Rite Publishing Presents

101 Alternate Racial Traits









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Alternate Dwarf Racial Traits

Against the Wall: Dwarves with this racial trait grew up learning group military tactics underground. When adjacent to any ally, they cannot be flanked unless the adjacent ally is also flanked. When adjacent to any dwarf, they gain a +1 dodge bonus to Armor Class and cannot be flanked at all. This racial trait replaces the defensive training racial trait.

Ancestral Memories (Su): Dwarves are well known for their reverence of their ancestors and familial ties, sometimes these can even surpass death itself. Once per week, a dwarf can contact his ancestors to seek advice on a specific course of action. This ability functions as the *augury* spell cast by a cleric of a level equal to the dwarf's Hit Die total. It is the dwarf's ancestors, rather than a deity, who offer a prediction. Upon reaching 7th level this ability can also function as the *divination* spell. Upon reaching 9th level this ability can also function as the *commune* spell. This racial trait replaces the greed racial trait.

Armored Home: Dwarves with this racial trait devote themselves to living inside their armor. They can sleep in armor of any weight without becoming fatigued and gain a +1 circumstance bonus to armor class when wearing heavy armor of dwarven manufacture. This racial trait replaces the defensive training racial trait.

Born with the Axe or Hammer: Some dwarves fight as if they were born with an axe or hammer in their hand. They select either the axe or the hammer at character creation; once chosen it cannot be changed. They gain a +1 competence bonus to damage rolls made from attacks with the selected weapon. Further, if a foe attacks them with the selected weapon, they gain a +1 dodge bonus to Armor Class against that weapon. This racial trait replaces the defensive training racial trait.

Defensive Archery: Dwarves with this racial trait received instruction in the ancient traditions of close quarter fighting skills of dwarven crossbowmen. When adjacent to an ally who wields a melee weapon, they do not provoke attacks of opportunity from any adjacent opponents when they make an attack with a ranged weapon. This racial trait replaces the defensive training racial trait.

Defensive Casting: Dwarves with this racial trait received schooling in the dwarven regimental military orders for spellcasters. When adjacent to an ally, they gain a +4 circumstance bonus on Concentration checks made to cast spells while on the defensive. This racial trait replaces the defensive training racial trait.

Dwarven Artisan: Many dwarves exceed the skill of all other races when simply crafting functional objects, elevating them to works of art. They gain bonus ranks in a single Craft sill equal to their



Born with the Hammer

character level. They can purchase goods that they can make with their Craft skills at a 10 percent discount, as they know enough about their trade to find bargains on quality- goods. Finally, they have a keen eye for spotting flaws in objects. When they damage an inanimate object, they inflict 1.5 times their Strength bonus in damage with a one-handed weapon, or twice their Strength bonus in damage with a two-handed one. This racial trait replaces the defensive training and hatred racial traits.

Lasher Ancestry: Some dwarves share a blood or spiritual heritage with a dwarf who was transformed by arcane experimentation into a crossbreed of roper and dwarf, known as a lasher. These dwarves are able to extend their arms and fingers up to 20 feet, granting them up to a 20-ft reach However, they cannot use all of their strength when extending their arms this way. Treat their Strength score as 4 lower when taking actions beyond their normal reach. This racial trait replaces the defensive training and hatred racial trait.

Stoic: Dwarves seldom reveal what they are thinking or feeling, making it easy to conceal their intent from others, and making them resilient to magic that manipulates emotion. When another creature makes a Sense Motive check against this dwarf, the DC increases by +10. In addition, the dwarf gains a +2 bonus on saving throws against enchantment (charm) spells and effects. This racial trait replaces the hardy racial trait. **Strength from Duty (Su):** Dwarves draws strength from ties to their family, from their memory and even from their very existence. Whenever the dwarf would be reduced to 0 hit points or lower the dwarf can concentrate on this connection to family and loved ones, deciding that it is not time to fall yet, for sake of this familial duty. The dwarf gains a number of temporary hit points equal to the dwarf's character level plus the dwarf's Wisdom modifier. The dwarf can call upon this familial strength only once per day, and the temporary hit points last until the end of the encounter where this ability was triggered. This racial trait replaces the greed racial trait.

Tried and True: Dwarves have a near-religious devotion to the lore and traditions of their people. Whenever a dwarf makes a skill check using a class skill, a natural result of 19 or 20 on the d20 roll is considered an automatic success regardless of the DC. The dwarf cannot take 10 or 20 when using this ability. In addition, the dwarf can extend the benefit of his ancient traditions to allies; if the dwarf opts to use the aid another action (with a class skill), he increases the normal bonus by 1 (+3 bonus instead of a +2). This racial trait replaces the stonecunning racial trait.

Unshakeable: Dwarves are not easily intimidated, and their resistance can even scare others who would otherwise wish to cow him. If the dwarf successfully resists a fear effect or an Intimidate check, the dwarf gains an automatic chance to return the favor and scare the would-be intimidator. The creature who failed its intimidate check and/or failed to affect the dwarf with a fear effect must make a Will save (DC 10 +1/2 the dwarf's character level + his Constitution modifier), if it fails, the creature suffers from shaken condition for one round per two character levels the dwarf possesses. This racial trait replaces the hardy racial trait.

War in the North: Dwarves have long been in conflict in the northern kingdoms, especially against frost giants and white dragons. Dwarves receive a +1 bonus on attack rolls against creatures with the cold subtype. This racial trait replaces the hatred racial trait.

Watcher Ancestry: Some dwarves share a blood or spiritual heritage with a dwarf who was transformed by their deity or through ritual into a stonewarden gargoyle. The dwarf's skin is has the durability of stone granting a +2 natural armor bonus. This racial trait replaces the hatred racial trait.

Wendigo Ancestry (Su): Some dwarves share a blood or spiritual heritage with a dwarf who was transformed into a half-breed of winter wolf and Dwarf or with an actual wendigo. These dwarves possess a breath weapon consisting of a cone of cold, 30 feet long, that inflicts 1d6 points of damage per Hit Die (maximum 20d6). A successful Reflex save (DC 10 + 1/2 the dwarf's Hit Dice + Constitution modifier) halves this damage. This ability is usable once per day; the dwarf gains an additional use per day at 12th level and again at 18th level. This standard action does not provoke an attack of opportunity. This racial trait replaces the defensive training and hatred racial trait.

Alternate Elf Racial Abilities

Aellar Ancestry: The bloodline of some elves holds a relation to a pairing of a giant eagle and an elven druid. Their wings allow these elves to glide up to 100 feet if they launch themselves from a height of at least 20 feet. When gliding, they move at a speed of 30 feet (clumsy maneuverability). If they are wearing medium or heavy armor, they cannot glide. If they possess at least 5 Hit Dice, they can use their wings to fly, taking their ground speed as their flight speed (average maneuverability), and gain the fly skill as a class skill. They can even wear medium or heavy armor while flying. This racial trait replaces the elven magic and weapon familiarity racial traits.

Alicorn Ancestry: The bloodline of some elves holds a relation to a pairing of a unicorn and an elven druid. Their spellcasters of any class can sacrifice a spell of 1st level or higher to spontaneously cast *cure light wounds* even if the spell is not on their spell list and they are not a spontaneous caster. They also gain a +4 racial bonus on all saves made against poisons. This racial trait replaces the elven magic and keen senses racial traits.

Ambush: Some elves have mastered the art of lying in wait and performing a surprise attack. Against flatfooted opponents, elves gain a +2 bonus on attack rolls. This racial trait replaces the elven magic trait.

Compassionate Heart: Some elves can see into the hearts of other creatures with exceptional skill. They gain a +2 bonus to all Sense Motive and Diplomacy checks. This racial trait replaces keen senses and the weapon familiarity traits.

Elven Vanguard (Su): Elves embody the power of magic, this extends to their warriors as well as their spellcasters. One attack per round (melee or ranged) that is subject to the weapon familiarity racial trait is considered magical for the purpose of penetrating damage reduction. If the weapon is already magical its weapon enhancement bonus equivalent is considered one plus higher for the purpose of overcoming damage reduction. This racial trait replaces the elven magic trait.

Highborn: Some elves are born to lead their people. These elves can choose any one Intelligence-based or Charisma-based skill and receive Skill Focus with this skill as a bonus feat. They also gain a +2 racial bonus to their Leadership score and Diplomacy checks. This racial trait replaces the keen senses and weapon familiarity racial traits.



Houri Ancestry

Houri Ancestry: The bloodline of some elves holds a relation to a pairing of an ugly nymph and lovely elven male. Once per day as a standard action, all creatures within 30 feet who look at these elves must make a successful Will save (DC 10 +1/2 their Hit Dice + their Charisma modifier) or be dazed for 1 round. This ability lasts for 1 round for every two hit dice they possess. This racial trait replaces the keen senses and weapon familiarity racial traits. **Immortal:** A few elves cannot die of old age. Upon reaching maximum age, they often choose to travel physically to the appropriate outer plane to serve their deity directly in his or her court. This racial trait replaces the weapon familiarity trait.

Inspiring Presence: The grand lore and history of the elves often makes them the most esteemed races in the land, inspiring all the other races to equal their accomplishments. With a few words of encouragement from them or examples of their determined efforts leading the way, their allies perform much better than normal for a brief time. As a standard action usable three times per day, they can grant an ally a morale bonus equal to their Charisma bonus. This bonus applies to one single attack or skill check of their choice. When they activate this ability, they must choose a target. Until their next turn, they can opt to grant the bonus to a single attack or skill check the target attempts. They must choose to apply this bonus before the roll. The target of this trait must be able to see, hear, and understand them in order for it to take effect. This racial trait replaces the keen senses racial trait.

Invest Magic (Su): Many elves can tap into the primal forces of the universe to fuel their spells. Once per day when an elf casts a spell (or use a spell-like ability), she can cast the spell (or make use of the spell-like ability) without expending it, using up its spell slot or spending a daily use. This racial trait replaces the elven immunities and weapon familiarity traits.

Nimble: Elves are renowned for their lively and athletic forms of combat. They gain a +2 competence bonus on Acrobatics checks and Combat Maneuver Defense. This racial trait replaces the elven magic trait.

Star-touched: The silence of the stars grips some elves' souls. Any effect that would disturb that silence must overcome their power as well as their will. They gain a +2 racial bonus to any saving throw to resist a compulsion or phantasm effect. The elves also gain a +2 racial bonus to Stealth checks. This racial trait replaces the elven magic trait.

Sthein Ancestry: Some elves trace their linage back to Sthein, the offspring born of a mystical blending of guardian naga and elven bloodlines. Due to having the lower body of a serpent, their base speed is increased to 40 ft. These elves are proficient with using their poisonous bite attack in combat and they are always considered armed (the bite is considered a light weapon). This bite inflicts damage based on their size (Small: 1d2 + Strength piercing damage). When they take a feat requiring them to specify a weapon (such as the Weapon Focus feat), they can choose "bite." If these elves use a weapon (or unarmed attack) in the same round as the bite attack, both the bite attack and the other attack suffer a -2 penalty. When these elves fight with a weapon in each hand (or with a double

weapon) and make a bite attack, all attacks suffer a -4 penalty in addition to normal two-weapon fighting penalties the character might incur. The feats Ambidexterity and Two-Weapon Fighting do not modify the penalties associated with the bite attack. Its bite can be enchanted as a magical weapon. This racial trait replaces the normal speed, elven immunities, and elven magic racial traits. **Poison (Ex)** Bite—injury; *save* Fort DC (10 + 1/2 the elves Hit Dice + their Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1 point of Con damage; *cure* 2 consecutive saves.

Sun-touched (Su): Some elves carry within them the warmth of the sun. They gain a +2 racial bonus to saves to resist ability damage and energy drain. Once per day as a free action, they can ignore the effects of existing ability damage or existing negative levels caused by an undead creature for a number of rounds equal to their Hit Dice. This racial trait replaces elven immunities and the elven magic traits.

Superior Low-Light Vision: A few elves possess amazing vision beyond that of any other creature. Elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This racial trait replaces the low-light vision and elven immunities traits.

Wild-touched: Infusing some elves is the unpredictable power of the wild. They gain a +2 racial bonus to one type of saving throw each day; roll 1d6 – on 1-2 Fortitude saves are increased, on 3-4 Reflex saves are increased and on 5-6 Will saves are increased. This racial trait replaces the elven immunities trait.

Alternate Gnome Racial Abilities

Clockwork Magic: Some gnomes cannot speak with animals, however, they claim to understand the language of technology and gain a +4 racial bonus to Craft checks when repairing items by 'listening' to their complaints. They also gain a +2 racial bonus to Disable Device and Use Magic Device checks, which are always treated as class skills. This racial trait replaces the gnome magic and the weapon familiarity racial traits.

Gnomish Humor: Once per encounter as a free action gnomes can make a spontaneous remark about a situation and potentially break their opponent's concentration as they are overcome with laughter. Their opponent must make a successful Will save (DC 10 + 1/2 the gnome's character level + the gnome's Charisma modifier) or the subject is nauseated by laughter for 1 round. A successful save makes the opponent immune to a gnome's humor until the gnome gains an additional Hit Die. This racial trait replaces the gnome magic, hatred, defensive training and illusion resistance traits.

Insulting Remark: Gnomes sharp tongues and quick wits are so brutal that some can actually harm an opponent with words alone. Once per encounter gnomes may, as a free action, insult an opponent with exceeding wit, issuing a brutal slight. The opponent must make a successful Will save (DC 10 + 1/2 the gnome's Hit Dice + the gnome's Charisma modifier) or suffer a -1 morale penalty to armor class, attack and damage rolls, skill checks, and saving throws. This penalty lasts one minute for every three Hit Dice the gnome possesses.

A successful save makes the opponent immune to their insults until the gnome gains an additional Hit Die. This racial trait replaces the gnome magic and hatred racial traits.

Irrepressible: A few gnomes seem to have fortune on their side, or the gnomish deities take time off to look after them. Either way, they are protected by a combination of dumb luck and... more dumb luck. Every time they would fail a save or skill check which would potentially result in their death or destruction, they get to roll again and keep the highest result. This re-roll chance must be related to an act borne of curiosity. This racial trait replaces the obsessive racial trait.

Jury-Rig (Su): Some gnomish technological prowess is based in their philosophy that if the solution to a problem is elegant, who cares how nonsensical it looks at first glance? Gnomes are able to perform emergency repairs on malfunctioning magic items and damaged constructs, not to mention normal mechanisms. If a magic item loses its magical powers due to a spell effect or becoming broken or ruined, they can roll an appropriate Craft check (DC 10 + item's caster level requirement) to repair it; a repaired item gains a number of additional uses or charges equal to the gnome's Charisma bonus (minimum of 1). This ability still cannot exceed the maximum number of uses per day and certain items cannot gain more than one additional use (subject to GM adjudication on items such as a ring of three wishes). In addition, the item gains temporary hit points equal to the gnome's Hit Dice for 1 minute per hit die the gnomes possess. The process usually involves a lot of shaking, smacking and swearing, which requires a full-round action. The item ceases functioning (and loses its temporary hit points) at the end of this duration and cannot be used again until repaired properly. For damaged constructs, the gnome rolls the Craft check pertaining to the construct's materials against a DC of 10 plus the construct's CR, also as a full-round action. The DC to repair normal items is 15 and works similarly to repairing constructs, but each check represents one hour of work. This racial trait replaces the defensive training and hatred racial traits.

Lurker Ancestry (Su): Some gnomes have a spiritual or hereditary bond with an ancient relative that was transformed into the combination of a gnome and a cloaker. These gnomes can emit a terrifying shriek forcing all creatures within a 30 ft.

radius to make a Will save (DC 10 +1/2 the gnome's Hit Dice + Charisma modifier). Those who fail this save suffer from the shaken condition for a number of rounds equal to half the gnome's Hit Dice (minimum 1 round). They can use this ability a number of times per day equal to their Charisma bonus (minimum of 1/day). Lurkers and gnomes with lurker ancestry are immune to this sonic, mind-affecting, fear attack. This racial trait replaces the gnomish magic racial trait.

Misunderstood Genius: Gnomes love to experiment and to find new ways to do old things, but a few gnomes can take this to the extreme, to the point that even other gnomes believe they are crazy. Select one skill (once chosen, it cannot be changed), if a check using the selected skill results in a natural roll of a 19 or 20, the inherent talent of the genius shines through, adding a +20 circumstance bonus to the final check's result. This racial trait replaces the gnomish magic racial trait.

Morlock Ancestry: Some gnomes have a spiritual or hereditary bond with an ancient relative that was transformed into the combination of a gnome and a troglodyte. The musky scent of these gnomes is powerful enough to temporarily disable a creature's sense of smell and scent ability for a number of hours equal to the gnome's Hit Dice (no save). However, with a successful Perception check of (DC 15), a creature knows that something with a horrible stench has been though the area. This ability remains in effect for a number of minutes equal to the gnome's Hit Dice after the gnome has left the area. This racial trait replaces the gnomish magic racial trait.

Nondetection (Su): Some gnomes are impossibly hidden from all divinations. They have a continuous *nondetection* ability as the spell (caster level equal to their Hit Dice). This racial trait replaces the gnome magic and illusion resistance racial traits.

Pass without Trace (Su): A few gnomes can walk about without leaving a trace of their passing. They have the innate ability, once per day as a free action (self only), to use *pass without trace* as the spell. Their caster level equals their Hit Dice. This racial trait replaces the hatred racial trait.

Quickling Spirit: Some gnomes are quite fast on their feet, whenever they take a double move action or a run action, their base land speed increases by +10 feet. They do not gain this benefit if they take a single move action. This racial trait replaces the obsessive racial trait.

Steam and Fumes: Some gnomes are quite used to dealing with foul-smelling substances. They gain a +2 racial bonus on saving throws against poisons and gasses. This racial trait replaces the illusion resistance racial trait.

Strapping: A few gnomes can carry more than other creatures of their size. For the purpose of carrying capacity, they count as a creature one size category



Trixie Ancestry

larger. In addition, when wielding a weapon sized for a creature one size larger, they take no penalty on attack rolls, and their speed is not reduced when they wear medium armor. This racial trait replaces the gnome magic and illusion resistance racial traits.

Trixie Ancestry: Some gnomes have a spiritual or hereditary bond with an ancient relative that was transformed into the combination of a gnome and a pixie. As a full-round action, they can become Diminutive. They gain a +6 size bonus to their Dexterity, and -4 penalty to their Strength, a +1 natural armor bonus, a +4 size bonus to attack rolls and armor class, a +6 size bonus to the Fly skill, a +12 size bonus to Stealth and a -4 size penalty to both CMB and CMD. Their gear is also changed appropriately for the character's new stature. If they possess at least 5 Hit Dice they gain thin, transparent wings that allow them to fly at a speed of 30 with perfect maneuverability, their gear is transformed to allow for and accommodate their wings, and they also gain Fly as a class skill. This racial trait replaces the gnomish magic racial trait.

Well-Traveled: During their travels many gnomes are exposed to a variety of written and spoken languages. At 1st level and at every three levels thereafter, they gain a bonus language which may be selected from any language (including secret languages such as Druidic). This racial trait replaces the hatred racial trait.

Half-Elf Alternate Racial Traits

A Bastard's Life: Many half elves, half-orcs and other half-breeds have a traumatic life of hatred and torment without the kindness of loving parents. These half-breeds do not die when their hit points are reduced to a negative amount equal to their Constitution score, instead they die when their hit points are reduced to a negative amount equal to their Constitution score plus their character level. This racial trait replaces the elf blood or the orc blood racial trait.

Adaptive Learning: Half-elves quite often possess esoteric aptitudes. A half elf can designate one skill not on his class skill list as a class skill each time he enters a new base class (but not prestige class). This racial trait replaces the elven immunities racial trait.

Lovely Distraction: A rare number of half elves are intoxicating—visions of beauty, desire incarnate blending the best of human and elven splendor. They gain a +2 racial bonus on all Charisma-based skill checks made against those creatures whose sexual orientation could allow them to be attracted to gender and some part of the half-elf's racial background. For example a female half-orc could be attracted to a male human so the half-elf would gain the benefit of this ability even if the female half-orc hates elves. This racial trait replaces the multitalented racial trait.

Multi-cultural: Many half-elves are born into the two cultures of their parents and learn to bridge the gaps between them. These elves gain a +2 racial bonus on Diplomacy checks. This racial trait replaces the multi-talented racial trait.

Seakith: The blood of sea elves flows in a rare few half-elven veins. Half-elves gain the aquatic subtype and the amphibious special quality. In addition, half-elves gain superior low-light vision, allowing them to see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This racial trait replaces the low-light vision and elven immunities racial traits.

Half-Elf (Drow) Alternate Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution: A few half-elves are children of the dark elves and their parents sometimes pass on their physical attributes. These half-elves are nimble and manipulative.

This racial trait replaces the +2 to One Ability Score racial trait

Drow Magic: A few half-elves are children of the drow and they sometimes inherit some of their ability to use magic. Half-elves with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—dancing lights, darkness, and faerie fire. The caster level for these effects is equal to the half-elf's level. The DC for these spells is equal to 10 + the spell's level + the half-elf's Charisma modifier. This racial trait replaces the adaptability racial trait.

Drow Resistance: A few half-elves are children of the drow and their resistance to magic bears out this



Drow Ancestry

legacy. They possess spell resistance equal to 5 + their Hit Dice. This racial trait replaces the elven immunities racial trait.

Drow Vision: A few half-elves are children of the drow and their sight is more akin to this hereditary link. They gain darkvision and can see in the dark up to 60 feet. This racial trait replaces the low-light vision racial trait.

Drow Weapon Familiarity: Some elves are raised by their drow parent and as such they focus more on their ways that those of their human parentage. These half-elves are proficient with the hand crossbow, rapier, and short sword. This racial trait replaces the multi-talented racial trait.

Half-Drow

If half-elves possess two or more of the alternate racial traits that are the result of drow (dark elf) parentage, these half-elves suffers from the following drawback.

Light Blindness: Abrupt exposure to bright light blinds half-elves for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Half-Orc Alternate Racial Traits

+4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma: Some half-orc bloodlines are completely dominated by their orcish parentage, leaving them brutal and savage. Selecting this racial trait imposes the light sensitivity special quality. This racial trait replaces the +2 to One Ability Score and intimidating racial traits.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Exception: Some half-orcs embrace their human side and seek to break the stereotype of the savage half-orc with extreme courtesy and civilized behavior. They gain a +2 racial bonus to Diplomacy skill checks. This racial trait replaces the intimidating racial trait.

Guerrilla Skirmisher: In their drive to defeat opponents with unconventional tactics, half-orcs learn patience and deadly accuracy. A half-orc gains a +2 racial bonus to attack rolls with readied attacks made with a ranged weapon. This racial trait replaces the orc ferocity racial trait.

Jovian Ancestry: Some half-orcs have parents with the race of giants in their bloodline; rarer still are those with parents both of whom hail from giants. These half-orcs are Large and gain a natural reach of 10 feet, but take a -4 size penalty on Stealth checks and a -1 size penalty on attack rolls and AC. Their space is 10 feet rather than 5 feet. Also, they take a -2 penalty to Dexterity and their weight increases by 50%. This racial trait replaces the Medium, orc blood, orc ferocity, and weapon familiarity racial traits.

Kneecapper: Half-orcs are often skilled in making attacks that take out opponents quickly. Once per round, they may make a single attack against an opponent who is not aware of their position (if they are *invisible* or have successfully beaten the opponent's Perception check with their Stealth check, for example); this attack inflicts +1d6 points of damage. This damage bonus stacks with sneak attack damage and faces the same limitations as sneak attack (creatures immune to critical hits and sneak attacks are immune to this ability). Half-orcs cannot make ranged attacks using this ability. This racial trait replaces the orc ferocity racial trait.

Mercenary: Some half-orcs are master opportunists, serving whichever master pays the most and seizing whatever odds are in their favor. They gain a +2 racial bonus to initiative. This racial trait replaces the intimidating racial trait.

Mind Ripper Ancestry and other races

Any race can be used to create a mind ripper so this racial trait can be applied to any race so long as this racial trait replaces all other racial traits except for ability modifier, size, speed, vision (darkvision), and languages racial traits.

Mind Ripper Ancestry (Ex and Su): Some halforcs have parents who have ancestors that spawned from the horrid experiments of vile eldritch aberrations; in extreme cases, both parents have such ancestry. Once per day these rare half-orcs can, as a standard action, make a supernatural (or psionic if psionic rules are used) attack against a single opponent within 100 feet. The target must make a Will Save (DC 10 +1/2 the half-orc's Hit Dice + the half-orc's Intelligence modifier); upon a failed save, the target takes 1 point of Intelligence and Wisdom damage plus an additional point of each for every 5 Hit Dice the half-orc possesses, in addition, the target is dazed for 1 round. These half-orcs have 4 tentacles around their mouths that can extend from their face, but they can only be used as weapons against helpless or pinned targets as a full-attack action; against these foes they automatically hit and deal a total of 1d8 points of damage plus half their Strength modifier. This racial trait replaces all other racial traits except its ability modifier (+2 to one ability score), size (Medium), speed (normal speed), vision (darkvision), and languages racial traits.

Noble Savage: Some half-orcs minds are pure, untouched by "civilized" ideas like bigotry, jealousy, and betrayal. Once a day, these half-orcs can reroll any Diplomacy or Perform skill check. The decision to reroll must be made immediately and the second roll is binding, whatever its result. This racial trait replaces the orc ferocity racial trait.

Orc Magic (Sp): Some half-orcs learn how to unleash damaging spells with increased ferocity, thanks to the power of their orcish blood. Upon selecting this trait, select an energy type. When halforcs cast a damaging spell of that energy type, these spells deal an extra 1d6 points of damage per spell level of the spell (minimum +1d6) upon a failed save. The damage type is the same as that of the spell. Damaging spells that do not offer a save do not deal this extra damage. For example, a magic missile would not inflict additional damage but if an opponent failed his save against a *fireball* cast by 5th level half-orc wizard who had selected fire it would deal 5d6+3d6 points of fire damage. This ability can be used once per day; an additional use is gained every five caster levels (two uses at 6th caster level, to a maximum of five uses at 21st caster level). If no target fails its save, the ability is not considered to

have been used. This racial trait replaces the orc ferocity racial trait.

Orc Warcry (Su): Some half-orcs especially learn the ancient ritual of the orcish war cry. Once per day as a free action, these half-orcs can make a battle cry that rallies and inspires her allies. All allies within 30 feet of her gain a +1 morale bonus to attack rolls, saving throws, and checks for 1 round per Hit Die. Further, all allies within the area under the effects of an unwanted enchantment can make another saving throw against the effect (at the original DC, but with the morale bonus to the save) to throw it off. Effects without saving throws cannot be thrown off in this way. This racial trait replaces the orc ferocity racial trait.

Outcast: Regardless of who raised them, half-orcs are painfully aware that they are different; they know that they are not fully part of the community where they grew up but still are very loyal to it through either love or fear. Perception and Survival are always class skills. If they gain another ability that grants these skills as class skills, they gain a +1 racial bonus to these skills instead. This racial trait replaces the intimidating racial trait.

Runt: Because of their human blood, many half-orcs are the runts in the orcish litters. Because of the constant and relentless abuse they endured in life, runts are tougher and more resilient than other halforcs who may have received better treatment. They gain one extra hit point at every level, in addition to any bonus for high Constitution scores and favored class bonuses. This racial trait replaces the intimidating racial trait.

Separatist: Some half-orcs believe their people should have their own homeland where they can live unbothered by the imperialist humans, the supremacist elves, the intolerant dwarves, and the barbaric orc hordes. These orcs gain a +2 bonus to saving throws against all enchantment spells and effects. This racial trait replaces the intimidating racial trait.

Tusker: Some half-orcs are able to make attacks with their bite and weapons with little difficulty. If half-orcs possess the toothy racial trait and uses a weapon (or unarmed attack) in the same round as their bite attack, both the bite attack and the other attack suffer a –1 penalty. Half-orcs fighting with a weapon in each hand (or with a double weapon) can make a bite attack, but all attacks suffer a –4 penalty in addition to normal two-weapon fighting penalties the character might incur. The feats Ambidexterity and Two-Weapon Fighting do not modify the penalties associated with the bite attack. The bite can be enchanted as a magical weapon. This trait requires the toothy racial trait to be selected and replaces the weapon familiarity racial trait.

Wretch Ancestry (Sp): Some half-orcs have parents, both of whom have ancestors that hail from



Noble Savage

the race of hags in their bloodline. Once per day he can, as a swift action, curse a single opponent within 30 feet. The target must make a Will Save (DC 10 +1/2 the half-orc's Hit Dice + the wretch's Intelligence, Wisdom or Charisma modifier—player's choice); upon a failed save the target suffers a -1 penalty to attack rolls, saves, ability checks and skill checks for 1 hour per level. This penalty increases by 1 for every two Hit Dice the half-orc possesses. If he possesses at least 5 Hit Dice, the duration becomes permanent and the curse bestowed by this ability cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse*, or *wish* spell. This racial trait replaces the orc ferocity and the weapon familiarity racial traits.

Halfling Alternate Racial Traits

Blinking Ancestry: Some halflings can trace their bloodline back to a group of divine creatures who were merged by a deity, combining the forms of blink dogs and halflings. If they possess at least 5 Hit Dice these halflings can *blink* as the spell as an immediate action a number of times per day equal to 3 + their Charisma bonus (minimum 1/day), at a caster level equal to their Hit Dice. This racial trait replaces the halfling luck and sure-footed racial traits.

Cannibalistic Reputation: Some tribes of halflings are known to observe an unusual dietary practice of eating other humanoid creatures and advertise this fact through their dress, often wearing the bones of their previous meal. However, they never eat other halflings and as such are not truly cannibals. Consciously or not though, opponents pay more attention to these halflings in a fight than they do their allies. During combat, if opponents can see one such halfling, all that halfling's allies gain a + 2circumstance bonus to Stealth checks as their opponents find their gazes invariably drawn to the halfling's strange appearance. This opening may allow their allies to sneak into position. If an opponent threatens the halfling and one or more of his allies, the halfling may attempt a combat maneuver as a free action (though no more than once per round) with a +4 circumstance bonus to the roll to force the foe to attack the halfling. If the halfling successfully make the combat maneuver check and the foe chooses to attack the halfling's allies, the foe must attack the halfling at least once during the attack. This racial trait replaces the sure-footed racial trait.

Common Sense: Many halflings are known to have an extraordinary sense of what the best course of action is. Once per day as a free action if they fail an attempt on any action, they may abort their actions for that round and must perform a different set of actions for that round. This functions as if they never attempted any of their other actions for that round. For example, if they left a hiding place, moved up and attacked the creature, and failed to hit the creature's Armor Class, they could choose to stay hidden and drink a healing potion instead, essentially reconsidering their choice to make an attack. This racial trait replaces the fearless and halfling luck racial traits.

Corpulent: Obesity in halflings does not cause the same health problems that fat would cause on other creatures, and is more akin to the nature of fat on a bear or whale. The halfling's Constitution score gains a +2 racial bonus. However, his speed is reduced by 5 feet, and his armor check penalty is increased by two points, even when not wearing armor. If he falls or is thrown on anyone, he inflicts an extra 1d6 points of damage. His weight is increased by 33%. This racial trait replaces the keen senses and sure-footed racial traits.

Curiosity: Many halflings' need to know can be seen as a kind of defense mechanism. Smaller than almost every other dominant species in their worlds, halflings are often forced to use their wits and observations for survival, and as such, they seek out knowledge of their world with a passion; others are just simply that curious. Once per day, they may add a +2 morale bonus to an attack roll or skill check, but only when entering a location they have previously not explored (subject to GM adjudication). This racial trait replaces the keen senses racial trait. **Faithful Friend:** Many halflings are true to their friends to the bitter end. They may designate up to eight creatures as close friends. When one of their friends is suffering from the Helpless condition (and they are aware of this fact), they gain an immediate +1 morale bonus to attacks, checks, and saves until their friend is safe. A friend is safe once they no longer suffer from the Helpless condition. These halflings gain this benefit until the end of the encounter in which their friend gained the Helpless condition. They can change their faithful friends over time. Once they remove someone from this list, they must wait 24 hours before adding a new creature. They can drop one person per day from this list of friends. This racial trait replaces the sure-footed racial trait.

Feral: There are rare halflings that are wild and untamed, degenerating to a more primitive state. These halflings gain a +1 racial bonus on damage rolls with melee weapons. This racial trait replaces the halfling luck and weapon familiarity racial traits.

Hedonism: Some halflings openly embrace life and all its pleasures. They receive a +2 racial bonus on all saving throws against necromantic spells and effects. This bonus stacks with the bonus granted by the fearless halfling luck racial traits. This racial trait replaces the sure-footed racial trait.

Integration: Many halflings possess a nearly miraculous ability to integrate into virtually any society. They may automatically shift an NPC's attitude one step toward helpful without having to make a Diplomacy check. This ability is usable only once per day against a single NPC. This racial trait replaces the sure-footed racial trait.

Kestrel Ancestry: Some halflings trace their bloodline back to the treetop-living halflings who fell prey to vile harpies. Their wings allow these halflings to glide up to 100 feet if they launch themselves from a height of at least 20 feet. When gliding, they move at a speed of 30 feet (clumsy maneuverability). If they are wearing medium or heavy armor, they cannot glide. If they possess at least 5 Hit Dice, they can use their wings to fly, taking their ground speed +10 feet as their flight speed (average maneuverability), and gain the Fly skill as a class skill. They can even wear medium or heavy armor while flying. This racial trait replaces the halfling luck and sure-footed racial traits.

Piper Ancestry: A few halflings can trace their bloodline back to the mating of a wild halfling lass and a lusty satyr. These halflings gain a +2 racial bonus to Perform (wind instrument), and this skill is always considered a class skill. Once per day when they play a wind instrument for one full round all creatures within a 60-foot radius must make a Will save (DC 10 +1/2 the



halfling's Hit Dice + Charisma modifier) or be affected by *charm person*. If the halfling possesses at least 7 Hit Dice the effect functions as *charm monster*. This racial trait replaces the halfling luck and sure-footed racial traits.

Sidekick: Some halflings work best when working alongside their companions. These halflings gain a +1 racial bonus to skill checks made with their class skills as long as they are adjacent to an ally. This racial trait replaces the sure-footed racial trait.

Trustworthy Facade: A small number of halflings seem to never get accused of anything, always being given the benefit of the doubt. The first time another creature or opponent wins an opposed roll against the halfling's Bluff check using the creature's or opponent's Sense Motive, they initially assume that they merely misunderstood the halfling and that such upright halflings could never have been trying to trick them. The halfling's Bluff check still fails, but the other character is not angered or suspicious, believing the halfling has made a mistake, is joking, and/or doesn't understand the error of his statement; subsequent attempts against the same creatures or opponents do not gain the benefit of this ability. This racial trait replaces the halfling luck and weapon familiarity racial traits.

Untapped Potential: A few rare halflings have such potential that even they are unaware of what they are capable of until tested. These halflings do not have to allocate all of their skill points or feats gained during character creation or when they gain a level. They may, at any point in the game, suddenly allocate these skill points or feats as normal. This racial trait replaces the halfling luck and sure-footed racial traits.

Urchin: A few halflings make their living in human cities disguised as small children or performing other small-time scams. These halflings gain a +2 racial bonus to Bluff and Disguise checks. This racial trait replaces the keen senses racial trait.

Human Alternate Racial Traits

Bewitching: Some humans have an uncanny ability to manipulate others, often due to an alluring physical trait. When dealing with NPCs whose starting attitude toward them is not hostile, they can choose to use this ability to temporarily improve their attitude toward those NPCs by a greater degree than normal. When making a Diplomacy check, treat the NPC's starting attitude as one level higher than it actually is for the purpose of determining their new attitude. The NPC's new attitude lasts only for a number of minutes equal to the Charisma score of the possessor of this trait. After that time, the attitude returns to the state it was before the Diplomacy check. If circumstances in the interim have rendered the NPC violent or hostile (such as from being attacked by the bewitcher), the NPC's attitude remains where it is (rather than

returning to its original state). This racial trait replaces the skilled racial trait.

Child of Prophecy: Whether it is fate or some other agency, something looks out for these rare humans. Whenever they roll a "1" on an attack roll or saving throw, they gain a prophecy point. Any time they are about to make an attack roll or saving throw, they can choose to spend a prophecy point on the roll. Each prophecy point grants them a +1 bonus for that roll only; they must announce how many prophecy points they are spending before they make the roll. They can spend as many prophecy points as they wish on a single roll, up to the number currently in their pool. Prophecy points do not expire; the points are lost only when they are used. However, humans can only have a maximum number of prophecy points at any one time equal to 10 + their Hit Dice. This racial trait replaces the bonus feat racial trait.

Cold Ones Ancestry: Some human bloodlines trace their linage back to greenfolk, offspring born of lizardfolk and human parentage. These humans can hold their breaths for 5 minutes per point of Constitution. In addition, their webbed hands and feet grant them a +2 racial bonus on Swim checks. Finally, these humans are proficient with using their two claw attacks in combat and are always considered armed (the claws are considered light weapons). The humans inflict damage based on their size (Medium: 1d4 + Strength slashing damage), When these humans take a feat requiring them to specify a weapon (such as the Weapon Focus feat), they can choose "claw." If these humans use a weapon (or unarmed attack) in the same round as a single claw attack, both the claw attack and the other attack suffer a -2 penalty (but not if they use both claw attacks). Theses humans cannot make a claw attack with a hand that is not free. Their claws can be enchanted as magical weapons. This racial trait replaces the bonus feat and the skilled racial traits.

Deranged: Compared to other races, humans are fragile and easily damaged; this sometimes results in their taking actions and engaging in behaviors that are very eccentric. Some of these humans have unusual cognitive processes that render them more resistant to mental attacks. They gain a +3 racial bonus to all saves against mind-affecting effects, and they are immune to the Confused condition. This racial trait replaces the bonus feat and skilled racial traits.

Dhampir Ancestry: A rare few human bloodlines trace their linage back to a dhampir, the offspring born of a vampire claiming the life a pregnant woman. A number of times per day equal to half their Hit Dice (minimum 1 plus 1/day) these humans can play with a humanoid opponent's will as a standard action. Anyone targeted must succeed on a Will save (DC 10 + 1/2 the human's Hit Dice plus his Charisma modifier) or fall instantly under the human's influence, as though by a *charm person* spell (caster level equal to the human's Hit Dice). The ability has a range of 30 feet. If the human possesses at least 9 Hit Dice, this effect functions as the *dominate person* spell. (At the GM's discretion, some with this trait might be able to affect different creature types with this power.) This racial trait replaces the bonus feat and the skilled racial traits.

Eidetic Memory: A few rare humans have perfect recall, allowing them to remember minor details from an event that others have long forgotten. They enjoy a +1 racial bonus to all Knowledge checks. They also gain a +2 racial bonus on Perception checks to detect a disguise. If they have any questions about an event, such as a person's name or exactly what happened, their GM must tell them the details (even if the character's player has forgotten them). They cannot remember extremely fine details, such as the text of a book left open on a desk, but they can remember the general gist of the book or the topic the passage covered. They always remember faces, names, and the basic sequence of events. This racial trait replaces the skilled racial trait.

Finite Life: To be human is to be flawed, limited, and finite; but some humans nonetheless struggle through and work against or despite these limitations. That they live short lives and die gives their time in this life meaning and fuel for art, science, and creativity. They gain a bonus equal to half their character level to a Perform or Knowledge skill chosen at the time of character creation. Once per day, they do not die until their hit points drop to a negative amount equal to or lower than their Constitution score + 4 + their Hit Dice, this effect lasts for 1 minute per character level, activation of this ability is not an action. This racial trait replaces the skilled racial trait.

Grendle Ancestry: Some human bloodlines trace their linage back to a grendle, an offspring born of troll and human parentage. Living humans with this racial trait are immune to bleed damage. If they also possess at least 5 Hit Dice they heal 1 point of damage per round and an equal amount of nonlethal damage. If they possess at least 13 Hit Dice and they lose a limb, an organ, or any other body part, once per day they can *regenerate* it as the spell. This racial trait replaces the bonus feat and the skilled racial traits.

Imperialistic: Some humans believe in the innate superiority of their culture and seek to possess the dominant role in any situation, often leading them to dominating those around them. These humans add a +2 racial bonus to their Leadership scores, and a +2 racial bonus to on opposed Charisma checks. This racial trait replaces the skilled racial trait.

Intuitive Learning: Other races are more intelligent than humans but these high races often struggle with new concepts that many humans grasp intuitively, knowing exactly what needs to be done. These humans use their Wisdom modifier, rather than their Intelligence modifier, to calculate the number of languages they know at 1st level, as well as the bonus



Grendle Ancestry

skill points they gain at each level (including 1st). These humans cannot put any ranks into Intelligencebased skills. This racial trait replaces the bonus feat and skilled racial traits.

Personal Sacrifice: Some humans possess a love so great that they will do whatever it takes to keep the loved one alive. They gain a bonus equal to half their character level to Heal checks, and once per day if they are adjacent to an ally they can negate a single attack against that ally by becoming the subject of that attack themselves; the resolution of attacks and saving throws are performed as though they and not their ally were the original target. This racial trait replaces the skilled racial trait.

Slave: Humans tend to be the most common slaves found in any society, as humans are one of the rare races that will even enslave their own kind. Due to their developed unassuming manner, and substantial experience with escape attempts, these humans gain a +1 racial bonus to Escape Artist, Stealth, Disable Device, and Linguistics. This racial trait replaces the skilled racial traits.

Vengeful: While orcs may hate elves and kobolds hate gnomes, humans have a unique ability to hate singular individuals, even dumb animals, to the point of insanity. When someone does injury to them, they cannot be satisfied until they have paid the attacker back in full. Whenever a creature inflicts damage on them, their strikes become fueled with a white-hot

need for revenge. They gain a +1 racial bonus to attack and damage rolls against that specific creature until they inflict the same amount of damage, condition, or ultimately kill or destroy that opponent. They do not gain the use of this ability again against any other creature until one of those circumstances is met. This racial bonus increases to +2 at 4th level, +3 at 8th level, +4 at 12th level, and reaches a maximum bonus of +5 at 16th level. (This is an unnamed bonus: It stacks with itself and with all other bonuses to attack and damage rolls.) This racial trait replaces the bonus feat and skilled racial traits.

Vitality: Many humans have an unquenched zest for life. These humans gain a +4 racial bonus to all Fortitude saves against massive damage, and their chance to stabilize when dying increases by 20%. They also gain a number of bonus hit points equal to their character level plus their Constitution bonus (minimum +1). This racial trait replaces the skilled racial trait.

Xenophobic: A surprising number of humans suffer from hatred or fear of foreigners and strangers often due to their differing appearances, politics, religions, or cultures. These humans gain a +2 bonus to damage against all humanoids that are not human. With the GM's approval these humans can even gain this benefit against humans who possess a different cultural, religious or political background. This racial trait replaces the bonus feat racial trait.



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