITS

Blasphemed Nature

An ancestor of yours performed some act will a hellish entity. The exact nature of this deal is unknown, but your family has been rewarded. You gain a +2 trait bonus to Spellcraft checks regarding spells with the darkness, death, evil, or fear descriptors. Spellcraft is always a class skill for you.

Child of Darkness

You come from a long line of dark magic users and the taint of your blood is strong. Practicing dark magic causes you to surge with unnatural vigor. For one round after you cast any spell with a darkness, death, evil, or fear descriptor, you gain a +1 trait bonus to Armor Class.

First Blood

At an early age a group of rivals or siblings tried to murder you, either way you drew first blood and ended the situation. You have learned to face down unfavorable odds and still emerge victorious. You gain a +1 trait bonus to attack rolls in melee combat when you are threatened by more than one foe.

Hell-Tongued

Your young life involved the teaching and studying of ancient manuscripts, authored in strange languages, these texts demanded special knowledge. Consequently, you've gained insight into the language and psychology of certain unnatural creatures. Choose one bonus language from this list: *Abyssal*, *Aklo*, *Draconic*, or *Infernal*. You gain a +1 trait bonus to Diplomacy checks

when interacting with creatures whose native tongue is the language you chose for a bonus language.

Rebellious Beauty

You are strikingly attractive, and you know it. You've learned to use your good looks and self confidence to get your way. Choose either Bluff or Intimidate. You get a +1 trait bonus to checks on a character is that is (or could be) sexually attracted to you with your chosen skill. You get a +1 trait bonus to Will saves against compulsions.

Sensing the Enemy

When danger strikes without warning, you act with speed and determination. You gain a +2 trait bonus to initiative checks and a +1 trait bonus to attack rolls when able to act during a surprise round.

Spider Skirmish

Movement confuses the enemy and keeps you alive long enough to attack. You slip by your enemies with practiced ease in order to gain advantageous ground or position. You gain a +2 trait bonus to Armor Class when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this trait's bonus.

Voice of Pain

Words have power, and you know this better than many. Whenever you cast a spell that inflicts hit point damage and that has a verbal component, the spell's save DC gains a +1 trait bonus (if applicable). Also, choose one of the spell's target who can hear you cast the spell. Against this target, the spell gains a +1 trait bonus to damage.

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