

REALMS OF ATROTHIA



LEGACY RACES REVISITED

Pathfinder
ROLEPLAYING GAME COMPATIBLE

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REALMS OF ATROTHIA LEGACY RACES REVISITED

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LEGACY RACES REVISITED

Building upon the legacy of the Pathfinder Roleplaying Game, and the existing d20 game system which is over 35 years in the making, *Realms of Atrothia: Legacy Races Revisited* includes a new look at 56 races suitable for play at 1st character level. Each race has been rebuilt using our own adaptation of the Race Point system first outlined in the *Pathfinder Roleplaying Game: Advanced Race Guide*, aligning each to the same power level. From the kasatha to the kobold, all races are created equal, so no matter what your character concept, you will be sure to make your mark on the world!

WHAT'S NEW?

Nearly all the races which appear in *Legacy Races Revisited* have received additional racial traits to bring them in line with the same power level. All races also feature two alternative racial traits, so you can get the most out of your character concept. Some races also list new character options beyond racial traits, such as proficiency with brand new weapons like the acrobat spear. These additional options will appear in Chapter Two: *New Weapons*, located towards the back of the book.

Keep in mind, all of these races are suitable for play at 1st character level, so some races which are usually considered to be one or more levels higher than normal, such as the drow noble, svirfneblin, or trox are not included. In their place, races which are in line with other revisited races appear, such as gnoll and lizardfolk.

WHAT'S CHANGED?

While *Legacy Races Revisited* does make some minor alterations to existing racial traits, the way you play the game is still the same. There are only three main concepts to consider when running or playing in a game going forward.

Firstly, if a racial trait provides a bonus, unless otherwise stated, that is considered a racial bonus. Like nearly all other bonuses, racial bonuses do not stack with one another, instead the highest bonus overrides the lower bonuses.

Secondly, if you want to use racial traits from other sources, they will be fully compatible, however if a racial trait provides a racial bonus to a skill check, it should also be considered a class skill.

Finally, racial traits are always tied to your character level, so if the ability scales in strength, such as spell-like abilities or spell resistance, it is based on your character level. Your character level is the sum of all your class levels. It determines when you gain ability score increases and feats, as well as the necessary amount of experience required to attain the next level.

WHAT'S NEXT?

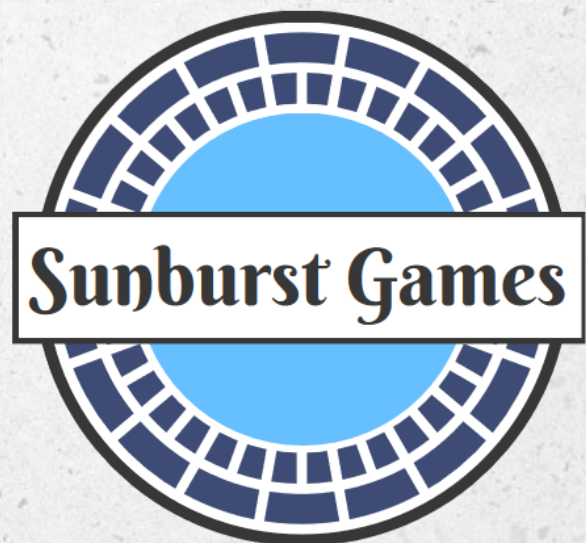
If you like *Realms of Atrothia: Legacy Races Revisited*, then get ready for our 1st print edition to add to your library. Coming your way in 2019, its *Realms of Atrothia: Primary Expansion!*

Featuring over 300 pages of all new game mechanics, such as the Ascended system for running a game beyond 20th character level, and expanded player content, including new archetypes, classes, feats, gear, magic items, races, and spells, *Realms of Atrothia: Primary Expansion* is sure to capture the imaginations of players, and GMs alike.

Want more races to choose from? Don't worry, all your favorite races which pack a little more punch will make an appearance in *Realms of Atrothia: Primary Expansion*, alongside other monstrous races including gargoyle, medusa, moon-beast, oni, and treant, just to name a few. These normally off-limits races will take advantage of the new Exemplar Primary Class, so you can play all your favorites right from 1st character level!

Looking for adventure? Featuring the "Realms" Campaign Setting, you can adventure through a whole new world where lost civilizations, unexplored jungles, and political intrigue abound. Dine with the Hegemony of Kalmarune's vampire aristocracy. Contend with the Trennian Empire's claim of national superiority through widespread use of black powder. Push back the ever-expanding armies from the forsaken lands of Xer-Kol whose fanatical peoples serve the whims of the god of corruption bound within their borders, Xeronoth. Pass through the Worldwell, and explore planets located all over the incomprehensible vastness of the Material Plane, discovering everything from new forms of life, to new deities. The *Realms of Atrothia* await.

Watch for our Kickstarter coming in February 2019, and get ready for a whole new world of adventure, with limitless imagination!



AASIMAR

+2 Wisdom, +2 Charisma: Aasimars are both wise and confident.

Outsider: Aasimars are outsiders with the native subtype.

Medium: Aasimars are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Aasimars have a base speed of 30 feet.

Darkvision (Ex): Aasimars can see in the dark up to 60 feet.

Skilled (Ex): Aasimars are well-liked, and have keen senses. They gain a +2 bonus on Diplomacy and Perception checks. In addition, these are always considered class skills.

Smite Evil (Su): Aasimars can tap into the sacred powers of their ancestors to deliver swift judgement upon vile foes. Once per day as a swift action, aasimars can smite evil as though a paladin of the same level as their character level. The smite persists until target is dead or the aasimar rests.

Spell-Like Ability (Sp): Aasimars can produce a golden radiance. Once per day, aasimars can cast *daylight*. The caster level for this effect is equal to the aasimar's character level.

Celestial Resistance (Ex): Inheritors to a celestiaal bloodline, aasimars have acid resistance 5, cold resistance 5, and electricity resistance 5.

Languages: Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.



Alternative Racial Traits

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

Diverse Training (Ex): On occasion, aasimars manifest their human heritage more prominently. Aasimars gain an additional skill rank at each character level. Aasimars with this racial trait lose the smite evil racial trait.

Smite Good (Su): Some aasimars have fallen from the grace of their celestiaal ancestors. Once per day as a swift action, aasimars can smite good as though an antipaladin of the same level as their character level. The smite persists until target is dead or the aasimar rests. Aasimars with this racial trait lose the smite evil racial trait.

ANDROID

+2 Dexterity, +2 Intelligence, -2 Charisma: Androids are agile and smart, but have difficulty relating to others.

Humanoid: Androids are humanoids with the android subtype.

Medium: Androids are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Androids have a base speed of 30 feet.

Darkvision (Ex): Androids can see in the dark up to 60 feet.

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

Alert (Ex): Androids are highly perceptive. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Constructed (Ex): Androids are both organic beings and advanced technological machines. They count as constructs and humanoids for all effects related to type. Androids gain a +4 bonus on saving throws against mind-affecting effects, paralysis, poison, and stun effects. They are immune to disease, emotion effects, exhaustion, fatigue, fear, morale bonuses, and sleep effects.

Emotionless (Ex): Androids are notoriously terrible at assessing social situations, due to their inherent lack of emotions. They suffer a -4 penalty on Sense Motive checks.

Nanite Surge (Ex): Once per day as an immediate action, androids can gain a bonus equal to 3 + the android's character level on any one d20 roll, however this ability must be activated before the roll is made. Whenever an android uses this ability, their circuitry-tattoos glow as though a torch for 1 round.

Reactive (Ex): Androids have uncanny situational awareness against violence. They gain Improved Initiative as a bonus feat, a +1 bonus on attack rolls made as attacks of opportunity, and a +2 dodge bonus to AC against attacks of opportunity.

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

CHAPTER ONE: LEGACY RACES

Alternative Racial Traits

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

Intellectualized Empathy (Ex): Through continued contact with living creatures, androids can learn to process emotions, albeit with difficulty. Androids gain a +2 bonus on Sense Motive checks. In addition, it is always considered a class skill. Androids with this racial trait lose the alert racial trait.

Versatility (Ex): Androids gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat. Androids with this racial trait lose the reactive racial trait.

ASTOMOI

+2 Intelligence, +2 Wisdom, –2 Constitution: Astomoi are studious and enlightened, but frail.

Humanoid: Astomoi are humanoids with the astomoi subtype.

Medium: Astomoi are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Astomoi have a base speed of 30 feet.

Defensive Training (Ex): Astomoi have honed their ability to avoid attacks. They gain a +2 dodge bonus to AC.

Enlightened Insight (Ex): Astomoi have attained enlightenment, and an uncanny understanding of the world. An astomoi chooses two skills—they gain a +2 bonus on both of these skills. In addition, these are always considered class skills.

Mouthless (Ex): Astomoi do not require drink or food of any kind. Rather than consuming nourishment in normal ways, they absorb the essence of such edibles, rendering them inert. All potions, or other ingested materials are consumed in the same way, however this method of consumption grants them immunity to ingested poisons.

Scent (Ex): Astomoi perceive much of the world through their sense of smell. They have the scent universal monster ability.

Sensitive Breath (Ex): Astomoi heavily rely on their sense of smell. They suffer a –2 penalty on saving throws against disease and inhaled poisons.

Telepathic Senses (Su): Astomoi can utilize their telepathy to perceive areas within 60 feet of them, as though utilizing darkvision, however they cannot otherwise see or speak. An astomoi can utilize its telepathy to fulfill language-dependent abilities, as well as substituting thought components for spells that require verbal components. They cannot utilize this ability to fulfill audible-dependent abilities.

Telepathy (Su): Astomoi have the telepathy universal monster ability, out to a range of 100 feet.

Languages: Astomoi begin play understanding Common, however they are incapable of speech. Astomoi with high Intelligence scores can choose any of the following languages: Abyssal, Aklo, Celestial, Elven, Infernal, and Sylvan.

Alternative Racial Traits

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

Blindsense (Ex): Some astomoi have such a keen sense of smell, they can utilize it to perceive the world around them. Astomoi gain the blindsense universal monster ability, out to a range of 10 feet. Astomoi with this racial trait lose the scent racial trait.

Combat Training (Ex): On occasion, astomoi hone their combat prowess. Astomoi gain either Eschew Materials, Spell Focus, or Spell Penetration as a bonus feat. They must still meet the normal prerequisites of this feat. Astomoi with this racial trait lose the defensive training racial trait.

CALIGNI

+2 Dexterity, +2 Constitution, –2 Intelligence: Caligni are hardy and fast, but unaccepting of new ideas.

Humanoid: Caligni are humanoids with the caligni subtype.

Medium: Caligni are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Caligni have a base speed of 30 feet.

See in Darkness (Su): Caligni can see in darkness of any kind, including supernatural or magical darkness.

Death Throes (Su): Caligni burst into a flash of bright light when slain. All creatures within a 5-foot burst must succeed on a Fortitude save or be dazzled for 1d4 rounds. The save DC is equal to 10 + half the caligni's character level + the caligni's Constitution modifier. Afterwards, the caligni's corpse shrivels to one third their normal size, becoming unrecognizable, however *raise dead* and similar effects restore them as normal.

Light Sensitivity (Ex): Caligni are accustomed to darkness. They are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Lurker (Ex): Caligni are naturally soft-stepping, and effortlessly blend into their surroundings. They gain a +4 bonus on Stealth checks. In addition, it is always considered a class skill.

Refined Senses (Ex): Caligni have highly adapted senses. They gain a +4 bonus on Perception checks. In addition, it is always considered a class skill.

Shadow Blending (Su): While in dim light, the miss chance for attacks against a caligni increase to a 50% miss chance. This effect does not grant total concealment.

Spell-Like Abilities (Sp): Caligni can sense magic, and harness shadows. They gain the following spell-like abilities: At will—*detect magic*; 1/day—*darkness*. The caster level for these effects is equal to the caligni's character level.

Languages: Caligni begin play speaking Common and Dark Folk. Caligni with high Intelligence scores can choose from the following languages: Aklo, Aquan, Auran, D'ziriak (understanding only, cannot speak), Ignan, and Terran.

CHAPTER ONE: LEGACY RACES

Alternative Racial Traits

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

Combat Training (Ex): Caligni gain either Martial Weapon Proficiency, Weapon Focus, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Caligni with this racial trait lose the spell-like abilities racial trait.

Natural Leader (Ex): Caligni are a throwback to the proud progenitor race of darkfolk. They gain a +4 bonus on Diplomacy checks. In addition, it is always considered a class skill. Caligni with this racial trait lose the lurker racial trait.

CATFOLK

+2 Dexterity, +2 Charisma, -2 Wisdom: Catfolk are agile and likable, but impulsive.

Humanoid: Catfolk are humanoids with the catfolk subtype.

Medium: Catfolk are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Catfolk have a base speed of 30 feet.

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

Cat's Luck (Ex): Catfolk can evade danger with surprising success due to their incredible luck and superior reflexes. Once per day when a catfolk makes a Reflex saving throw, they can roll the saving throw twice and take the better result. They must decide to use this ability before the saving throw is attempted.



Climbing Claws (Ex): Catfolk have claws that while not suitable for combat, make them excellent climbers. They gain a +2 bonus on Climb checks. In addition, it is always considered a class skill.

Natural Hunter (Ex): Catfolk are light-footed, with keen senses, and natural predatory instincts inherited from their animal ancestors. They gain a +2 bonus on Perception, Stealth, and Survival checks. In addition, these are always considered class skills.

Predatory Adaptation (Ex): Catfolk adapt to their native surroundings, making them superior combatants in their domains. Select one terrain chosen from the ranger's favored terrain. Catfolk gain a +1 bonus on attack rolls, and a +2 dodge bonus to AC while in this terrain. In addition, they move through difficult terrain at normal speed within this terrain, however magically altered terrain affects them normally.

Sprinter (Ex): Catfolk can push themselves to move incredibly quickly across the battlefield. They gain a +10-foot bonus to their speed when using the charge, run, or withdraw actions.

Weapon Familiarity (Ex): Catfolk are proficient with acrobat spears, longbows (including composite longbow), shortbows (including composite shortbows), and short swords.

Languages: Catfolk begin play speaking Common and Catfolk. Catfolk with high Intelligence scores can choose from the following languages: Elven, Gnome, Halfling, Orc, and Sylvan.

Alternative Racial Traits

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

Combat Training (Ex): Catfolk can easily learn to put their feline grace to use in combat. They gain either Acrobatic, Nimble Moves, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Catfolk with this racial trait lose the predatory adaptation racial trait.

Fencer (Ex): Many catfolk raised in cities take to fencing with surprising ease, thanks to their natural agility. They gain proficiency with bucklers, and rapiers. Catfolk with this racial trait lose the weapon familiarity racial trait.

CHANGELING

+2 Wisdom, +2 Charisma, -2 Constitution: Changelings are attractive and clever, but frail.

Humanoid: Changelings are humanoids with the changeling subtype.

Medium: Changelings are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Changelings have a base speed of 30 feet.

Darkvision (Ex): Changelings can see in the dark up to 60 feet.

Changeling Magic (Sp): Changelings add +1 to the DC of any saving throws against any spells they cast with the charm subschool. Changelings with Charisma scores of 11 or higher also gain the following spell-like ability: 1/day—*charm person*. The caster level for this effect is equal to the changeling's character level. The DC for these spells is equal to 10 + the spell's level + the changeling's Charisma modifier.

Hag Racial Trait: Changeling inherit one of the following racial traits, depending on her mother's hag type:

Hulking Changeling (Annis Hag): Changelings descended from annis hags are powerfully built. They gain a +1 bonus on melee damage.

Green Widow (Green Hag): Changelings descended from green hags are alluring. They gain a +2 bonus on Bluff checks against creatures that are sexually attracted to them.

Sea Lungs (Sea Hag): Changelings descended from sea hags are well suited for aquatic environs. They can hold their breath for a number of rounds equal to three times their Constitution score before they risk drowning.

Natural Weapons (Ex): A changeling has sharp nails. They have two 1d4 claw attacks. These are primary natural attacks.

Observant (Ex): Changelings are inherently careful, and can't help but keep an eye on their surroundings. They gain a +2 bonus on Perception and Sense Motive checks. In addition, these are always considered class skills.

Spell Resistance (Ex): Changelings are naturally resistant to magic. They have spell resistance equal to 6 + their character level.

Thick-Skinned (Ex): Changelings have eerily rugged flesh, and possess a skin tone similar to that of their hag parent. They have a +1 natural armor bonus.

Versatility (Ex): Changelings have a varied ancestry, inherited from their non-hag lineage. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Languages: Changelings begin play speaking Common. Changelings with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Giant, Goblin, and Orc.

Alternative Racial Traits

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

Diverse Training (Ex): Some changelings are gifted students, capable of learning a variety of talents with a surprising ease. Changelings gain an additional skill rank at each character level. Changelings with this racial trait lose the observant racial trait.

Evil Eye (Su): Changelings have an uncanny skill with curses, and afflict their foes with potent short-term afflictions. They can use the evil eye witch hex as though a witch of the same level as their character level. This hex is usable a number of times per day equal to 3 + the changeling's Intelligence modifier. Changelings with this racial trait lose the versatility racial trait.

DEEP ONE HYBRID

+2 Constitution, +2 Wisdom, -2 Dexterity: Deep one hybrids are resilient and devout, but move with a lumbering gait.

Humanoid: Deep one hybrids are humanoids with the deep one, and human subtypes.

Medium: Deep one hybrids are Medium creatures and receive no bonuses or penalties due to their size.

Slow: Deep one hybrids have a base speed of 20 feet.

Swim: Deep one hybrids have a swim speed of 30 feet, and gain a +8 bonus to Swim skill checks.

Darkvision (Ex): Deep one hybrids can see in the dark up to 60 feet.

Low-Light Vision (Ex): Deep one hybrids can see twice as far as a race with normal vision in conditions of dim light.

Aquatic Lurker (Ex): Deep one hybrids are excellent underwater hunters. They gain a +2 bonus on Stealth checks when underwater. In addition, it is always considered a class skill.

Deceptively Fanatic (Ex): Deep one hybrids are devout in their beliefs and loyalties, but are naturally deceptive. They gain a +2 bonus on Bluff, Knowledge (planes), and Knowledge (religion) checks. In addition, these are always considered class skills.

Final Change (Su): Deep one hybrids eventually become true deep ones. Just 1d12 months after reaching venerable age, a deep one hybrid dies an agonizing and painful death, before its body transforms into a mature deep one, as per the spell *reincarnate*, gaining the following modifications to its physical ability scores: +6 Strength, -2 Dexterity, and +6 Constitution.

Gifted Cultist (Ex): Deep one hybrids are naturally talented with activating all manner of magical items. They gain a +2 bonus on Use Magic Device checks made to activate spell-trigger items like staves and wands. In addition, it is always considered a class skill.

Sea Longing (Ex): While deep one hybrids can move on dry land without issues, they are still bound to the sea. Every 24 hours a deep one hybrid is in an area more than 10 miles from the sea, they must succeed at a DC 20 Will save or take 1 point of Wisdom drain.

Take to the Water (Ex): Deep one hybrids can hold their breath for a number of rounds equal to twenty times their Constitution score before they risk drowning. In addition, they gain a +2 bonus on Initiative checks and Reflex saves while swimming.

Thick-Skinned (Ex): Deep one hybrids rubbery skin, much like that of their deep one relatives. They have a +1 natural armor bonus.

Languages: Deep one hybrids begin play speaking Aklo and Common. Deep one hybrids with high Intelligence scores can choose from the following languages: Abyssal, Aquan, Draconic, Goblin, Orc, and Undercommon.

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Alternative Racial Traits

The following racial traits may be selected instead of existing deep one hybrid racial traits.

Infiltrator (Ex): Deep one hybrids gain a +2 bonus on Disguise checks. In addition, it is always considered a class skill. Deep one hybrids with this racial trait lose the aquatic lurker, sea longing, and thick-skinned racial traits.

Temporary Transformation (Ex): Once per day, when a deep one hybrid takes damage it can undergo an agonizing change to harness the strength of their tainted bloodline for 1 minute. While in a temporary transformation, a deep one hybrid gains a +2 bonus to Strength and Constitution, but suffers a -2 penalty to Dexterity. Deep one hybrids with this racial trait lose the aquatic lurker racial trait.

DHAMPIR

+2 Dexterity, +2 Charisma, -2 Constitution: Dhampirs are alluring and quick, but their connection to the grave leaves them somewhat frail.

Humanoid: Dhampirs are humanoids with the dhampir subtype.

Medium: Dhampirs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Dhampirs have a base speed of 30 feet.

Darkvision (Ex): Dhampirs can see in the dark up to 60 feet.

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

Diverse Training (Ex): Dhampirs inherit a knack for learning new talents from their human parent. They gain an additional skill rank at each character level.

Light Sensitivity (Ex): Dhampirs possess a sensitivity to daylight, though far less so than vampires. They are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Manipulative (Ex): Dhampirs are observant, and can easily weave lies. They gain a +2 bonus on Bluff and Perception checks. In addition, these are always considered class skills.

Negative Energy Affinity (Ex): Dhampirs are living creatures, however their physiology is tainted by their undead ancestry. They are harmed by positive energy, and healed by negative energy.

Resist Level Drain (Ex): Dhampirs have a resilience against attempts to siphon their life energies. They take no penalties from energy drain effects, however they can still be slain if they accrue more negative levels than their Hit Dice. Any negative levels accrued in this way are automatically removed after 24 hours.

Spell-Like Ability (Sp): Three times per day, dhampirs can cast *detect undead*. The caster level for this effect is equal to the dhampir's character level.

Undead Resistance (Ex): Dhampirs possess an undead taint, which protects both mind and body. They gain a +2 bonus on saving throws against disease and mind-affecting effects.

Versatility (Ex): Dhampirs have a varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Languages: Dhampirs begin play speaking Common. Those with high Intelligence scores can choose any language it wants (except secret languages, such as Druidic).

Alternative Racial Traits

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

Thick-Skinned (Ex): Dhampirs occasionally inherit resilient, hardened flesh. They have a +1 natural armor bonus. Dhampirs with this racial trait lose the undead resistance racial trait.

Vampiric Magic (Sp): Some dhampirs possess a strong connection to their vampiric lineage. Once per day, dhampirs can cast *command*. Beginning at 9th character level, dhampirs can also cast *suggestion* once per day. At 13th character level, dhampirs can cast *dominate person* once per day. The caster level for this effect is equal to the dhampir's character level. The DC for these spells is equal to 10 + the spell's level + the dhampir's Charisma modifier. Dhampirs with this racial trait lose the versatility racial trait.

DROW

+2 Dexterity, +2 Charisma, -2 Constitution: Drow are manipulative and agile, but have slight frames.

Humanoid: Drow are humanoids with the elf subtype.

Medium: Drow are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Drow have a base speed of 30 feet.

Superior Darkvision (Ex): Drow can see in the dark up to 120 feet.

Demonologist (Ex): Drow have pacts with demons, and are familiar with their strengths and weaknesses. They gain a +4 bonus on Knowledge (planes) checks made to recall information about demons. In addition, it is always considered a class skill.

Drow Immunities (Ex): Drow minds are not easily ensorcelled. They are immune to magic sleep effects and gain a +2 bonus on saving throws against enchantment spells and effects.

Keen Senses (Ex): Drow possess superior senses. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Light Footing (Ex): Drow have light frames, and are incredibly sure-footed. As long as they are wearing light or no armor, and carrying no more than a light load, they can reduce the effects of hampered movement by 1-step.

Poison Use (Ex): Drow frequently use poisons, and are practiced in their use. They do not risk poisoning themselves accidentally when using poisons.

CHAPTER ONE: LEGACY RACES

Spell Resistance (Ex): Drow are difficult to affect with magic. They have spell resistance equal to 6 + their character level.

Spell-Like Abilities (Sp): Drow gain the following spell-like abilities: 1/day—*dancing lights*, *darkness*, and *faerie fire*. The caster level for these effects is equal to the drow's character level.

Light Blindness (Ex): Drow are blinded for 1 round when exposed to bright light. In addition, they are dazzled on subsequent rounds while they remain in the affected area.

Weapon Familiarity (Ex): Drow are proficient with hand crossbows, rapiers, and short swords, and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Drow begin play speaking Elven and Undercommon. Drow with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Common, Draconic, Drow Sign Language, or Gnome.

Alternative Racial Traits

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

Domineering (Ex): Drow are fearsome, and see themselves as superior to all other creatures. They gain a +4 bonus on Intimidate checks. In addition, it is always considered a class skill. Drow with this racial trait lose the demonologist, and light footing racial traits.

Magic Resilience (Ex): Drow have attained superior defenses against magical effects. They gain a +2 bonus on saving throws against spells, and spell-like abilities. Drow with this racial trait lose the spell resistance racial trait.

DUERGAR

+2 Constitution, +2 Wisdom, -4 Charisma: Duergar are hardy and wise, but wholly belligerent.

Humanoid: Duergar are humanoids with the dwarf subtype.

Medium: Duergar are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady: Duergar have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Superior Darkvision (Ex): Duergar can see in the dark up to 120 feet.

Duergar Immunities (Ex): Duergar have resilient bodies, and stubborn minds. They are immune to paralysis, phantasms, and poison. They gain a +2 bonus on saves against spells and spell-like abilities.

Hatred (Ex): Duergar hate most everyone they have ever encountered, however they revile none more than dwarves, elves, drow, and of course, other duergar they see as rivals. They gain a +1 bonus on attack rolls against humanoids of the dwarf and elf subtypes.

Insatiable Greed (Ex): Duergar have an unrivalled greed, and prefer to take slaves whenever possible rather than kill their foes, in order to further their own personal wealth. They gain a +2 bonus on Appraise, and Profession (slaver) checks. Further, they gain a +2 bonus on Spellcraft checks made to identify the properties of magic items. In addition, these are always considered class skills.

Light Sensitivity (Ex): Duergar live deep underground and don't often see natural light, preferring to avoid it whenever possible. They are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Spell-Like Abilities (Sp): Duergar can utilize unique magical powers to give them the edge when ambushing foes, or combating them head-on. They gain the following spell-like abilities: 1/day—*enlarge person* (self only), and *invisibility* (self only). The caster level for these effects is equal to the duergar's character level.

Stability (Ex): Duergar are short and stocky, making them extremely difficult to move then their feet are planted firmly on the ground. They gain a +4 bonus to their Combat Maneuver Defense against bull rush or trip attempts while standing on the ground.

Stonecunning (Ex): Duergar live underground, and have a keen eye for stonework. They gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They gain a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking. In addition, it is always considered a class skill.

Weapon Familiarity (Ex): Duergar are proficient with flails, nets, and whips, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Languages: Duergar begin play speaking Dwarven, and Undercommon. Duergar with high Intelligence scores can choose from the following: Aklo, Common, Draconic, Goblin, Orc, and Terran.

Alternative Racial Traits

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

Combat Training (Ex): Duergars often devote themselves to martial training. They gain either Heavy Armor Proficiency, Martial Weapon Proficiency, or Shield Proficiency as a bonus feat. They must still meet the normal prerequisites of this feat. Duergars with this racial trait lose the spell-like abilities, and stonecunning racial traits.

Slave-Keeper (Ex): Duergars are notorious slavers, making them highly skilled at striking fear into those they encounter. They gain a +4 bonus on Intimidate checks. In addition, it is always considered a class skill. Further, the DC to break or slip free from manacles or other bindings applied by a duergar increases by +2. Duergars with this racial trait lose the insatiable greed racial trait.

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DWARF

+2 Constitution, +2 Wisdom, –2 Charisma: Dwarves are hardy and cunning, but they lack social graces.

Humanoid: Dwarves are humanoids with the dwarf subtype.

Medium: Dwarves are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision (Ex): Dwarves can see in the dark up to 60 feet.

Armored Advantage (Ex): Dwarves train since their youth to maximize the protections of armor they wear. When wearing medium or heavy armor, a dwarf increases their armor bonus by +1. This bonus only applies when the dwarf is aware of attacks, and not flat-footed.

Clan Relic (Su): Dwarves take great pride in their clan's traditions and achievements, frequently carrying a token of this heritage, be it an ancient coin, belt buckle, beard adornment, or other slotless item on their person at all times. While this relic is not necessarily magical, as long as it is in their possession, the dwarf can tap into the skills of their ancestors. Three times per day as a swift action, a dwarf can gain the effects of *guidance*, as per the spell. The caster level for this effect is equal to the dwarf's character level.

Defensive Training (Ex): Dwarves are adept at avoiding the attacks of giants, thanks to both specialized training and their short frames. They gain a +4 dodge bonus to AC against creatures of the giant subtype.

Greed (Ex): Dwarves have a well-earned reputation for hoarding riches. They gain a +2 bonus on Appraise checks made to determine the value of nonmagical goods that contain precious metals or gemstones. In addition, it is always considered a class skill.

Hatred (Ex): Dwarves despise all of goblinkind and orcs, training themselves in tactics to better combat these foes. They gain a +1 bonus on attack rolls against humanoids of the goblinoid and orc subtypes.

Hardy (Ex): Dwarves are resilient, and difficult to effect with magic. They gain a +2 bonus on saving throws against poison, spells, and spell-like abilities.

Stability (Ex): Dwarves are short and stocky, making them extremely difficult to move when their feet are planted firmly on the ground. They gain a +4 bonus to their Combat Maneuver Defense against bull rush or trip attempts while standing on the ground.

Stonecunning (Ex): Dwarves live underground, and have a keen eye for stonework. They gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They gain a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking. In addition, it is always considered a class skill.

Superior Craftsmanship (Ex): Dwarves are skilled at crafting items made with materials pulled from the earth. They gain a +2 bonus on Craft checks made with gemstones, metal, and stone. This bonus increase to +4 when repairing items made from such materials. In addition, it is always considered a class skill.

Weapon Familiarity (Ex): Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Alternative Racial Traits

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

Challenge (Ex): Some dwarves practice the tradition of honor duels. Once per day as a swift action, dwarves can challenge as though a cavalier of the same level as their character level. The challenge persists until target is dead or the dwarf rests. Dwarves with this racial trait lose the greed, and superior craftsmanship racial traits.

Combat Training (Ex): Dwarves often devote themselves to military service in their youths. They gain either Heavy Armor Proficiency, Martial Weapon Proficiency, or Shield Proficiency as a bonus feat. They must still meet the normal prerequisites of this feat. Dwarves with this racial trait lose the stonecunning, and superior craftsmanship racial traits.

ELF

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are smart and agile, but have slight frames.

Humanoid: Elves are humanoids with the elf subtype.

Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

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

Arcane Study (Sp): Elves often train in wizardry from a young age. Elves with Intelligence scores of 11 or higher can cast one 0-level spell at will, and one 1st-level spell once per day as spell-like abilities. These spells are chosen at creation, and must be selected from the wizard spell list. The caster level for these spells is equal to the elf's character level. The save DC is equal to 10 + the spell level + the elf's Intelligence modifier.

Combat Training (Ex): Elves traditionally train in warfare, specializing in either sword or spell. They gain either Martial Weapon Proficiency, Spell Focus, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat.

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Elven Immunities (Ex): Elf minds are not easily ensorcelled. They are immune to magic sleep effects and gain a +2 bonus on saving throws against enchantment spells and effects.

Elven Magic (Ex): Elves who practice magic find their spells more potent than those cast by other races, and have a keen eye for recognizing magic items. They gain a +2 bonus on caster level checks made to overcome spell resistance, and on Spellcraft checks made to identify the properties of magic items. In addition, it is always considered a class skill.

Keen Senses (Ex): Elves possess superior senses. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Light Footing (Ex): Elves have light frames, and are incredibly sure-footed. As long as they are wearing light or no armor, and carrying no more than a light load, they can reduce the effects of hampered movement by 1-step.

Weapon Familiarity (Ex): Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Draconic, Gnome, Goblin, Orc, and Sylvan.

Alternative Racial Traits

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

Aristocratic Ancestry (Ex): Some elves are descended from ancient noble lines, and are well versed in the courts of aristocracy. They gain a +2 bonus on Diplomacy, Bluff, and Sense Motive. In addition, these are always considered class skills. Elves with this racial trait lose the combat training, and light footing racial traits.

Spell Resistance (Ex): Some elves are extremely difficult to affect with magic. They have spell resistance equal to 6 + their character level. Elves with this racial trait lose the elven magic racial trait.

Shadow Blending (Su): Fetchling have a skin tone which causes them to blend into shadows. While in dim light, the miss chance for attacks against a fetchling increase to a 50% miss chance. This effect does not grant total concealment.

Shadowy Resistance (Ex): Fetchlings are creatures of the Shadow Plane. They have cold resistance 5, and electricity resistance 5.

Skilled (Ex): Fetchlings are well versed in planar topics, and naturally light-footed. They gain a +2 bonus on Knowledge (planes) and Stealth checks. In addition, these are always considered class skills.

Spell-Like Abilities (Sp): Fetchlings have an innate connection to the Shadow Plane. Once per day, fetchlings can assume the form of any humanoid creature as per the spell *disguise self*. Beginning at 9th character level, fetchlings can also cast *shadow walk* (self only) once per day. At 13th character level, fetchlings can cast *plane shift* (self only, to the Shadow Plane or the Material Plane only) once per day. The caster level for these effects is equal to the fetchling's character level.

Weapon Familiarity (Ex): Fetchlings are proficient with darts, punching daggers, short swords, and scissor katars.

Languages: Fetchlings begin play speaking Common. Fetchlings with high Intelligence scores can choose from the following: Aklo, Aquan, Auran, D'zirriak (understanding only, cannot speak), Ignan, and Terran.

Alternative Racial Traits

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

Diverse Training (Ex): On occasion, fetchlings manifest their human heritage more prominently. Fetchlings gain an additional skill rank at each character level. Fetchlings with this racial trait lose the skilled racial trait.

Versatility (Ex): Some fetchlings have a varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat. Fetchlings with this racial trait lose the shadow resistance, and weapon familiarity racial traits.

FETCHLING

+2 Dexterity, +2 Charisma, -2 Wisdom: Fetchlings are commanding and lithe, but are easily distracted.

Outsider: Fetchlings are outsiders with the native subtype.

Medium: Fetchlings are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Fetchlings have a base speed of 30 feet.

Darkvision (Ex): Fetchlings can see in the dark up to 60 feet.

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

GATHLAIN

+2 Dexterity, +2 Charisma, -2 Constitution: Gathlain are quick and personable, but frail.

Fey: Gathlain are fey, they breathe, eat, and sleep.

Small: Gathlain are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Gathlain have a base speed of 30 feet.

Flight: Gathlain have wings made of vines and wood that grant them a fly speed of 40 feet with poor maneuverability.

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

Fibrous Resilience (Ex): Gathlains have plant-covered bodies, making them difficult to damage with some forms of attack. They gain DR 2/slashing.

Natural Explorer (Ex): Gathlain enjoy exploring the world, and are well-suited to living outdoors. They gain a +2 bonus on Knowledge (geography), Knowledge (nature), and Survival checks. In addition, these are always considered class skills.

Spell-Like Abilities (Sp): Gathlains are innately magical creatures, with powers over nature. They gain the following spell-like abilities: 1/day—*entangle*, and *feather step*. The caster level for these effects is equal to the gathlain's character level. The DC for these spells is equal to 10 + the spell's level + the gathlain's Charisma modifier.

Thick-Skinned (Ex): Gathlain have plant-like flesh. They have a +1 natural armor bonus.

Weapon Familiarity (Ex): Gathlain are proficient with acrobat spears, longbows (including composite longbows), and shortbows (including composite shortbows).

Languages: Gathlains begin play speaking Common and Sylvan. Gathlain with high Intelligence score can choose from the following languages: Aklo, Draconic, Elven, Goblin, Halfling, and Orc.

Alternative Racial Traits

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

Combat Training (Ex): Gathlains often learn to develop combat techniques utilizing their spritely physiques to their advantage. They gain either Hover, Spell Focus, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Gathlains with this racial trait lose the natural explorer racial trait.

Fey Resistances (Ex): Gathlains sometimes inherit the resiliency possessed by their more powerful fey kin. They gain DR 2/cold iron, and spell resistance equal to 6 + their character level. Gathlains with this racial trait lose the fibrous resilience, and thick-skinned racial traits.

GHORAN

+2 Constitution, +2 Charisma, -2 Intelligence: Ghorans are resilient and eager, but slow-thinking.

Plant: Ghorans are plants, but do not possess the immunity to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects which is normally possessed by creatures of this type.

Medium: Ghorans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Ghorans have a base speed of 30 feet.

Delicious (Ex): Ghorans have bodies made of vegetation which is widely considered to be tasty. Whenever a ghoran is grappled by a creature with a bite attack using the grab universal monster ability, they suffer a -2 penalty on Escape Artist and Combat Maneuver checks made to escape the grapple.

Fibrous Resilience (Ex): Ghorans are made from resilient plant matter. They gain DR 2/slashing.

Light Dependent (Ex): Ghorans require sunlight to live. They suffer 1d4 Constitution damage each day they go without exposure to sunlight.

Natural Magic (Sp): Ghorans with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*detect poison*, *goodberry* (berries bud from the ghoran), and *purify food and drink*. The caster level for these effects is equal to the ghoran's character level. The DC for these spells is equal to 10 + the spell's level + the ghoran's Charisma modifier.

Past-Life Knowledge (Ex): Ghorans are relatively short-lived, however they continue to pass along their experiences through their seed. They consider all Knowledge skills as class skills.

Seed (Ex): As a full-round action, a ghoran can produce a seed from its abdomen, gaining 1 negative level. When the seed is planted in fertile ground, and left undisturbed for 2d6 days, it creates a duplicate of the original ghoran, however all skill ranks can be redistributed as desired. When the duplicate sprouts, the original dies, being completely replaced by the new ghoran.

Tough Flesh (Ex): Ghorans have rugged, fibrous bodies. They have a +2 natural armor bonus.

Languages: Ghorans begin play speaking Common and Sylvan. Ghorans with high Intelligence scores can choose any languages they want (except secret languages such as Druidic).

Alternative Racial Traits

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

Guarded Thoughts (Ex): Some ghorans possess a fraction of the protections possess by other plant creatures. They gain a +2 bonus on saving throws against mind-affecting effects. Ghorans with this racial trait lose the fibrous resilience racial trait.

Sapling Resistances (Ex): Ghorans occasionally seep a viscous sap. They gain acid resistance 5, electricity resistance 5, and fire resistance 5. Ghorans with this racial trait lose the tough flesh racial trait.

GILLMEN

+2 Constitution, +2 Charisma, -2 Wisdom: Gillmen are attractive and vigorous, but weak-willed.

Humanoid: Gillmen are humanoids with the aquatic subtype.

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Medium: Gillmen are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Gillmen have a base speed of 30 feet.

Swim: Gillmen have a swim speed of 30 feet, and gain a +8 bonus to Swim skill checks.

Darkvision (Ex): Gillmen can see in the dark up to 60 feet.

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

Aberrant Insights (Ex): Gillmen have uncanny insights into the movements and attack patterns of aberrations, thanks to their centuries of enslavement to aboleths. They gain a +1 bonus on attack rolls and a +2 dodge bonus to AC against creatures of the aberration type.

Amphibious (Ex): Gillmen are suited to life on land, as well as in the sea. They can breathe both air and water.

Delver (Ex): Gillmen are well suited to exploring underground or underwater locales. They gain a +2 bonus on Knowledge (dungeoneering) and Survival checks. In addition, these are always considered class skills.

Enchantment Resistance (Ex): Gillmen have attained a resilience to mental attacks, but are utterly weak-minded against the manipulations of aboleths. They gain a +2 bonus on saving throws against non-aboleth enchantment spells and effects, but suffer a -2 penalty on such saving throws against aboleths.

Vigor (Ex): Gillmen are both hardy and healthy, thanks to the attempts by aboleths to manipulate their breeding stock throughout the centuries. They gain a +2 bonus on saving throws against diseases and poisons.

Water Dependent (Ex): Gillmen must submerge their bodies in fresh or salt water each day. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.

Weapon Familiarity (Ex): Gillmen are proficient with great tridents, tridents, underwater heavy crossbows, and underwater light crossbows.

Languages: Gillmen begin play speaking Aboleth and Common. Gillmen with high Intelligence scores can choose from the following: Abyssal, Aklo, Aquan, Draconic, Elven, and Sylvan.

Alternative Racial Traits

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

Diverse Training (Ex): On occasion, gillmen manifest their human heritage more prominently. Gillmen gain an additional skill rank at each character level. Gillmen with this racial trait lose the delver racial trait.

Versatility (Ex): Some gillmen possess a throwback to their varied human ancestry. Gillmen gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat. Gillmen with this racial trait lose the aberrant insights, and vigor racial traits.

GNOLL

+4 Strength, +2 Constitution, -2 Intelligence, -2

Charisma: Gnolls are powerfully built and hardy, but are harsh and lack talents for academia.

Humanoid: Gnolls are humanoids with the gnoll subtype.

Medium: Gnolls are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Gnolls have a base speed of 30 feet.

Darkvision (Ex): Gnolls can see in the dark up to 60 feet.

Combat Training (Ex): Gnolls have a brutal lifestyle, and are well-versed in combat. They gain either Martial Weapon Proficiency, Shield Proficiency, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat.

Keen Senses (Ex): Gnolls have acute senses. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Thick-Skinned (Ex): Gnolls have thick hide, covered in coarse fur. They have a +1 natural armor bonus.

Weapon Familiarity (Ex): Gnolls are proficient with flails, heavy flails, and spiked chains.

Languages: Gnoll begin play speaking Common, and Gnoll. Gnolls with high Intelligence can choose bonus languages from the following: Abyssal, Aklo, Giant, Goblin, Lupine, and Orc.

Alternative Racial Traits

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

Natural Weapons (Ex): On occasion, gnolls are born with powerful jaws suitable for snapping bones and tearing flesh. A gnoll has a 1d6 bite attack. This is a primary natural attack. Gnolls with this racial trait lose the combat training racial trait.

Scent (Ex): Some gnolls are born with an powerful sense of smell. Gnolls gain the scent universal monster ability. Gnolls with this racial trait lose the keen senses, and weapon familiarity racial traits.

GNOME

+2 Constitution, +2 Charisma, -2 Strength: Gnomes are likable and easygoing, with small but rugged bodies.

Humanoid: Gnomes are humanoids with the gnome subtype.

Small: Gnomes are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow: Gnomes have a base speed of 20 feet.

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

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Child of the First World (Ex): Originally hailing from the First World, gnomes have inherited the resilience of their fey ancestors. They gain DR 2/cold iron, and spell resistance equal to 6 + their character level.

Defensive Training (Ex): Gnomes are adept at avoiding the attacks of giants, thanks to both specialized training and their short frames. They gain a +4 dodge bonus to AC against creatures of the giant subtype.

Gnome Magic (Sp): Gnomes are gifted with the use of magical illusions. They add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, and *spek with animals*. The caster level for these effects is equal to the gnome's character level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

Hatred (Ex): Gnomes despise all of goblinkind and kobolds, training themselves in tactics to better combat these foes. They gain a +1 bonus on attack rolls against humanoids of the goblinoid and reptilian subtypes.

Illusion Resistance (Ex): Gnomes are lost in fantastical thoughts of their own wild imaginations, making them not easily fooled by illusions. They gain a +2 bonus on saving throws against illusion spells or effects.

Keen Senses (Ex): Gnomes have acute senses. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Obsessive (Ex): Gnomes are renowned for their fits of obsession over tasks which require their full attention. A gnome chooses two Craft or Profession skills of their choice—they gain a +2 bonus on those skills. In addition, these are always considered class skills.

Weapon Familiarity (Ex): Gnomes are proficient with halberds, light hammers, repeating heavy crossbows, and repeating light crossbows, and treat any weapon with the word "gnome" in its name as a martial weapon.

Whimsy (Ex): Gnomes are filled with eccentric excitement for most things, making it difficult to dampen their spirits. They gain a +2 bonus on saving throws against emotion effects.

Languages: Gnomes begin play speaking Common and Gnome. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Sylvan.

Alternative Racial Traits

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

Combat Training (Ex): Gnomes sometimes turn their obsessive natures towards mastering combat. They gain either Martial Weapon Proficiency, Spell Focus, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat. Gnomes with this racial trait lose the child of the first world racial trait.

Life-Long Traveler (Ex): Gnomes can spend decades, or even centuries travelling the world. They gain Endurance as a bonus feat. Gnomes with this racial trait lose the obsessive racial trait.

GOBLIN

+4 Dexterity, -2 Strength, -2 Charisma: Goblins are wily, but physically weak and unapologetically unpleasant.

Humanoid: Goblins are humanoids with the goblinoid subtype.

Small: Goblins are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Goblins have a base speed of 30 feet.

Darkvision (Ex): Goblins can see in the dark up to 60 feet.

Manic Strength (Ex): Despite their small statures, goblins are capable of wielding weapons for creatures one size category larger (Medium for most goblins) by throwing all their weight into their shots or swings. While doing so, they assume the standard -2 penalty to attack rolls for wielding an inappropriately sized weapon, but do not increase the measure of effort required (a Medium one-handed weapon is still a one-handed weapon for a Small goblin). In addition, they take a -2 penalty to AC in any round they have made attacks with such a weapon.

Skilled (Ex): Goblins are naturally gifted at riding mounts, and are unrivalled at sneaking around where they shouldn't be. They gain a +4 bonus on Ride and Stealth checks. In addition, these are always considered class skills.

Weapon Familiarity (Ex): Goblins are proficient with dogslicers, and horsechoppers.



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Languages: Goblins begin play speaking Common and Goblin. Goblins with high Intelligence scores can choose from the following: Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

Alternative Racial Traits

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

Manic Ferocity (Ex): Some goblins possess a deranged mania which is truly terrifying, despite their small statures. They gain a +4 bonus on Intimidate checks. In addition, it is always considered a class skill. Further, once per day when a goblin is reduced to less than 0 hit points, but not killed, they are disabled rather than dying. Unless they are brought above 0 hit points by the end of their next turn, they immediately fall unconscious and begin dying as normal. Goblins with this racial trait lose the skilled racial trait.

Pyromaniac (Sp): All goblins love fire, but some are truly gifted with its use. They add +1 to the DC of any saving throws against spells of the fire subschool that they cast. Goblins with Charisma scores of 11 or higher also gain the following spell-like abilities: 3/day—*spark*; 1/day—*produce flame*. The caster level for these effects is equal to the goblin's character level. The DC for these spells is equal to 10 + the spell's level + the goblin's Charisma modifier. Goblins with this racial trait lose the manic strength racial trait.

GRIPPLI

+2 Dexterity, +2 Wisdom, -2 Strength: Gripplis are nimble and perceptive, but weak due to their small stature.

Humanoid: Gripplis are humanoids with the grippli subtype.

Small: Gripplis are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Gripplis have a base speed of 30 feet.

Climb: Gripplis have a climb speed of 20 feet, and gain a +8 bonus to Climb skill checks.

Darkvision (Ex): Gripplis can see in the dark up to 60 feet.

Camouflage (Ex): Gripplis blend into their home environs. They gain a +4 bonus on Stealth checks in marshes and forested areas. In addition, it is always considered a class skill.

Grippli Magic (Sp): Gripplis gain the following spell-like abilities: 1/day—*create water*, *detect poison*, and *purify food and drink*. The caster level for these effects is equal to the grippli's character level.

Superior Jumper (Ex): Gripplis are excellent jumpers. They gain a +12 bonus on Acrobatics checks made to jump, and are always considered to have a running start. In addition, it is always considered a class skill.

Swamp Stride (Ex): Gripplis are well suited to life in swamps. They move through difficult terrain at normal speed within a swamp, however magically altered terrain affects them normally.

Weapon Familiarity (Ex): Gripplis are proficient with chakrams, handaxes, nets, and throwing axes.

Languages: Gripplis begin play speaking Common and Grippli. Gripplis with high Intelligence scores can choose from the following: Boggard, Draconic, Elven, Gnome, Goblin, and Sylvan.

Alternative Racial Traits

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

Combat Training (Ex): Some grippli's become protectors of their homes, and specializing in combat suited to their keen instincts and agility. They gain either Improved Initiative, Spell Penetration, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Gripplis with this racial trait lose the grippli magic, and swamp stride racial trait.

Springing-Strides (Ex): Gripplis are occasionally born with shorter, but more powerful legs, making them quick moving in combat. They gain a +30-foot bonus to move speed when using the charge, run, or withdraw actions. Gripplis with this racial trait lose the superior jumper racial trait.

HALF-ELF

+2 to One Ability Score: Half-elves have a varied and versatile background, and get a +2 bonus to one ability score of their choice.

Humanoid: Half-elves are humanoids with the elf, and human subtypes.

Medium: Half-elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-elves have a base speed of 30 feet.

Low-Light Vision (Ex): Half-elves can see twice as far as a race with normal vision in conditions of dim light.

Adaptability (Ex): Half-elves are versatile, and easily pick up new talents. They gain Skill Focus as a bonus feat. In addition, the chosen skill is always considered a class skill.

Adaptable Lineage (Ex): Half-elves manifest traits more akin to their elf or human parent. They gain either the light footing elf racial trait, or one of the regional legacy human racial traits.

Elf Blood (Ex): Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex): Half-elf minds are not easily ensorcelled. They are immune to magic sleep effects and gain a +2 bonus on saving throws against enchantment spells and effects.

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Keen Senses (Ex): Half-elves possess superior senses. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Multitalented (Ex): Half-elves are adaptable enough to pursue two paths in life. They choose two favored classes, and gain a favored class bonus when they take a level in either one.

Versatility (Ex): Half-elves have a varied ancestry, inherited from their human lineage. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Weapon Familiarity (Ex): Half-elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

The following racial traits may be selected instead of existing half-elf racial traits.

Diverse Training (Ex): On occasion, half-elves manifest their human heritage more prominently. They gain an additional skill rank at each character level. Half-elves with this racial trait lose the adaptability, and keen senses racial traits.

Spell Resistance (Ex): Some half-elves are difficult to affect with magic. They have spell resistance equal to 6 + their character level. Half-elves with this racial trait lose the adaptable lineage racial trait.

HALF-ORC

+2 to One Ability Score: Half-orcs have a varied and versatile background, and get a +2 bonus to one ability score of their choice.

Humanoid: Half-orcs are humanoids with the human, and orc subtypes.

Medium: Half-orcs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-orcs have a base speed of 30 feet.

Darkvision (Ex): Half-orcs can see in the dark up to 60 feet.

Adaptable Lineage (Ex): Half-orcs manifest traits more akin to their human or orc parent. They gain either the powerful aim orc racial trait, or one of the regional legacy human racial traits.

Intimidating (Ex): Half-orcs can exude the fearsome demeanor of their orc parent, even if they do not possess the same bestial features. They gain a +2 bonus on Intimidate checks. In addition, it is always considered a class skill.

Multitalented (Ex): Half-orcs are adaptable enough to pursue two paths in life. They choose two favored classes, and gain a favored class bonus when they take a level in either one.

Orc Blood (Ex): Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex): Half-orcs possess some of the savage ferocity inherent to their orc lineage, allowing them to fight on for a short while, even with tremendous wounds. Once per day, when a half-orc is reduced to less than 0 hit points, but not killed, they are disabled rather than dying. Unless they are brought above 0 hit points by the end of their next turn, they immediately fall unconscious and begin dying as normal.

Orc Frenzy (Ex): Half-orcs can tap into a primal fury after being injured. Once per day, when a half-orc takes damage it can enter a frenzy for 1 minute. While in a frenzy, a half-orc gains a +2 bonus to Strength and Constitution, but suffers a -2 penalty to AC.

Versatility (Ex): Half-orcs have a varied ancestry, inherited from their human lineage. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Weapon Familiarity (Ex): Half-orcs are proficient with chain hammers, falchions, and greataxes, and treat any weapon with the word "orc" in its name as a martial weapon.



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Languages: Half-orcs begin play speaking Common and Orc. Half-orcs with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

The following racial traits may be selected instead of existing half-orc racial traits.

Diverse Training (Ex): Some half-orcs show their human heritage more prominently, resulting in an adaptable mind suitable for learning all manner of talents. Half-orcs gain an additional skill rank at each character level. Half-orcs with this racial trait lose the intimidating, and orc frenzy racial traits.

Powerful Build (Ex): Occasionally, half-orcs are born with overly muscular bodies, and strongly built physiques. Despite being Medium creatures, half-orcs count as Large creatures for the purposes of carrying capacity and combat maneuvers, including gaining a +1 size bonus on their Combat Maneuver Bonus and to Combat Maneuver Defense. Half-orcs with this racial trait lose the adaptable lineage racial trait.

HALFLING

+2 Dexterity, +2 Charisma, –2 Strength: Halflings are likable and nimble, but their short, small bodies make them physically weak.

Humanoid: Halflings are humanoids with the halfling subtype.

Small: Halflings are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow: Halflings have a base speed of 20 feet.

Fearless (Ex): Halflings rarely find things to be frightening, despite their small statures. They gain a +2 bonus on saving throws against fear effects.

Halfling Luck (Ex): Halflings are inexplicably lucky. They gain a +1 luck bonus on saving throws.

Jovial Tune (Su): Regardless of their alignment, halflings truly enjoy the path they have chosen to follow in life, and occasionally break out into catchy, happy-sounding songs about what they have done. While normally these are pleasant verses, depending on the singer's moral compass they may be less desirable to listen to closely. Halflings gain a +2 bonus on Perform (sing) checks. In addition, it is always considered a class skill. Further, as a standard action, a halfling can sing a pleasant-sounding tune about their experiences, granting all allies who can hear them within 30 feet a +1 morale bonus to attack rolls for 1 round. This is a mind-affecting effect.

Keen Senses (Ex): Halflings have superior senses. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Likable (Ex): Halflings are pleasant to be around. They gain a +2 bonus on Diplomacy checks. In addition, it is always considered a class skill.

Lucky (Ex): Once per day, a halfling can roll twice on a d20 roll, and take the better result. This ability must be used before the roll is made.

Sure-Footed (Ex): Halflings are nimble, and have good balance. They gain a +2 bonus on Acrobatics and Climb checks. In addition, these are always considered class skills.

Weapon Familiarity (Ex): Halflings are proficient with short swords, and slings, and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Halflings begin play speaking Common and Halfling. Halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, Lupine, and Sylvan.

Alternative Racial Traits

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

Combat Training (Ex): Halflings occasionally devote themselves to martial training, utilizing techniques which take advantage of their size and sure-footedness. They gain either Dodge, Improved Initiative, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Halflings with this racial trait lose the lucky, and likable racial traits.

Swarming (Ex): Some halflings practice working in teams to even the odds when combating larger foes. Up to two creatures with swarming can occupy the same square at once. If these creatures attack the same foe, they are considered to be flanking that foe. Halflings with this racial trait lose the jovial tune racial trait.

HOBGOBLIN

+2 Dexterity, +2 Constitution: Hobgoblins are quick and resilient.

Humanoid: Hobgoblins are humanoids with the goblinoid subtype.

Medium: Hobgoblins are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Hobgoblins have a base speed of 30 feet.

Darkvision (Ex): Hobgoblins can see in the dark up to 60 feet.

Ruthless Finish (Ex): Hobgoblins have been bred for war and taught to have little room for compassion, making them skilled at landing killing blows on the battlefield. When performing a coup de grace, they can choose to do so as a full round action without provoking attacks of opportunity, or as a standard action that provokes attacks of opportunity.

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Sneaky (Ex): Hobgoblins are skilled ambushers. They gain a +4 bonus on Stealth checks. In addition, it is always considered a class skill.

War Rider (Ex): Hobgoblins are fearsome, and highly skilled mounted combatants. They gain a +2 bonus on Intimidate and Ride checks. In addition, these are always considered class skills.

Weapon Familiarity (Ex): Hobgoblins are proficient with flails, spiked chains, and whips.

Languages: Hobgoblins begin play speaking Common and Goblin. Hobgoblins with high Intelligence scores can choose from the following: Draconic, Dwarven, Ignan, Infernal, Giant, and Orc.

Alternative Racial Traits

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

Combat Training (Ex): Hobgoblins often focus their efforts to master terrifying combat tactics. They gain either Dazzling Display, Intimidating Prowess, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat. Hobgoblins with this racial trait lose the war rider racial trait.

Militant (Ex): Hobgoblins have been forged into a militaristic race through centuries of warfare. They are proficient with two martial weapons of their choosing, and gain Shield Proficiency. In addition, they gain a +2 bonus on Profession (soldier) checks, and it is always considered a class skill. Hobgoblins with this racial trait lose the sneaky, and weapon familiarity racial traits.

HUMAN

+2 to One Ability Score: Humans have a varied and versatile background, and get a +2 bonus to one ability score of their choice.

Humanoid: Humans are humanoids with the human subtype.

Medium: Humans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans are highly versatile, possessing talents all their own. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Multitalented (Ex): Humans are adaptable enough to pursue two paths in life. They choose two favored classes, and gain a favored class bonus when they take a level in either one.

Regional Legacy: Humans are among the most widespread of races. They have adapted to a variety of lifestyles based on their settled environs, and possess innumerable traditions based on their communities or regions of habitation. They gain a single racial trait based on their nationality, chosen from the following.

Clan Heirloom (Ex): Yokugans begin play with an ancestral weapon, passed down to the warriors of their family for generations. This clan heirloom is a masterwork weapon of their choice; however, it cannot be a firearm unless they are commonplace. Weapons acquired at 1st level are not made of any special material.

They are proficient in the use of this specific weapon, but not with other weapons of its type. If they are not normally proficient with weapons of this type, they may still select feats such as Weapon Focus for it, however they only apply to the clan heirloom. If the clan heirloom is ever destroyed or lost, they suffer a -4 penalty to Will saves until it is repaired, or otherwise recovered.

Mercantile Prowess (Ex): Anubian culture traces its origins to the oldest human civilization in the world, and promotes a keen understanding of historical relics, and their worth, into its people. Anubians gain a +2 bonus to Appraise, and Knowledge (history) checks. In addition, these are always considered class skills.



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Militant Preparation (Ex): For generations, Recian families of all social statuses have been required to send at least one child to serve a term in the military. While those who have Recian blood may not owe such debts to their ancestral nation any longer, the tradition of preparing their children for military service has continued. Recians are proficient with gladius', javelins, and shields (except tower shields). In addition, they gain a +2 bonus on Profession (soldier) checks, and it is always considered a class skill.

Shamanism (Sp): Nbwali can commune with otherworldly spirits, and are often gifted with the power to harness the primeval forces of nature. Once per day, a Nbwali can spend 10 minutes in quiet contemplation to gain the benefits of the *commune* spell for 1 round. Nbwali with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*create water, flare, ray of frost, and produce flame*. The caster level for these effects is equal to the Nbwali's character level. The save DC is equal to 10 + the spell level + the Nbwali's Charisma modifier.

Superior Weapon Training (Ex): Trennians have all been trained in the use of so-called superior national weaponry. They gain proficiency with the blunderbuss, musket, and pistol.

Tradition of the Wild (Ex): All Koda are trained in the tradition of hunting and wayfinding, which their people have practiced for millennia. They gain a +2 bonus on Knowledge (nature), and Survival checks. In addition, these are always considered class skills.

Versatile Skills (Ex): Atrothians have a wildly varied heritage, having been a unification of all other national bloodlines centuries ago. Select one skill. They gain Skill Focus in this skill as a bonus feat, and it is always considered a class skill.

War Dance (Ex): Mogen incorporate dancing into many of their traditions. As a full round action, a Mogen can perform a war dance to intimidate foes who witness their terrifying, energetic display. This effect is similar to the feat Dazzling Display, except no weapon is required, and it only affects targets who can both see and hear the war dance.

Weapon Expertise (Ex): All Kjordians have been trained in the use of their traditional weapons since they were old enough to walk. Select three weapons from the following: bastard sword, battleaxe, chain hammer, dagger, greataxe, greatsword, handaxe, light hammer, longsword, maul, shortsword, throwing axe, and warhammer. They gain proficiency with the selected weapons. If they are already proficient with weapons selected in this way, they instead gain a +1 bonus to attack and damage rolls made with those specific weapons.

Skilled (Ex): Humans easily pick up new talents, making them adaptable. They gain an additional skill rank at each character level.

Versatile Background (Ex): Humans have a varied heritage, and are highly versatile. A human chooses two skills—they gain a +2 bonus on both of these skills. In addition, these are always considered class skills.

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

Alternative Racial Traits

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

Destined for Greatness (Ex): Humans occasionally trace their lineage to ascended warriors, or even the gods themselves, making their bloodlines superior. Humans gain a +2 bonus to all ability scores. This racial trait alters the standard racial ability score modifiers, and replaces the bonus feat, multitaled, regional legacy, skilled, and versatile background racial traits.

Uncanny Talent (Ex): Some humans find success comes with ease, no matter the task. Humans gain either a +1 bonus on attack rolls, or a +1 bonus on saving throws. Humans with this racial trait lose the multitaled, and versatile background racial traits.

IFRIT

+2 Dexterity, +2 Charisma, -2 Wisdom: Ifrits are fast and confident, but are short tempered.

Outsider: Ifrits are outsiders with the native subtype.

Medium: Ifrits are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Ifrits have a base speed of 30 feet.

Darkvision (Ex): Ifrits can see in the dark up to 60 feet.

Diverse Training (Ex): Ifrits inherit a knack for learning new talents from their human lineage. They gain an additional skill rank at each character level.

Energy Resistance (Ex): Ifrits are creatures of the Fire Plane. They have fire resistance 5.

Fire Affinity (Ex): Ifrits are highly skilled with fire magic. Ifrit spellcasters with the Elemental (fire) bloodline treat their Charisma score as 2 points higher for all applicable spells and class abilities. In addition, ifrit spellcasters with the Fire domain gain +1 caster level with their domain powers and spells.

Spell-Like Abilities (Sp): Ifrits have an innate connection to the Fire Plane. Once per day, ifrits can cast *burning hands*. Beginning at 9th character level, ifrits can also cast *wall of fire* once per day. At 13th character level, ifrits can cast *plane shift* (self only, to the Fire Plane or the Material Plane only) once per day. The caster level for these effects is equal to the ifrit's character level. The save DC is equal to 10 + the spell's level + the ifrit's Charisma modifier.

Versatility (Ex): Ifrits are a highly versatile people, possessing talents all their own, a trait largely influenced by their widely varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

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Languages: Ifrits begin play speaking Common and Ignan. Ifrits with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

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

Elemental Assault (Su): Once per day as a swift action, ifrits can radiate fire from their arms for one round per level. Any attacks made with their arms, such as unarmed strikes or wielded weapons deal +1d6 fire damage. This effect can be dismissed as a free action. Ifrits with this racial trait lose the versatility racial trait.

Elemental Form (Sp): In addition to its standard spell-like abilities, once per day as a standard action, an ifrit can turn into a fire elemental, as *elemental body I*. An ifrit can revert to its true form as a swift action. The caster level for this effect is equal to the ifrit's character level. This racial trait alters the spell-like abilities racial trait, and replaces the diverse training, and versatility racial traits.

KASATHA

+2 Dexterity, +2 Wisdom: Kasathas are nimble and contemplative.

Humanoid: Kasathas are humanoids with the kasatha subtype.

Medium: Kasathas are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Kasathas have a base speed of 30 feet.

Darkvision (Ex): Kasathas can see in the dark up to 60 feet.

Defensive Training (Ex): Kasathas are highly in tune with the movements of their foes. They gain a +2 dodge bonus to AC.

Desert Runner (Ex): Kasathas are well suited for arid environs. They gain a +4 bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Desert Stride (Ex): Kasathas maneuver through deserts with little difficulty. They move through difficult terrain at normal speed within a desert, however magically altered terrain affects them normally.

Jumper (Ex): Kasathas are lean, with long limbs, making them naturally suited to jumping. Kasathas who are attempting Acrobatics checks to jump are always considered to have a running start.

Multi-Armed (Ex): Kasathas have four arms, and can use its hands for any purposes that require free hands, however only one hand is considered a primary hand.

Stalker (Ex): Kasathas are natural hunters. They always consider Perception and Stealth as class skills.

Languages: Kasathas begin play speaking Common and Kasatha. Kasatha with high Intelligence scores can choose from the following: Dwarven, Draconic, Gnomish, Hecavite, Orc, and Sphinx.

Alternative Racial Traits

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

Combat Training (Ex): Kasathas occasionally devote themselves to martial combat, specializing in techniques which take advantage of their unique physiology. They gain either Improved Unarmed Strike, Multi-Weapon Fighting, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Kasathas with this racial trait lose the defensive training racial trait.

Monastic Traditions (Ex): Some kasathas follow a meditative doctrine, training both body and mind. They gain a +2 bonus on Acrobatics, and Knowledge (history). In addition, these are always considered class skills. Kasathas with this racial trait lose the desert runner, and desert stride racial traits.

KITSUNE

+2 Dexterity, +2 Charisma, -2 Strength: Kitsune are fast and likable, but lack the physical might of other races.

Humanoid: Kitsune are humanoids with the kitsune, and shapchanger subtypes.

Medium: Kitsune are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Kitsune have a base speed of 30 feet.

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

Agile (Ex): Kitsune are incredibly nimble. They gain a +2 bonus on Acrobatics checks. In addition, it is always considered a class skill.

Change Shape (Su): Kitsune can assume the appearance of a specific single human of the same sex. The kitsune always takes this specific form when they use this ability. A kitsune in human form gains a +10 bonus on Disguise checks made to appear as a human. This ability otherwise functions as *alter self* except that the kitsune does not adjust their ability scores, and can remain in this form indefinitely.

Deft Warrior (Ex): Kitsune possess vulpine agility, making them nimble combatants. They gain Weapon Finesse as a bonus feat.

Kitsune Magic (Sp): Kitsune are gifted with the use of enchantment magic. They add +1 to the DC of any saving throws against enchantment spells that they cast. Kitsune with Charisma scores of 11 or higher also gain the following spell-like abilities: 3/day—*dancing lights*. The caster level for this effect is equal to the kitsune's character level.

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Natural Weapons (Ex): Kitsune have long muzzles, with sharp fangs. They have a 1d4 bite attack. This is a primary natural attack.

Trickster (Ex): Kitsune are good-natured and playful pranksters. They gain a +2 bonus on Bluff, Disguise, and Sleight of Hands checks. In addition, these are always considered class skills.

Languages: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: Aklo, Celestial, Elven, Gnome, Lupine, and Tengu.

Alternative Racial Traits

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

Combat Training (Ex): Kitsune often pursue swordplay or wizardry to gain an edge on the battlefield. They gain either Martial Weapon Proficiency, Spell Focus, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat. Kitsune with this racial trait lose the trickster racial trait.

Demon Fox Magic (Su): Some kitsune trace their ancestry back to kyuubi, vile spirits wearing the flesh of nine-tailed foxes. They add +1 to the DC of any saving throws against necromancy spells that they cast. In addition, once per day kitsune can cast *death knell*. The caster level for this effect is equal to the kitsune's character level. The save DC is equal to 10 + the spell's level + the kitsune's Charisma modifier. Kitsune with this racial trait lose the trickster racial trait.

KOBOLD

+2 Dexterity, -4 Strength, -2 Constitution: Kobolds are fast but weak.

Humanoid: Kobolds are humanoids with the reptilian subtype.

Small: Kobold are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Kobolds have a base speed of 30 feet.

Darkvision (Ex): Kobolds can see in the dark up to 60 feet.

Crafty (Ex): Kobolds gain a +2 bonus on Craft (trapmaking), Perception, and Profession (miner) checks. In addition, these are always considered class skills.

Dracolyte Ancestry (Sp): Cousins to dracolytes, kobolds are an inheritor to an ancient magical bloodline. Kobolds add +1 to the DC of any saving throws against spells they cast with the acid, cold, electricity, or fire descriptor. In addition, they can cast one 0-level spell at will, and one 1st-level spell once per day as spell-like abilities. These spells are chosen at creation, and must be selected from the sorcerer spell list.

The caster level for these spells is equal to the kobold's character level. The save DC is equal to 10 + the spell level + the kobold's Charisma modifier.

Dragon Servitor (Ex): Kobolds are often forced into the service to dragons. They gain a +4 bonus on Charisma-based checks made to influence creatures of the dragon type.

Light Sensitivity (Ex): Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Scheming Servant (Ex): Kobolds are usually bullied into the service of more powerful creatures, but always plot to overthrow their masters. They gain a +2 bonus on Bluff checks. This bonus improves to +4 against creatures at least two size categories larger than them. In addition, it is always considered a class skill.

Swarming (Ex): Kobolds practice working in teams to even the odds when combating larger foes. Up to two creatures with swarming can occupy the same square at once. If these creatures attack the same foe, they are considered to be flanking that foe.

Thick-Skinned (Ex): Kobolds have thick scales. They have a +1 natural armor bonus.

Weapon Familiarity (Ex): Kobolds are proficient with heavy mattocks, heavy picks, and light picks.

Languages: Kobolds begin play speaking Common and Draconic. Kobolds with high Intelligence scores can choose from the following: Common, Dwarven, Goblin, Gnome, Terran, and Undercommon.

Alternative Racial Traits

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

Combat Training (Ex): Kobolds sometimes focus their schemes on mastery over magic or martial prowess. They gain either Eschew Materials, Spell Focus, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Kobolds with this racial trait lose the scheming servant racial trait.

Dragon Shaman (Ex): Occasionally, kobolds serve as advisors to dragons. They gain a +2 bonus on Knowledge (arcana), and Spellcraft checks. These bonuses increase to +4 to recall information about dragons, or to identify spells being cast by dragons. In addition, these are always considered class skills. Kobolds with this racial trait lose the crafty racial trait.

LIZARDFOLK

+2 Strength, +2 Constitution, -2 Intelligence: Lizardfolk have strong and rugged frames, but are somewhat dim.

Humanoid: Lizardfolk are humanoids with the reptilian subtype.

Medium: Lizardfolk are Medium creatures and have no bonuses or penalties due to their size.

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Normal Speed: Lizardfolk have a base speed of 30 feet.

Swim: Lizardfolk have a swim speed of 15 feet, and gain a +8 bonus to Swim skill checks.

Agile Movements (Ex): Lizardfolk have excellent balance, and are surprisingly spry. They gain a +4 bonus on Acrobatics checks. In addition, it is always considered a class skill.

Hardened Flesh (Ex): Lizardfolk have hard scales over the entirety of their bodies. They have a +4 natural armor bonus.

Hold Breath (Ex): Lizardfolk can hold their breath for a number of rounds equal to four times their Constitution score before they risk drowning.

Natural Weapons (Ex): Lizardfolk have fang-filled snouts, and sharp claws on their fingers. A lizardfolk has a 1d4 bite attack, and two 1d4 claw attacks. These are primary natural attacks.

Languages: Lizardfolk begin play speaking Common, and Draconic. Gnolls with high Intelligence can choose bonus languages from the following: Aklo, Aquan, Boggard, Grippli, Sylvan, and Terran.

Alternative Racial Traits

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

Combat Training (Ex): Lizardfolk occasionally devote themselves to harsh combat training. They gain either Martial Weapon Proficiency, Shield Proficiency, or Toughness as a bonus feat. They must still meet the normal prerequisites of this feat. Lizardfolk with this racial trait lose the agile movements racial trait.

Slapping Tail (Ex): Lizardfolk have thick, powerful tails, and can learn to use them in combat to deadly effect. A lizardfolk has a 1d8 tail slap attack. This is a primary natural attack, however this attack can only be used to make attacks of opportunity. Lizardfolk with this racial trait lose the natural weapons racial trait.

MERFOLK

+2 Dexterity, +2 Constitution, +2 Charisma: Merfolk are graceful, robust, and attractive.

Humanoid: Merfolk are humanoids with the aquatic subtype.

Medium: Merfolk are Medium creatures and have no bonuses or penalties due to their size.

Slow: Merfolk have a base speed of 5 feet.

Swim: Merfolk have a swim speed of 50 feet, and gain a +8 bonus to Swim skill checks.

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

Amphibious (Ex): Merfolk can breathe both air and water.

Legless (Ex): Merfolk have no legs, and cannot be tripped.

Tough Flesh (Ex): Merfolk have scales on their lower half, and rugged flesh on their upper half. They have a +2 natural armor bonus.

Wave Hunter (Ex): Merfolk have heightened senses and are incredibly maneuverable while underwater. They gain a +2 bonus on Acrobatics and Perception checks when underwater. In addition, these are always considered class skills.

Languages: Merfolk begin play speaking Common and Aquan. Merfolk with high Intelligence scores can choose from the following: Aboleth, Aklo, Draconic, Elven, Giant, and Sylvan.

Alternative Racial Traits

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

Change Shape (Su): Merfolk can assume the appearance of a specific single human of the same sex. The merfolk always takes this specific form when they use this ability. A merfolk in human form gains a +10 bonus on Disguise checks made to appear as a human. This ability otherwise functions as *alter self* except that the merfolk does not adjust their ability scores, and can remain in this form indefinitely. Merfolk with this racial trait lose the tough flesh racial trait.

Merfolk Magic (Sp): Merfolk can call upon magic of the waves. They add +1 to the caster level of any spells of the water subschool that they cast. Merfolk with a Charisma scores of 11 or higher also gain the following spell-like abilities: 3/day—*create water*; 1/day—*hydraulic push*. The caster level for these effects is equal to the merfolk's character level.

MONKEY GOBLIN

+4 Dexterity, -2 Wisdom, -2 Charisma: Monkey goblins are nimble, but wildly impulsive and generally unlikable.

Humanoid: Monkey goblins are humanoids with the goblinoid subtype.

Small: Monkey goblins are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow: Monkey goblins have a base speed of 20 feet.

Natural Climber: Monkey goblins have a climb speed of 30 feet, and gain a +8 bonus to Climb skill checks.

Low-Light Vision (Ex): Monkey goblins can see twice as far as a race with normal vision in conditions of dim light.

Acrobatic (Ex): Monkey goblins are agile, and sneaky. They gain a +2 bonus on Acrobatics and Stealth checks. In addition, these are always considered class skills.

Fearless (Ex): Monkey goblins are rarely intimidated, despite their small statures. They gain a +2 bonus on saving throws against fear effects.

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Manic Strength (Ex): Despite their small statures, monkey goblins are capable of wielding weapons for creatures one size category larger (Medium for most monkey goblins) by throwing all their weight into their shots or swings. While doing so, they assume the standard –2 penalty to attack rolls for wielding an inappropriately sized weapon, but do not increase the measure of effort required (a Medium one-handed weapon is still a one-handed weapon for a Small monkey goblin). In addition, they take a –2 penalty to AC in any round they have made attacks with the weapon.

Prehensile Tail (Ex): Monkey goblins have a long, flexible tail they can use to carry or retrieve small objects. They cannot wield weapons with their tail, but they can retrieve such objects carried on their person as a swift action.

Savage Instincts (Ex): Monkey goblins have primitive instincts. They gain a +2 bonus on Sense Motive and Survival checks. In addition, these are always considered class skills.

Weapon Familiarity (Ex): Monkey goblins are proficient with dogslicers, and nets.

Languages: Monkey goblins begin play speaking Common and Goblin. Monkey goblins with high Intelligence scores can choose from the following: Draconic, Dwarven, Gnoll, Gnome, Halfling, Orc.

Alternative Racial Traits

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

Manic Ferocity (Ex): Some goblins possess a deranged mania which is truly terrifying, despite their small statures. They gain a +4 bonus on Intimidate checks. In addition, it is always considered a class skill. Further, once per day when a goblin is reduced to less than 0 hit points, but not killed, they are disabled rather than dying. Unless they are brought above 0 hit points by the end of their next turn, they immediately fall unconscious and begin dying as normal. Goblins with this racial trait lose the savage instincts racial trait.

Savage Frenzy (Ex): Some monkey goblins can tap into a primal savagery after being injured. Once per day, when a monkey goblin takes damage it can enter a frenzy for 1 minute. While in a frenzy, a monkey goblin gains a +2 bonus to Strength and Constitution, but suffers a –2 penalty to AC. Monkey goblins with this racial trait lose the acrobatic, and fearless racial traits.

NAGAJI

+2 Strength, +2 Charisma, –2 Intelligence: Nagaji are forceful and determined, but lack talents for academia.

Humanoid: Nagaji are humanoids with the reptilian subtype.

Medium: Nagaji are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Nagaji have a base speed of 30 feet.

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

Armored Scales (Ex): Nagaji have scaled skin. They have a +1 natural armor bonus.

Devotion (Ex): Nagaji are innately devout, and loyal to their beliefs. They gain a +2 bonus on Knowledge (religion) checks. In addition, it is always considered a class skill.

Nagaji Magic (Sp): Nagaji possess ophidian magic. They add +1 to the DC of any saving throws against spells of the compulsion subschool that they cast. Nagaji with Charisma scores of 11 or higher also gain the following spell-like abilities: 3/day—*daze*; 1/day—*hypnotism*. The caster level for these effects is equal to the nagaji's character level. The save DC is equal to 10 + the spell's level + the nagaji's Charisma modifier.

Resistant (Ex): Nagaji are difficult to affect with mental attacks. They gain a +2 bonus on saving throws against mind-affecting effects and poison.

Serpent's Sense (Ex): Nagaji possess a keen understanding of serpents. They gain a +2 bonus on Handle Animal checks against reptiles, and on Perception checks. In addition, these are always considered class skills.

Unnerving (Ex): Nagaji possess physical features which are both fearsome, and jarring. They gain a +2 bonus on Intimidate checks. This bonus increases to +4 when attempting to demoralize creatures. In addition, it is always considered a class skill.

Weapon Familiarity (Ex): Nagaji are proficient with falchions, glaives, heavy katars, and scimitars.

Languages: Nagaji begin play speaking Common and Draconic. Nagaji with high Intelligence scores can choose from the following: Abyssal, Aklo, Celestial, Draconic, Giant, and Infernal.

Alternative Racial Traits

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

Combat Training (Ex): Nagaji often master tactics for use in battle. They gain either Spell Focus, Toughness, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat. Nagaji with this racial trait lose the unnerving racial trait.

Serpentine Swiftess (Ex): Nagaji can move with surprising speed when desired. They gain a +10-foot bonus to move speed when using the charge, run, or withdraw actions. Nagaji with this racial trait lose the devotion racial trait.

NAIAD

+2 Dexterity, +2 Charisma, –2 Strength: Naiads are graceful and attractive, but have delicate builds.

Fey: Naiads are fey with the water subtype.

Medium: Naiads are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Naiads have a base speed of 30 feet.

Swim: Naiads have a swim speed of 30 feet, and gain a +8 bonus to Swim skill checks.

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

Fey Nature (Ex): Naiads are creatures of the natural world, possessing inherent insights about flora and fauna. They gain a +2 bonus on Handle Animal and Knowledge (nature) checks. In addition, these are always considered class skills.

Inspiration (Su): Naiads can offer an intelligent creature a token (usually a lock of hair), which provides the possessor a +1 insight bonus on Will saving throws, as well as on Craft and Perform checks. In addition, the naiad gains the benefits of the status spell on their token, and its possessor. The token's connection and benefits can be ended as a free action, and only one such bond can be in effect at a time.

Naiad Magic (Sp): Naiads have inherited the magical nature of their nymph progenitor. They add +1 to the DC of any saving throws against enchantment spells that they cast. Naiads with Charisma scores of 11 or higher also gain the following spell-like abilities: 3/day—*create water*; 1/day—*charm person*. The caster level for these effects is equal to the naiad's character level. The save DC is equal to 10 + the spell's level + the naiad's Charisma modifier.

Versatility (Ex): Naiads are a highly versatile people, possessing talents all their own, a trait largely influenced by their widely varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Water Bond (Su): Naiads form a connection to a natural body of water, and become more resilient when nearby. Once per day as a full-round action that provokes attacks of opportunity, a naiad can forge a bond with a body of fresh water, such as a pond, lake, or river. While within 900 feet of their bonded body of water, they gain a +1 insight bonus to Armor Class, as well as a +1 bonus on saving throws.

Languages: Naiads begin play speaking Common and Sylvan. Naiads with high Intelligence scores can choose from the following: Aklo, Aquan, Celestial, Elven, Gnome, and Halfling.

Alternative Racial Traits

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

Diverse Training (Ex): On occasion, naiads manifest their human heritage more prominently. Naiads gain an additional skill rank at each character level. Naiads with this racial trait lose the fey nature racial trait.

Unbound Spirit (Ex): Naiads are free-spirited, and sometimes refuse to be bound to one location for long. They gain a +2 bonus on saving throws against charms and compulsions. Naiads with this racial trait lose the water bond racial trait.

ORANG-PENDAK

+2 Strength, +2 Wisdom, -2 Intelligence: Orang-pendaks are powerfully built and insightful, but not very clever.

Humanoid: Orang-pendaks are humanoids with the sasquatch subtype.

Small: Orang-pendaks are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Orang-pendaks have a base speed of 30 feet.

Low-Light Vision (Ex): Orang-pendaks can see twice as far as a race with normal vision in conditions of dim light.

Forest Master (Ex): Orang-pendaks are agile and maneuverable while in their jungle homes. They gain a +2 dodge bonus to AC in forests and jungles. In addition, they move through difficult terrain at normal speed within forests and jungles, however magically altered terrain affects them normally.

Forest Walker (Ex): Orang-pendaks are well adapted to hiding within high canopies. They gain a +4 bonus on Climb and Stealth checks in forests and jungles. In addition, these are always considered class skills.

Own Two Feet (Ex): Orang-pendaks are irrational and erratic when travelling by any means other than their own feet. They suffer a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks when riding another creature, or when on a vehicle.

Rock Throwing (Ex): Orang-pendaks are skilled with throwing rocks, thanks to their powerful muscles and large hands. They gain a +1 bonus on attack rolls with thrown rocks. They can throw rocks up to one size category smaller than themselves (Tiny for most orang-pendaks) in two hands, with a 50-foot range, out to five increments. Hurling rocks deal an amount of damage equal to 1d4 plus 1-1/2 times the orang-pendak's Strength modifier. Any hefty, blunt object made from a material with a minimum hardness of 5 is considered a rock.

Silent Steps (Ex): Orang-pendaks move with uncanny silence, making them difficult to notice. They reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty.

Simian Empathy (Ex): Orang-pendaks gain a +4 bonus on Charisma-based checks made to influence apes and monkeys.

Tear Apart (Ex): Orang-pendaks have powerful hands, and can easily tear apart most objects. They gain a +2 bonus on Strength checks to break or burst objects, as well as with Combat Maneuver Bonus on sunder using unarmed attacks.

Weapon Familiarity (Ex): Orang-pendaks are proficient with battleaxes, and handaxes.

Languages: Orang-pendaks begin play speaking Common and Sasquatch. Orang-pendaks with high Intelligence scores can choose from the following: Aklo, Goblin, Grippi, Sylvan, Vanaran, and Vishkanya.

Alternative Racial Traits

The following racial traits may be selected instead of existing orang-pendak racial traits.

Friendly Exchange (Ex): Some orang-pendaks enjoy trading goods with others, and are well-liked for doing so with fair exchanges. They gain a +2 bonus on Appraise and Diplomacy checks. In addition, these are always considered class skills. Orang-pendaks with this racial trait lose the forest master racial trait.

Savage Frenzy (Ex): When orang-pendaks are injured, they can sometimes unleash a primitive ferocity. Once per day, when an orang-pendak takes damage it can enter a frenzy for 1 minute. While in a frenzy, an orang-pendak gains a +2 bonus to Strength and Constitution, but suffers a –2 penalty to AC. Orang-pendaks with this racial trait lose the rock throwing racial trait.

ORC

+4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma:

Orcs are dim-witted, warmongering brutes.

Humanoid: Orcs are humanoids with the orc subtype.

Medium: Orcs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Orcs have a base speed of 30 feet.

Darkvision (Ex): Orcs can see in the dark up to 60 feet.

Brutal Resilience (Ex): Orcs endure an endless cycle of brutality throughout their entire lives, forging them into a relentless race of warriors. They gain Endurance as a bonus feat, and reduce any nonlethal damage they suffer by half (rounded down).

Ferocity (Ex): Orcs refuse to fall from even the most grievous of injuries, fighting on until either achieving victory or death, and in some cases both. Whenever an orc is reduced to less than 0 hit points, but not killed, they remain conscious and can continue fighting. They are still staggered and lose 1 hit point each round, dying only when its hit point total reaches a negative amount equal to its Constitution score.

Intimidating (Ex): Orcs have a well-deserved reputation for brutality, and have appearances to match. They gain a +2 bonus on Intimidate checks. In addition, it is always considered a class skill.

Light Sensitivity (Ex): Orcs are sensitive to bright light, but this rarely keeps them from daylight raids, when the opportunity presents itself. They are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Orc Frenzy (Ex): Orcs are known to enter a bloody madness when they suffer injuries, further increasing the carnage they can unleash in combat. Once per day, when an orc takes damage it can enter a frenzy for 1 minute. While in a frenzy, an orc gains a +2 bonus to Strength and Constitution, but suffers a –2 penalty to AC.

Powerful Aim (Ex): Orcs have immensely powerful arms, allowing them to easily strike foes from afar with some forms of ranged combat. When using a thrown weapon or composite bow, an orc may take a –2 penalty to their attack roll to add their Strength modifier to the attack roll, rather than their Dexterity modifier.

Weapon Familiarity (Ex): Orcs are proficient with chain hammers, falchions, and greataxes, and treat any weapon with the word "orc" in its name as a martial weapon.

Languages: Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can chose from the following: Abyssal, Dwarven, Giant, Gnome, Goblin, and Undercommon.

Alternative Racial Traits

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

Girallon-Bred (Ex): Descended from mighty girallons, these so-called “white orcs” are born with bristly white body hair, and have four arms. They can use their hands for any purposes that require free hands, however only one hand is considered a primary hand. Orcs with this racial trait lose the ferocity racial trait.

Powerful Build (Ex): Some orcs are exceptionally tall and muscular, possessing a stature similar to a small giants. Despite being Medium creatures, orcs count as Large creatures for the purposes of carrying capacity and combat maneuvers, including gaining a +1 size bonus on their Combat Maneuver Bonus and to Combat Maneuver Defense. Orcs with this racial trait lose the brutal resilience racial trait.



OREAD

+2 Strength, +2 Wisdom, –2 Charisma: Oreads are resolute and insightful, and stubborn.

Outsider: Oreads are outsiders with the native subtype.

Medium: Oreads are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady: Oreads have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision (Ex): Oreads can see in the dark up to 60 feet.

Diverse Training (Ex): Oreads inherit a knack for learning new talents from their human lineage. They gain an additional skill rank at each character level.

Earth Affinity (Ex): Oreads are skilled with earth magic. Oread spellcasters with the Elemental (earth) bloodline treat their Charisma score as 2 points higher for all applicable spells and class abilities. In addition, oread spellcasters with the Earth domain gain +1 caster level with their domain powers and spells.

Energy Resistance (Ex): Oreads are creatures of the Earth Plane. They have acid resistance 5.

Spell-Like Abilities (Sp): Oreads have an innate connection to the Earth Plane. Once per day, oreads can cast *magic stone*. Beginning at 9th character level, oreads can also cast *wall of stone* once per day. At 13th character level, oreads can cast *plane shift* (self only, to the Earth Plane or the Material Plane only) once per day. The caster level for these effects is equal to the oread's character level.

Versatility (Ex): Oreads are a highly versatile people, possessing talents all their own, a trait largely influenced by their widely varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Languages: Oreads begin play speaking Common and Terran. Oreads with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

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

Elemental Assault (Su): Once per day as a swift action, oreads can radiate acid from their arms for one round per level. Any attacks made with their arms, such as unarmed strikes or wielded weapons deal +1d6 acid damage. This effect can be dismissed as a free action. Oreads with this racial trait lose the versatility racial trait.

Elemental Form (Sp): In addition to its standard spell-like abilities, once per day as a standard action, an oread can turn into an earth elemental, as *elemental body I*. An oread can revert to its true form as a swift action. The caster level for this effect is equal to the oread's character level. This racial trait alters the spell-like abilities racial trait, and replaces the diverse training, and versatility racial traits.

RATFOLK

+2 Dexterity, +2 Intelligence, –2 Strength: Ratfolk are quick and clever, but their small stature makes them weak.

Humanoid: Ratfolk are humanoids with the ratfolk subtype.

Small: Ratfolk are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow: Ratfolk have a base speed of 20 feet.

Darkvision (Ex): Ratfolk can see in the dark up to 60 feet.

Clever Toss (Ex): Ratfolk throw flasks and vials with ingenious and deadly intent. Whenever a ratfolk scores a direct hit with an alchemical slash weapon, they deal an additional amount of damage equal to their Intelligence modifier. In addition, the splash damage from such an attack deals an additional amount of damage equal to half the ratfolk's Intelligence modifier (rounded down).

Diverse Training (Ex): Ratfolk are fast learners. They gain an additional skill rank at each character level.

Rodent Empathy (Ex): Ratfolk possess an inherent connection to rodents. They gain a +4 bonus on Charisma-based checks made to influence rodents.

Swarming (Ex): Ratfolk practice working in teams to even the odds when combating larger foes. Up to two creatures with swarming can occupy the same square at once. If these creatures attack the same foe, they are considered to be flanking that foe.

Tinker (Ex): Ratfolk live in immense warrens, and rarely throw anything out, preferring to repair and scavenge items and equipment whenever possible. They gain a +2 bonus on Craft (alchemy), Perception, and Use Magic Device checks. In addition, these are always considered class skills.

Weapon Familiarity (Ex): Ratfolk are proficient with repeating heavy crossbows, repeating light crossbows, and short swords.

Languages: Ratfolk begin play speaking Common. Ratfolk with high Intelligence scores can choose from the following: Aklo, Dwarven, Gnome, Goblin, Halfling, and Undercommon.

Alternative Racial Traits

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

Combat Training (Ex): Ratfolk occasionally devote their talents to combat, rather learning new skills. They gain either Silent Spell, Throw Anything, or Weapon Finesse as a bonus feat. They must still meet the normal prerequisites of this feat. Ratfolk with this racial trait lose the diverse training racial trait.

Shrewd Negotiator (Ex): Ratfolk can often become frugal, but brilliant merchants or business owners. They gain a +2 bonus on Appraise, Diplomacy, and Sense Motive checks. In addition, these are always considered class skills. Ratfolk with this racial trait lose the tinker racial trait.

REPTOID

+2 Strength, +2 Charisma, -2 Dexterity: Reptoids are powerful and manipulative, but their deliberate movements can make them slow to react.

Humanoid: Reptoids are humanoids with the reptilian, and shapechanger subtypes.

Medium: Reptoids are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Reptoids have a base speed of 30 feet.

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

Change Shape (Su): Reptoids can assume the appearance of a specific single Medium humanoid. The reptoid always takes this specific form when they use this ability, gaining a +10 bonus on Disguise checks made to appear as that type of humanoid. This ability otherwise functions as *alter self* except that the reptoid does not adjust their ability scores, and can remain in this form indefinitely. Further, a reptoid can 1 week of preparations to select a new specific form, but after changing to this new specific form, cannot assume the previous form.

Cold-Blooded (Ex): Reptoids are closed-minded and possess resilient bodies. They gain a +2 bonus on saving throws against mind-affecting effects and poison.

Diverse Training (Ex): Reptoids are highly adaptable, and can learn a variety of talents. They gain an additional skill rank at each character level.

Mental Potency (Ex): Reptoids can utilize more powerful mental effects than normal, increasing both the Hit Die limit, and total number of Hit Dice affected by their enchantment or illusion effects by 1. In addition, such spells it casts that target more than one creature, target one additional creature. This ability stacks with the mesmerist's mental potency.

Multitalented (Ex): Reptoids are adaptable enough to pursue two paths in life. They choose two favored classes, and gain a favored class bonus when they take a level in either one.

Natural Weapons (Ex): While in their natural form, a reptoid has a 1d3 bite attack, and two 1d3 claw attacks. These are primary natural attacks.

Scales (Ex): While in their natural form, reptoids have a +1 natural armor bonus.

Languages: Reptoids begin play speaking Common and Reptoid. Reptoids with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

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

Cloaking (Su): Some reptoids are born with the ability to turn invisible, rather than take the form of other creatures. Reptoids can turn invisible, as per the spell *invisibility*, for a number of minutes per day equal to their character level. These

minutes need not be consecutive, but must be used in 1-minute increments. Reptoids with this racial trait lose the change shape, and mental potency racial traits.

Versatility (Ex): Reptoids occasionally imprint on the first target they impersonate, possessing a fraction of their capabilities. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat. Reptoids with this racial trait lose the natural weapons, and scales racial traits.

ROUGAROU

+2 Strength, +2 Wisdom, -2 Intelligence: Rougarous are powerful and insightful, but simple-minded.

Humanoid: Rougarou are humanoids with the rougarou, and shapechanger subtypes.

Medium: Rougarous are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Rougarous have a base speed of 30 feet.

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

Change Shape (Su): Once per day as a standard action, a rougarou can turn into a wolf, as *beast shape I*. A rougarou can revert to its true form as a swift action. The caster level for this effect is equal to the rougarou's character level.

Lycanthropic Hatred (Ex): Rougarous despise all lycanthropes with a passion, and develop specialized tactics to give them an edge when combating them. They gain a +1 bonus on attack rolls and a +4 dodge bonus to AC against lycanthropes. In addition, rougarous attacks ignore up to 5 points of damage reduction against lycanthropes, however this ability only works against DR/silver.

Natural Weapons (Ex): Rougarous have a powerful jaw, capable of crushing bones with a single snap. A rougarou has a 1d4 bite attack. This is a primary natural attack.

Scent (Ex): Rougarous possess a heightened sense of smell. They gain the scent universal monster ability.

Wild Instincts (Ex): Rougarous have keen animal instincts. They gain a +2 bonus on Knowledge (nature) checks, and a +4 bonus on Survival checks made to track. In addition, these are always considered class skills

Languages: Rougarous begin play speaking Common and Rougarou. Rougarous with high Intelligence scores can choose from the following: Aklo, Elven, Gnoll, Gnome, Lupine, or Sylvan.

Alternative Racial Traits

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

Combat Training (Ex): Rougarous often devote themselves to a mastery of martial expertise. They gain either Endurance, Martial Weapon Proficiency, or Weapon Focus as a bonus feat.

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They must still meet the normal prerequisites of this feat. Rougarous with this racial trait lose the lycanthropic hatred racial trait.

Lycanthropic Taint (Ex): Through generations of combating werewolves, some rougarous have been afflicted with their infectious bloodline. Rougarous have a +1 natural armor bonus, and gain DR 2/silver. Rougarous with this racial trait lose the wild instincts racial trait.

SAMSARAN

+2 Intelligence, +2 Wisdom, –2 Constitution: Samsarans are insightful and smart, but frail.

Humanoid: Samsarans are humanoids with the samsaran subtype.

Medium: Samsarans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Samsarans have a base speed of 30 feet.

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

Inherited Weapon Familiarity (Ex): Samsarans inherit a portion of the martial prowess possessed by their past lives. They are proficient with either all simple weapons, three martial weapons of their choice, or a single exotic weapon of their choice.

Lifebound (Ex): Samsarans have an innate connection to life. They gain a +2 bonus on all saving throws against death effects, negative energy, and negative levels, as well as Constitution checks made to stabilize when reduced to 0 or less hit points.

Multitalented (Ex): Samsarans are adaptable enough to pursue two paths in life. They choose two favored classes, and gain a favored class bonus when they take a level in either one.

Samsaran Magic (Sp): Samsarans cycle of rebirth empowers them with magical talents. Samsarans with Charisma scores of 11 or higher gain the following spell-like abilities: 1/day—*comprehend languages*, *deathwatch*, and *stabilize*. The caster level for these effects is equal to the samsaran's character level.

Shards of the Past (Ex): Samsarans possess a fragment of the talents they possessed in their past lives. A samsaran chooses two skills—they gain a +2 bonus on both of these skills. In addition, these are always considered class skills.

Versatility (Ex): Samsarans have lived innumerable lives, each one shaping their future selves. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Languages: Samsarans begin play speaking Common and Samsaran. Samsarans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

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

Diverse Training (Ex): Samsarans easily learn the talents they once possessed in other lifetimes. They gain an additional skill rank at each character level. Samsarans with this racial trait lose the shards of the past racial trait.

Past-Life Insight (Ex): Occasionally, samsarans gain sudden insight into the talents of their past lives, turning incredible blunders into overwhelming successes. Once per day, when a samsaran rolls a natural 1 on an attack roll or saving throw, they may instead treat the result as though they had rolled a natural 20. Samsarans with this racial trait lose the inherited weapon familiarity, and versatility racial traits.

SHABTI

+2 Constitution, +2 Charisma: Shabti are resilient and confident.

Outsider: Shabti are outsiders with the native subtype.

Medium: Shabti are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Shabti have a base speed of 30 feet.

Darkvision (Ex): Shabti can see in the dark up to 60 feet.

Inherited Weapon Familiarity (Ex): Shabti inherit a portion of the martial prowess possessed by the soul which is bound to them. They are proficient with either all simple weapons, three martial weapons of their choice, or a single exotic weapon of their choice.

Immortal (Ex): Shabti come into being at a specific age category and do not age naturally. They cannot die of old age, however magical and supernatural aging effects affect shabti normally.

Immune to Undeath (Ex): Shabti are beings beyond death. They are immune to spells and abilities that would transform them into undead creatures.

Past-Life Knowledge (Ex): Shabti are wizened by the experiences possessed by their past life. They consider all Knowledge skills as class skills.

Resist Level Drain (Ex): Shabti are filled with an immortal vigor. They take no penalties from energy drain effects, however they can still be slain if they accrue more negative levels than their Hit Dice. Any negative levels accrued in this way are automatically removed after 24 hours.

Shattered Soul (Ex): Shabti are difficult to return to life with spells such as *raise dead*, or *resurrection*. The caster of such effects must succeed at a caster level check equal to 10 + the shabti's character level, otherwise the effect fails, and the shabti cannot be returned to life during the next 24 hours.

Spell-Like Ability (Sp): Once per day, shabti can cast *suggestion*. The caster level for this effect is equal to the shabti's

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character level. The DC for these spells is equal to 10 + the spell's level + the shabti's Charisma modifier.

Versatility (Ex): Shabti are highly versatile, possessing talents all their own. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

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

Alternative Racial Traits

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

Diverse Training (Ex): Shabti occasionally manifest talents possessed by the soul bound to them. They gain an additional skill rank at each character level. Shabti with this racial trait lose the inherited weapon familiarity racial trait.

Unbreakable (Ex): Shabti are beings made to be perfect for all eternity, and some were created as such. They gain hardness 1. Shabti with this racial trait lose the versatility racial trait.

SKINWALKER

+2 Wisdom, -2 Intelligence, and +2 to one Physical

Ability Score: Skinwalkers are instinctual, and passionate. While using change shape, they gain a +2 bonus to either Strength, Dexterity, or Constitution.

Humanoid: Skinwalkers are humanoids with the skinwalker, and shapechanger subtypes.

Medium: Skinwalkers are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Skinwalkers have a base speed of 30 feet.

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

Animal-Minded (Ex): Skinwalkers have primal instincts, giving them an uncanny understanding of animals thoughts. They gain a +2 bonus on Handle Animal and wild empathy checks. In addition, Handle Animal is always considered a class skill.

Change Shape (Su): Skinwalkers can take a bestial form as a standard action. While in bestial form, a skinwalker gains a +2 bonus to either Strength, Dexterity, or Constitution, and takes on one animalistic feature chosen from the following.

Darkvision (Ex): Skinwalkers can see in the dark up to 60 feet.

Natural Weapons (Ex): A skinwalker has two 1d4 claw attacks. These are primary natural attacks.

Thick-Skinned (Ex): Skinwalkers have a +1 natural armor bonus.

Bestial form features persist until the skinwalker returns to their humanoid form as a swift action.

Scent (Ex): Skinwalkers possess a superior sense of smell. They have the scent universal monster ability.

Spell-Like Ability (Sp): Skinwalkers with a Wisdom score of 11 or higher can use the following spell-like ability: 1/day—*speak with animals*. The caster level for this effect is equal to the skinwalker's character level.

Versatility (Ex): Skinwalkers have a varied ancestry, inherited from their human lineage. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

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

Alternative Racial Traits

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

Beast-Caller (Sp): Some skinwalkers can call forth a totem animal spirit to aid them once per day, as per the *summon nature's ally I* spell. The caster level is equal to the skinwalker's character level, except the duration is measured in minutes rather than rounds, and the summoned creature's statistics are modified as follows.

First, it gains a number of temporary hit points equal to half the skinwalker's maximum hit points. Next, it gains a bonus on attack rolls and a dodge bonus to AC equal to the skinwalker's character level. Finally, it gains a bonus on damage rolls and saving throws equal to half the skinwalker's character level (rounded down). Skinwalkers with this racial trait lose the versatility racial trait.

Diverse Training (Ex): On occasion, skinwalkers manifest their human heritage more prominently. Skinwalkers gain an additional skill rank at each character level. Skinwalkers with this racial trait lose the scent racial trait.

STRIX

+2 Dexterity, +2 Wisdom, -2 Charisma: Strix are agile and instinctual, but easily angered.

Humanoid: Strix are humanoids with the strix subtype.

Medium: Strix are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Strix have a base speed of 30 feet

Flight: Strix have raven-feathered wings that grant them a fly speed of 60 feet with average maneuverability.

Darkvision (Ex): Strix can see in the dark up to 60 feet.

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

Combat Training (Ex): Strix are capable combatants, having been trained since youth to stop encroachment on their territories. They gain either Improved Initiative, Martial Weapon Proficiency, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat.

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Hatred (Ex): Strix have long-since warred against humans, and develop tactics to combat them. They gain a +1 bonus on attack rolls against humanoids of the human subtype.

Nocturnal (Ex): Strix are normally nocturnal. They gain a +2 bonus on Perception and Stealth checks in dim light or darkness. In addition, these are always considered class skills.

Suspicious (Ex): Strix are untrusting of the world around them. They gain a +2 bonus on saving throws against illusion spells and effects.

Languages: Strix begin play speaking Common and Strix. Strix with high Intelligence scores can choose from the following: Auran, Draconic, Giant, Gnome, Goblin, and Infernal.

Alternative Racial Traits

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

Aerial Ace (Ex): Strix sometimes practise aerial maneuvers rather than combat. They gain either Flyby Attack, or Hover as a bonus feat. Strix with this racial trait lose the combat training racial trait.

Nightwing (Ex): Some strix are born with powerful wings equipped with razor-like feathers. A strix has two 1d4 wing attacks. These are secondary natural attacks. Strix with this racial trait lose the nocturnal, and suspicious racial traits.

SULI

+2 Strength, +2 Charisma, -2 Intelligence: Sulis are muscular and charming, but somewhat dim.

Outsider: Sulis are outsiders with the native subtype.

Medium: Sulis are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Sulis have a base speed of 30 feet.

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

Negotiator (Ex): Sulis are silver-tongued, and quickly determine the intentions of those they meet, making them excellent diplomats. They gain a +2 bonus on Diplomacy and Sense Motive checks. In addition, these are always considered class skills.

Elemental Assault (Su): Sulis can tap into elemental energies to shroud themselves with the elements. Once per day as a swift action, sulis can radiate acid, cold, electricity, or fire from their arms for one round per level. Any attacks made with their arms, such as unarmed strikes or wielded weapons deal +1d6 energy damage of the selected type. This effect can be dismissed as a free action.

Energy Resistance (Ex): Sulis are descended from jann, giving them a connection to the elemental forces of the Material Plane. They have acid resistance 5, cold resistance 5, electricity resistance 5, and fire resistance 5.

Weapon Familiarity (Ex): Sulis are proficient with falchions, and scimitars.

Languages: Sulis begin play speaking Common, and either Auran, Auran, Ignan, or Terran. Sulis with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

Alternative Racial Traits

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

Diverse Training (Ex): On occasion, sulis manifest their human heritage more prominently. Sulis gain an additional skill rank at each character level. Sulis with this racial trait lose the negotiator racial trait.

Versatility (Ex): Some sulis have a varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat. Sulis with this racial trait lose the energy resistance racial trait.

SYLPH

+2 Dexterity, +2 Intelligence, -2 Constitution: Sylphs are agile and smart, but frail.

Outsider: Sylphs are outsiders with the native subtype.

Medium: Sylphs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Sylphs have a base speed of 30 feet.

Darkvision (Ex): Sylphs can see in the dark up to 60 feet.

Air Affinity (Ex): Sylphs are highly skilled with air magic. Sylph spellcasters with the Elemental (air) bloodline treat their Charisma score as 2 points higher for all applicable spells and class abilities. In addition, sylph spellcasters with the Air domain gain +1 caster level with their domain powers and spells.

Diverse Training (Ex): Sylphs inherit a knack for learning new talents from their human lineage. They gain an additional skill rank at each character level.

Energy Resistance (Ex): Sylphs have a connection to the Air Plane, giving them inherent protections against lightning. They have electricity resistance 5.

Spell-Like Abilities (Sp): Sylphs have an innate connection to the Air Plane. Once per day, sylphs can cast *feather fall*. Beginning at 9th character level, sylphs can also cast *wind wall* once per day. At 13th character level, sylphs can cast *plane shift* (self only, to the Air Plane or the Material Plane only) once per day. The caster level for these effects is equal to the sylph's character level.

Versatility (Ex): Sylphs are a highly versatile people, possessing talents all their own, a trait largely influenced by their widely varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

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Languages: Sylphs begin play speaking Auran and Common. Sylphs with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

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

Elemental Assault (Su): Once per day as a swift action, sylphs can radiate electricity from their arms for one round per level. Any attacks made with their arms, such as unarmed strikes or wielded weapons deal +1d6 electricity damage. This effect can be dismissed as a free action. Sylphs with this racial trait lose the versatility racial trait.

Elemental Form (Sp): In addition to its standard spell-like abilities, once per day as a standard action, a sylph can turn into an air elemental, as *elemental body I*. A sylph can revert to its true form as a swift action. The caster level for this effect is equal to the sylph's character level. This racial trait alters the spell-like abilities racial trait, and replaces the diverse training, and versatility racial traits.

TENGU

+2 Dexterity, +2 Wisdom, -2 Constitution: Tengus are agile and insightful, but slightly built.

Humanoid: Tengus are humanoids with the tengu subtype.

Medium: Tengus are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Tengus have a base speed of 30 feet.

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

Eye for Loot (Ex): Tengus have a keen eye for treasures. They gain a +2 bonus on Appraise checks to determine the most valuable item visible in a treasure hoard. In addition, it is always considered a class skill.

Sneaky (Ex): Tengus have superior senses, and often lurk unseen. They gain a +2 bonus on Perception and Stealth checks. In addition, these are always considered class skills.

Gifted Linguist (Ex): Tengus have an uncanny understanding of languages, and can easily create or recognize false documents. They gain a +4 bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language. In addition, it is always considered a class skill.

Swordtrained (Ex): Tengus are trained from youth in the use of blades of all kinds. They are proficient with swordlike weapons such as bastard swords, elven curve blades, falchions, greatswords, kukris, kunai, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords.

Natural Weapons (Ex): Tengus have long, pointed beaks. A tengu has a 1d3 bite attack. This is a primary natural attack.

Languages: Tengus begin play speaking Common and Tengu. Tengus with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

Alternative Racial Traits

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

Change Shape (Su): An ancient times, tengus were shapeshifters who could take human form, and some still retain this power. Tengu can assume the appearance of a specific single human of the same sex. The tengu always takes this specific form when they use this ability. A tengu in human form gains a +10 bonus on Disguise checks made to appear as a human. This ability otherwise functions as *alter self* except that the tengu does not adjust their ability scores, and can remain in this form indefinitely. Tengus with this racial trait lose the gifted linguist racial trait.

Tengu Magic (Ex): Some tengu can manifest an ancient connection to the winds. Once per day, a tengu can use *gust of wind*, as per the spell. The caster level for this effect is equal to the tengu's character level. The save DC is equal to 10 + the spell's level + the tengu's Charisma modifier. Tengus with this racial trait lose the eye for loot racial trait.

TIEFLING

+2 Dexterity, +2 Intelligence, -2 Charisma: Tieflings are smart and agile, but their appearances are unnerving.

Outsider: Tieflings are outsiders with the native subtype.

Medium: Tieflings are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Tieflings have a base speed of 30 feet.

Darkvision (Ex): Tieflings can see in the dark up to 60 feet.

Fiendish Resistance (Ex): Tieflings possess a fiendish ancestry. They have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex): Tieflings draw upon their tainted heritage to empower their magic. Tiefling spellcasters with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all applicable spells and class abilities.

Resilience of the Pit (Ex): Tieflings are not easily affected by contagions and afflictions. They gain a +2 bonus on saving throws against disease and poison.

Skilled (Ex): Tieflings are sneaky, and talented liars. They gain a +2 bonus on Bluff and Stealth checks. In addition, these are always considered class skills.

Smite Good (Su): Tieflings tap into the vile powers of their ancestors to deliver suffering upon righteous foes. Once per day as a swift action, tieflings can smite good as though an antipaladin of the same level as their character level. The smite

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persists until target is dead or the tiefling rests.

Spell-Like Ability (Sp): Tieflings can release a brimming darkness upon the world. Once per day, tieflings can cast *darkness*. The caster level for this effect is equal to the tiefling's character level.

Languages: Tieflings begin play speaking Common and either Abyssal or Infernal. Tieflings with high intelligence scores can choose from the following: Abyssal, Aklo, Celestial, Draconic, Goblin, Infernal, and Orc.

Alternative Racial Traits

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

Diverse Training (Ex): On occasion, tieflings manifest their human heritage more prominently. Tieflings gain an additional skill rank at each character level. Tieflings with this racial trait lose the smite good racial trait.

Smite Evil (Su): Some tieflings have risen above the foul taint of their fiendish ancestors. Once per day as a swift action,

tieflings can smite evil as though a paladin of the same level as their character level. The smite persists until target is dead or the tiefling rests. Tieflings with this racial trait lose the smite good racial trait.

UNDINE

+2 Dexterity, +2 Wisdom, -2 Strength: Undines are lithe and perceptive, but physically weak.

Outsider: Undines are outsiders with the native subtype.

Medium: Undines are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Undines have a base speed of 30 feet.

Swim: Undines have a swim speed of 30 feet, and gain a +8 bonus to Swim skill checks.

Darkvision (Ex): Undines can see in the dark up to 60 feet.

Diverse Training (Ex): Undines inherit a knack for learning new talents from their human lineage. They gain an additional skill rank at each character level.

Energy Resistance (Ex): Undines are creatures of the Water Plane. They have cold resistance 5.

Spell-Like Abilities (Sp): Undines have an innate connection to the Water Plane. Once per day, undines can cast *hydraulic push*. Beginning at 9th character level, undines can also cast *hydraulic torrent* once per day. At 13th character level, undines can cast *plane shift* (self only, to the Material Plane or Water Plane only) once per day. The caster level for these effects is equal to the undine's character level.

Versatility (Ex): Undines are a highly versatile people, possessing talents all their own, a trait largely influenced by their widely varied human ancestry. They gain one extra feat at 1st character level. They must still meet the normal prerequisites of this feat.

Water Affinity (Ex): Undines are highly skilled with water magic. Undine spellcasters with the Elemental (water) bloodline treat their Charisma score as 2 points higher for all applicable spells and class abilities. In addition, undine spellcasters with the Water domain gain +1 caster level with their domain powers and spells.

Languages: Undines begin play speaking Aquan and Common. Undines with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternative Racial Traits

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

Elemental Assault (Su): Once per day as a swift action, undines can radiate cold from their arms for one round per level. Any attacks made with their arms, such as unarmed strikes or wielded weapons deal +1d6 cold damage. This effect can be dismissed as a free action. Undines with this racial trait lose the



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versatility racial trait.

Elemental Form (Sp): In addition to its standard spell-like abilities, once per day as a standard action, an undine can turn into a water elemental, as *elemental body I*. An undine can revert to its true form as a swift action. The caster level for this effect is equal to the undine's character level. This racial trait alters the spell-like abilities racial trait, and replaces the diverse training, and versatility racial traits.

VANARA

+2 Dexterity, +2 Wisdom, -2 Charisma: Vanaras are agile and cunning, but mischievous.

Humanoid: Vanaras are humanoids with the vanara subtype.

Medium: Vanaras are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Vanaras have a base speed of 30 feet.

Climb: Vanaras have a climb speed of 20 feet, and gain a +8 bonus to Climb skill checks.

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

Combat Training (Ex): Vanaras take to learning martial techniques with ease. They gain either Improved Unarmed Strike, Martial Weapon Proficiency, or Weapon Finesse as a bonus feat.

Filcher (Ex): Vanaras are always on the look-out for things they like, and have fast fingers. They gain a +2 bonus on Perception and Sleight of Hand checks. In addition, these are always considered class skills.

Nimble (Ex): Vanaras are quick, and limber. They gain a +2 bonus on Acrobatics and Stealth checks. In addition, these are always considered class skills.

Prehensile Tail (Ex): Vanaras have a long, flexible tail they can use to carry or retrieve small objects. They cannot wield weapons with their tail, but they can retrieve such objects carried on their person as a swift action.

Weapon Familiarity (Ex): Vanaras are proficient with bo staffs, quarterstaffs, sansetsukons, and shang gous.

Languages: Vanaras begin play speaking Common and Vanaran. Vanaras with high Intelligence scores can choose from the following: Aklo, Celestial, Elven, Gnome, Goblin, and Sylvan.

Alternative Racial Traits

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

Change Size (Su): Some vanaras possess fragments of supernatural bloodlines. Once per day as a standard action, a vanara can either grow or shrink in size. This effect otherwise functions as the spells *enlarge person* or *reduce person*. The caster level for these effects is equal to the vanara's character level. Vanaras with this racial trait lose the filcher racial trait.

Nimbus (Su): On occasion, vanaras are born who can still call upon magical nimbus clouds to ride. Once per day as a full round action, a vanara can call forth a supernatural cloud below their feet to fly upon, as per the spell *fly*, except it has clumsy maneuverability. The caster level for this effect is equal to the vanara's character level. Vanaras with this racial trait lose the prehensile tail racial trait.

VINE LESHY

+2 Constitution, +2 Wisdom, -2 Intelligence: Vine leshys are resilient and intuitive, but forgetful.

Plant: Vine leshys are plants with the leshy subtype. They do not possess the immunity to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects which is normally possessed by creatures of this type, as well as the immunity to electricity and sonic which is normally possessed by the leshy subtype.

Small: Vine leshys are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow: Vine leshys have a base speed of 20 feet.

Darkvision (Ex): Vine leshys can see in the dark up to 60 feet.

Low-Light Vision (Ex): Vine leshys can see twice as far as a race with normal vision in conditions of dim light.

Change Shape (Su): Vine leshys can transform into a particularly healthy Small vine, as per the *tree shape* spell. A vine leshy can change into vine form, or revert to its true form as a swift action.

Climber (Ex): Vine leshys are skilled climbers. They gain a +2 bonus on Climb checks. In addition, it is always considered a class skill.

Energy Resistance (Ex): Vine leshys are well grounded. They have electricity resistance 5, and sonic resistance 5.

Pass Without Trace (Sp): Vine leshys are hard to follow, and don't leave a scent trail during travel. They gain the effects of a constant *pass without trace* spell (CL 2nd).

Plantspeech (Sp): Vine leshys gain the effects of a constant *speak with plants* spell, except they can only communicate with vines in this way.

Unassuming Foliage (Ex): Vine leshys are well-suited to hiding in foliage and undergrowth. They gain a +4 bonus on Stealth checks in forests. In addition, it is always considered a class skill.

Verdant Burst (Su): When a vine leshy is slain, all plant creatures within 30 feet regain 1d8 hit points, and vines immediately sprout in the area. If the terrain can support vines, this undergrowth becomes difficult terrain for 24 hours, otherwise it has no effect on movement and withers within 1 hour.

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Languages: Vine leshys begin play speaking Common and Sylvan. Vine leshys with high Intelligence scores can choose from the following: Aquan, Aklo, Auran, Elven, Terran, or Undercommon.

Alternative Racial Traits

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

Guarded Thoughts (Ex): Some vine leshys are difficult to control with magic and similar effects. They gain a +2 bonus on saving throws against mind-affecting effects. Vine leshys with this racial trait lose the climber racial trait.

Life Magic (Sp): Vine leshys occasionally manifest a connection with a variety of restorative magic. They add +1 to the caster level of spells of the healing subschool that they cast. Vine leshys with a Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*cure light wounds*, *purify food and drink*, *stabilize*, and *virtue*. The caster level for these effects is equal to the vine leshy's character level. The save DC is equal to 10 + the spell's level + the vine leshy's Charisma modifier. Vine leshys with this racial trait lose the verdant burst racial trait.

VISHKANYA

+2 Dexterity, +2 Charisma, –2 Wisdom: Vishkanyas are lithe and elegant, but surprisingly irrational.

Humanoid: Vishkanyas are humanoids with the vishkanya subtype.

Medium: Vishkanyas are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Vishkanyas have a base speed of 30 feet.

Low-Light Vision (Ex): Vishkanyas can see twice as well as races with normal vision in conditions of dim light.

Forked Tongue (Ex): Vishkanyas are deceitful and boisterous, rarely being what they seem. They gain a +2 bonus on Bluff and Intimidate checks. In addition, these are always considered class skills.

Keen Senses (Ex): Vishkanyas have superior senses. They gain a +2 bonus on Perception checks. In addition, it is always considered a class skill.

Limber (Ex): Vishkanyas are flexible, and can slip free from bindings as well as sight. They gain a +2 bonus on Escape Artist and Stealth checks. In addition, these are always considered class skills.

Poison Resistance (Ex): Vishkanya are toxic, and heavily resistance to the effects of poisons. They gain a bonus on saving throws against poison equal to their character level.

Poison Use (Ex): Vishkanya frequently use poisons, and are practiced in their use. They do not risk poisoning themselves accidentally when using poisons.

Toxic (Ex): Vishkanya can envenom a weapon they wield with their toxic saliva or blood a number of times per day equal to their Constitution modifier (minimum 1). To apply blood in this way requires the vishkanya to have taken damage. Applying venom in this way is a swift action.

Vishkanya Venom (Ex): Injury; save Fort DC 10 + half the vishkanya's character level + the vishkanya's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

Weapon Familiarity (Ex): Vishkanyas are proficient with bludgeons, scimitars, kukris, and shuriken.

Languages: Vishkanyas begin play speaking Common and Vishkanya. Vishkanyas with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Goblin, Sylvan, and Undercommon.

Alternative Racial Traits

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

Acidic Blood (Ex): Rather than a paralytic agent in their blood and saliva, some vishkanya have highly acidic blood and sweat. Vishkanya gain acid resistance 5, and deal 1d6 acid damage to any creature that damages them with a natural weapon or unarmed strike. Vishkanya with this racial trait lose the toxic racial trait.

Poisonous Heart (Su): Vishkanya gain a +2 bonus on saving throws against emotion effects. Further, once per day as an immediate action, when a vishkanya successfully saves against such an effect, the user of the emotion effect is afflicted with a venomous backlash, otherwise functioning as per the spell *poison*. The caster level for this effect is equal to the vishkanya's character level. The save DC is equal to 10 + half the vishkanya's character level + the vishkanya's Constitution modifier. Vishkanya with this racial trait lose the forked tongue racial trait.

WAYANG

+2 Dexterity, +2 Intelligence, –2 Wisdom: Wayangs are agile and studious, but grim.

Humanoid: Wayangs are humanoids with the wayang subtype.

Small: Wayangs are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow: Wayangs have a base speed of 20 feet.

Darkvision (Ex): Wayangs can see in the dark up to 60 feet.

Light and Dark (Su): Once per day as an immediate action, a wayang can treat positive and negative energy effects as if they were an undead creature. This ability functions for 1 minute once activated.

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Lurker (Ex): Wayangs have keen senses, and are exceptionally difficult to notice due to their gaunt pixie-like physiques and dull skin pigmentation. They gain a +2 bonus on Perception and Stealth checks. In addition, these are always considered class skills.

Shadow Blending (Su): Wayangs blend into nearby shadows, making them difficult to accurately hit in combat. While in dim light, the miss chance for attacks against a wayang increase to a 50% miss chance. This effect does not grant total concealment.

Shadow Magic (Sp): Wayangs are skilled with shadow magic due to their connection to the Shadow Plane. They add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Wayangs with a Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*ghost sound*, *pass without trace*, and *ventriloquism*. The caster level for these effects is equal to the wayang's character level. The DC for these spells is equal to 10 + the spell's level + the wayang's Charisma modifier.

Shadowy Resilience (Ex): Wayangs have a connection to the Shadow Plane. They have cold resistance 5, and electricity resistance 5.

Shadow Resistance (Ex): Wayangs are rarely susceptible to shadow magic, and often overcome its effects without injury. They gain a +2 bonus on saving throws against spells and effects of the shadow subschool.

Spell Resistance (Ex): Wayangs are difficult to affect with magic. They have spell resistance equal to 6 + their character level.

Spirituality (Ex): Wayangs are deeply spiritual, and have ancient racial dogma which has greatly influenced their societies for generations. They gain a +2 bonus on Knowledge (planes), and Knowledge (religion). In addition, these are always considered class skills.

Languages: Wayangs begin play speaking Common and Wayang. Wayangs with high Intelligence scores can choose from the following: Abyssal, Aklo, Infernal, Nagaji, Samsaran, and Tengu.

Alternative Racial Traits

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

Shadow Armor (Su): Wayangs can envelop themselves in their shadows to form a barrier against physical attacks, granting a +2 armor bonus. In conditions of dim light, this armor bonus increases to +6. Suppressing or resuming this protection is a move action. Wayangs with this racial trait lose the shadow blending racial trait.

Shadow Friend (Su): Wayangs can animate their shadows, which can carry or retrieve small objects. Their shadow cannot wield weapons, but can retrieve such objects carried on their person as a swift action. Wayangs with this racial trait lose the spell resistance racial trait.

WYRWOOD

+2 Dexterity, +2 Intelligence, -2 Charisma: Wyrwoods are agile and logical, but seemingly devoid of emotion.

Construct: Wyrwoods are constructs have no Constitution score, however they count as having a Constitution score of 10 when calculating save DCs, or other statistics. They are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), nonlethal damage, ability drain, energy drain, damage to physical ability scores, exhaustion and fatigue effects, any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), and death from massive damage. Wyrwoods are not affected by *raise dead* and *reincarnate* spells or abilities. They are hard to destroy, gaining +10 bonus hit points at 1st character level, but are immediately destroyed when reduced to 0 or fewer hit points, and cannot heal naturally. They can be repaired with spells such as *make whole*, or through the use of the Craft Construct feat. As constructs, wyrwoods do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities, such as regaining spells or class abilities.

Small: Wyrwoods are Small creatures and thus gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 size penalty on their Combat Maneuver Bonus and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Wyrwoods have a base speed of 30 feet.

Darkvision (Ex): Wyrwoods can see in the dark up to 60 feet.

Low-Light Vision (Ex): Wyrwoods can see twice as well as races with normal vision in conditions of dim light.

Languages: Wyrwoods begin play speaking Common. Wyrwoods with high Intelligence scores can choose from the following: Draconic, Elven, Gnome, Halfling, Sylvan, and Terran.

Alternative Racial Traits

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

Fibrous Flesh (Su): Wyrwoods are occasionally created differently from their kin, possessing thick, hardwood bodies. This unusual construction makes them resistant to some forms of attack, however for unknown reasons it reduces their visual acuity. They gain DR 2/slashing. Wyrwoods with this racial trait lose the low-light vision racial trait.

Woodcraft (Sp): Some wyrwoods can learn to manifest a unique connection to wood, living or worked, allowing them to shape it to their whims with relative ease. Once per day, wyrwoods can cast *wood shape*, as per the spell. The caster level for this effect is equal to the wyrwood's character level. The save DC is equal to 10 + the spell's level + the wyrwood's Intelligence modifier. Wyrwoods with this racial trait lose the darkvision racial trait.

WYVARAN

+2 Dexterity, +2 Wisdom, –2 Intelligence: Wyvarans are quick and cunning, but lack talents for academia.

Dragon: Wyvarans are dragons, they breathe, eat, and sleep.

Medium: Wyvarans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Wyvarans have a base speed of 30 feet.

Flight: Wyvarans have draconic wings that grant them a fly speed of 30 feet with clumsy maneuverability.

Darkvision (Ex): Wyvarans can see in the dark up to 60 feet.

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

Dragon Immunities (Ex): Wyvarans are dragons. They are immune to magic sleep effects and paralysis.

Scent (Ex): Wyvarans have a superior sense of smell. They gain the scent universal monster ability.

Slapping Tail (Ex): Wyvarans have thick, powerful tails which can easily crush bones. A wyvaran has a 1d8 tail slap attack. This is a primary natural attack, however this attack can only be used to make attacks of opportunity.

Languages: Wyvarans begin play speaking Common and Draconic. Wyvarans with high Intelligence scores can choose from the following: Abyssal, Auran, Celestial, Giant, Ignan, and Infernal.

Alternative Racial Traits

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

Combat Training (Ex): Some wyvarans take to learning martial techniques which aid them in battle. They gain either Hover, Martial Weapon Proficiency, or Weapon Focus as a bonus feat. They must still meet the normal prerequisites of this feat. Wyvarans with this racial trait lose the slapping tail racial trait.

Draconic Scales (Ex): Wyvarans can manifest pronounced draconic features, resulting in incredibly resilient scales. They have a +1 natural armor bonus, and gain DR 2/magic. Wyvarans with this racial trait lose the scent racial trait.

YADDITHIAN

+2 Constitution, +2 Intelligence, –2 Wisdom: Yaddithians are long-lived and smart, but strangely impulsive.

Aberration: Yaddithians are aberrations, they breathe, eat, and sleep.

Medium: Yaddithians are Medium creatures and have no bonuses or penalties due to their size.

Slow: Yaddithians have a base speed of 20 feet.

Darkvision (Ex): Yaddithians can see in the dark up to 60 feet.

Cosmic Mind (Ex): Yaddithians are immortal creatures who once traversed the stars through ancient magic, and can recall spells through sheer mental prowess. They gain a +2 bonus on Knowledge and Spellcraft checks. In addition, these are always considered class skills. Further, a yaddithian spellcaster who stores spells in a familiar or spellbook instead stores their spells in their mind, however they must still expend resources as normal to do so.

Energy Resistance (Ex): Yaddithians can survive in the cold depths of space. They have cold resistance 5.

Long-Lived (Ex): Yaddithians are truly immortal, and are only slain through accident or intent. They gain no benefits or penalties from aging, and are immune to magical aging effects.

Natural Weapons (Ex): Yaddithians have long, sharp claws at the ends of their fingers. A yaddithian has two 1d4 claw attacks. These are primary natural attacks.

No Breath (Ex): Yaddithians are well suited to traveling among the stars, being born without the need to breathe, they can move through the vacuum of space indefinitely. They do not breathe, and are immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Rugose (Ex): Yaddithians possess leathery, wrinkled, yellow flesh. They have a +1 natural armor bonus.

Languages: Yaddithians begin play speaking Common and Yaddithian. Yaddithians with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

Alternative Racial Traits

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

Recall Information (Ex): Yaddithians can be extremely long-lived, and in some cases, can draw upon eons of experience to ensure their success. Once per day as an immediate action, yaddithians can recall information they previously learned which is vital to the task at hand, gaining a bonus equal to their character level to a single Intelligence-based skill check. This ability is used after the roll is made, but before the results are revealed. Yaddithians with this racial trait lose the energy resistance racial trait.

Yaddithian Magic (Sp): Some yaddithians have devoted themselves to mastering magic throughout their incredibly long lifetimes, preferring to specialize in one particular school of magic that they have found to be especially exciting or rewarding. They select one school of magic. They add +1 to the DC of any saving throws against spells the chosen school that they cast. Yaddithians with a Intelligence scores of 11 or higher also gain the following spell-like abilities: 1/day—*arcane mark*, *detect magic*, *magic missile*, and *read magic*. The caster level for these effects is equal to the yaddithian's character level. Yaddithians with this racial trait lose the natural weapons, and rugose racial traits.

CHAPTER TWO: NEW WEAPONS

WEAPON QUALITIES

Finesse

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with this weapon, even though it isn't a light weapon. The weapon must be appropriately sized for you.

Heft

Attacks of opportunity made with the weapon suffer a -2 penalty to attack rolls. In addition, you take a -2 penalty to AC in any round you have made attacks with the weapon. A Medium-sized wielder must possess a minimum Strength of 17 to wield this weapon. The Strength requirement increases by +5 for each size category larger and decreases by -3 for each size category smaller.

WEAPON DESCRIPTIONS

Acrobat Spear

Requirement: Martial Weapon Proficiency

Category: Two-Handed Melee Weapon

Price: 35 gp; *Weight:* 4 lbs.

Damage: 1d6 (S), 1d8 (M), 2d6 (L); *Critical:* x3

Range: 20 ft.; *Type:* Piercing; *Special:* Brace, finesse

An acrobat spear offers flexibility in the shaft, allowing the weapon to respond to its user's movements more quickly.

Chain Hammer

Requirement: Martial Weapon Proficiency

Category: Ranged Weapon

Price: 15 gp; *Weight:* 15 lbs.

Damage: 2d6 (S), 2d8 (M), 3d8 (L); *Critical:* x3

Range: 30 ft.; *Type:* Bludgeoning; *Special:* Heft, see text

A heavy iron ball is fastened to the end of this 3-foot chain, with a rounded grip on the other. This unwieldy weapon imposes a -2 penalty to ranged attack rolls made with it. It can also be used as a two-handed melee weapon, imposing a -4 penalty to melee attack rolls made with it.

Great Trident

Requirement: Martial Weapon Proficiency

Category: Two-Handed Melee Weapon

Price: 20 gp; *Weight:* 10 lbs.

Damage: 1d10 (S), 1d12 (M), 3d6 (L); *Critical:* x2

Range: —; *Type:* Piercing; *Special:* Brace, reach

This spear-like weapon is adapted from a highly-effective river-side fishing implement. It features a three-pronged tip,

attached to a long wooden pole. While it cannot be thrown like a standard trident, it does provide increased range of attack.

Heavy Katar

Requirement: Simple Weapon Proficiency

Category: One-Handed Melee Weapon

Price: 4 gp; *Weight:* 2 lbs.

Damage: 1d4 (S), 1d6 (M), 1d8 (L); *Critical:* x3

Range: —; *Type:* Piercing; *Special:* —

The blade of this punching dagger is heavily reinforced, making it more difficult to wield. With a blade nearly twice as thick as a standard punching dagger, it greatly amplifies the punching power of the wielder, allowing for superior penetration with each strike.

Heavy Mattock

Requirement: Martial Weapon Proficiency

Category: Two-Handed Melee Weapon

Price: 32 gp; *Weight:* 13 lbs.

Damage: 1d10 (S), 1d12 (M), 3d6 (L); *Critical:* x3

Range: —; *Type:* Bludgeoning or piercing; *Special:* —

The heavy mattock is a large hammer-like weapon with a sledge on one side of the head, and a pickaxe on the other, modelled after the excavation implement of the same name. A common choice for outfitting an army, the heavy mattock is reinforced for warfare, and boasts the added versatility of functioning as a digging tool in the field. Despite having two heads to attack with, it cannot be used as a double weapon.

Maul

Requirement: Exotic Weapon Proficiency

Category: One-Handed Melee Weapon

Price: 36 gp; *Weight:* 10 lbs.

Damage: 1d8 (S), 1d10 (M), 2d8 (L); *Critical:* x3

Range: —; *Type:* Bludgeoning; *Special:* —

The heavy head of this hammer makes the weapon awkward to use effectively without special training, however the increased weight causes particularly deadly blows with each swing. You can use a maul two-handed as a martial weapon.

Scissor Katar

Requirement: Martial Weapon Proficiency

Category: Light Melee Weapon

Price: 8 gp; *Weight:* 1 lbs.

Damage: 1d3 (S), 1d4 (M), 1d6 (L); *Critical:* x3

Range: —; *Type:* Piercing; *Special:* Disarm, distracting

This reinforced punching dagger features two additional blades which spread out from the center blade when the handle is firmly grasped, making it easier to disarm foes, as well as catch them off guard.

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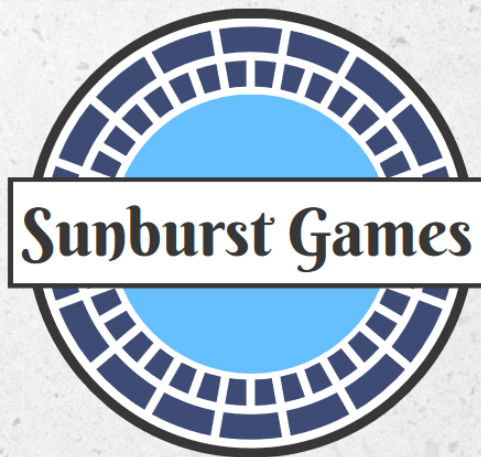
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