

CHAPTER 2 - RACES

HUMANS

Culture: Human culture is as varied and diverse as can be imagined, from the noblest paladins of The Order, to the most villainous of assassins. Humans represent the best and the worst that Kul'Draenis has to offer. Others, try as they might, cannot sail to such lofty heights, or sink to such callous depths as humans.

Personality: Humans are very impatient, and always looking ahead to future; they tend to live very fast-paced lives, doing everything in a flurry of energy and, where available, technology. They are very industrious, skilled laborers, and very imaginative in their approach to many problems, while lacking the naïveté of their gnomish cousins.

Physical Description: Humans stand from just shy of five feet tall to just over seven feet. They are generally unspectacular, lacking the fortitude of their Dwarven cousins, grace of their Elven cousins, or brawn of their Half-Orc cousins. Their greatest asset is their mind: human courage and imagination are boundless.

Relations: Humans, since they are so varied, can get along with anybody, or nobody. It depends upon the particular bent of the individual; there are no set standards in the human culture, except that racial bigotry is frowned upon by most societies.

Territory: Humans live anywhere and everywhere. While most prefer the city life in all of its technological glory, some of the greatest explorers and adventurers in the history of Kul'Draenis have been human. But just because most gravitate to the cities doesn't mean they are limited in their lands; human cities can be found anywhere, even seemingly inaccessible locations, thanks to the wonders of their technologies.

Religion: Any.

Language: Humans speak common.

Names: Any

Adventurers: When humans leave home to strike out into the unknown, or go on a bold adventure, it can usually be blamed on their imagination. Whenever riches or glory call, the romantic nature of the mind's eye overcomes rationale, and bewitches young men and women alike into seeking adventure.

RACIAL TRAITS

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- +2 morale bonus against fear and fear effects.
- +2 luck bonus on saving throws against death and death effects.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Choose one: Acrobatic, Agile, Alertness, Animal Affinity, Athletic,

Deceitful, Deft Hands, Diligent, Investigator, Magical Aptitude, Negotiator, Nimble Fingers, Persuasive, Self Sufficient, or Stealthy.

• Automatic Language: Common.

• Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

TRUEBORN HUMAN (Hmn)

Most humans are less than exceptional. Every so often, though, one is born who surpasses his peers to achieve true greatness (or infamy). These so-called Trueborn humans are very charismatic and quick-thinking, and able to achieve nigh impossible feats. Luck favors them, and they have the ability to laugh in the face of danger, spurring themselves and their comrades to overcome all odds.

Prerequisite: Trueborn Feat

HD: d8

Class Skills

The human's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Gold: 4d4 x 10 (100 gp)

Weapon and Armor Proficiencies: Humans are proficient with any class of armor, simple weapons, and a martial weapon of their choice.

Improvisation (Ex): Humans do not suffer a bad circumstance penalty to skill checks due to improvised equipment.

Charming Smile (Ex): Once per day per character level, as a free action, a human can add a +4 racial bonus to any charisma-based check, +6 if it's against a creature that may find him/her attractive.

Jack of All Trades (Ex): Humans can use any skill untrained, even if it is generally a trained check.

As Luck Would Have It (Ex): Once per day a human character can choose to retry a single roll he makes. He is stuck with the new result, even if it is worse than the first.

Sixth Sense (Ex): Humans can intuit when there is more to someone than meets the eye. After focusing on an individual within 30' for 1 round, a Sense Motive check can be made (with a +4 circumstance bonus) against the individual's Bluff check to determine the presence or absence of any unusual traits (i.e. hidden weapon, disguise, unspoken motive.) This check is automatically

Table: The Trueborn Human

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Improvisation
2nd	+2	+1		+3	Charming Smile
3rd	+3		+1		Jack of All Trades
4th	+4	+2		+4	As Luck Would Have It
5th	+5				Low-Light Vision, Sixth Sense, Bravado

made (with a +2 circumstance bonus, study time: swift action) against an individual within 5 feet.

Bravado (Ex): Once per day, as a standard action, a human can inspire courage in allies (not self) within 30 feet as the spell *Remove Fear* cast as a cleric of equal level.

Special thanks to: Linkrulesx10, Amethal

DWARVES

Culture: Dwarven culture is very rigid, leaving little room for individual creativity and expression. Most dwarven cities are run as military bases; everyone has their duty to the collective, and it is considered outrageous for any individual to shirk in his duties or otherwise besmirch his Family's honor in any way.

The self-proclaimed 'Children of Draenis,' dwarven culture is heavily geared toward mining, stonemasonry, gemcutting, and smithing. Dwarves excel above all other races in these areas.

Dwarves take great pride in their beards, which they display quite prominently. Amongst dwarves it is seen as a symbol of high social status to have a thick, full, untrimmed beard. The only time a dwarf would ever be caught without his beard is as a punishment; dwarves are shaven clean in front of the entire Family before being banished from dwarven lands.

Personality: As reflected in their culture, most dwarves are honor-bound and duty-minded. They place great stock in tradition, religion, and family.

Red dwarves tend to be, as their hair would imply, fiery, gruff, and short-tempered.

Brown dwarves tend to be promethean thinkers, always with a plan on-hand.

Blonde dwarves tend to be fair and noble.

Black dwarves tend to be sour and greedy.

Physical Description: Dwarves look like very short, hairy, muscle-bound humans. They stand between four and four-and-a-half feet tall, yet weigh as much or more than many of their human cousins. Dwarven facial hair is thick and abundant, and is proudly displayed for all to see. No self-respecting dwarf would be caught dead with even a neatly-trimmed beard.

A lot can be told about a dwarf by his beard: the longer it is, the more status and favor he carries with his fellow dwarves; the color of the beard denotes what Clan he hails from; and the style in which it is worn can be used to determine what Family he belongs to.

Relations: Dwarves are naturally distrustful of all things non-dwarven, being rather used to the idea that "if it's not dwarf-made, it's not worth having around." Unfortunately, this extends to members of other races as well. To a stranger, most, if not all dwarves are bound to seem gruff, rude, and exceedingly standoffish and tight-lipped.

Territory: Dwarven territories extend from the upper foothills to

the highest peaks, and all the way down into the very heart of Kul'Draenis. A few settlements, mainly for mining purposes, have sprung up on the plains over the years, but none of them have lasted very long.

Religion: Most dwarves worship Adamar the Fierce, father of dwarven culture.

Language: All dwarves speak Dwarven, and most that have any dealings outside the Family speak Common. To a distrusted stranger, however, they may not speak at all; if they do, it is likely to be kept very brief.

Names:

Adventurers: Most dwarves encountered outside of Dwarven lands fall into one of three categories: they are on official dwarven business; they are rebels who have shunned the rigid hierarchy of dwarven society; or they are outcasts, forever exiled from their beloved homelands.

RACIAL TRAITS

- +2 Constitution, -2 Charisma.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- +2 racial bonus on saving throws against poison.
- +4 racial bonus on Appraise checks that are related to stone or metal items.
- +4 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven.
- Favored Class: Fighter. A multiclass dwarf's favored class does

Table: The Trueborn Dwarf

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Pack Mule
2nd	+2	+3			+2 Save vs. Spells
3rd	+3		+1	+1	
4th	+4	+4			120' Darkvision
5th	+5				Stoneskin

not count when determining whether he takes an experience point penalty for multiclassing

TRUEBORN DWARF (DRF)

Prerequisite: Trueborn Feat

HD: d10

Class Skills

The dwarf's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Armor-, Black-, or Weaponsmithing) (Int), Knowledge (Architecture and Engineering) (Int), Knowledge (Dungeoneering) (Int), Knowledge (History) (Int), Jump (Str), Listen (Wis), Profession (Wis), Search (Int), Spot (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Gold: 5d4 x 10 (125 gp)

Weapon and Armor Proficiency: Dwarves are proficient with light, medium, and heavy armor, shields, and martial weapons.

Pack Mule (Ex): To determine his carrying capacity and load allowances (Table 9-1: Carrying Capacity; PHB, pg. 162), a dwarf's strength score is counted as 4 higher than it actually is.

Stoneskin (Su): Once per day as a free action, dwarves can transform their very flesh into stone. This grants a +2 natural armor bonus for a number of rounds equal to their Constitution modifier + ½ character level. This bonus increases by +1 at 8th level and every 3 character levels after that (+3 at 11th, +4 at 14th, and +5 at 17th.) This bonus stacks with other natural armor bonuses.

Special thanks to: Amethal, Aberrant80

ELVES

Culture: Lacking the backbone and gritty determination for good, hard labor, elves tend to shy away from traditional mortar-and-stone cities. Elven society places much importance and appreciation on the development and accomplishments of the individual.

Personality: Flighty and whimsical, elves are a far cry from their stoic, rigid dwarven cousins. They favor free thought and flights of fancy over hard work and organization.

Physical Description:

Relations:

Territory: Elves can inhabit anywhere that allows them freedom of movement and fresh air as well as seclusion and natural fortification. To this end, they prefer living high amongst the treetops in ancient forests. Rumors persist to this day, however, of a beautiful city suspended inside a river gorge, high above the water, overlooking whitewater falls.

Religion:

Language:

Names:

Adventurers: Many elves, shortly after reaching maturity, encounter a point at which they wonder what goes on outside the peaceful seclusion of their realm. This wanderlust takes many, but most return some years later.

RACIAL TRAITS

- +2 Dexterity, -2 Constitution.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- +2 racial saving throw bonus against magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Elves may treat the elven twinblade as a martial weapon rather than an exotic weapon.
- +2 racial bonus on Listen, Search, and Spot checks. An elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Trance: Elves do not need sleep; instead, they fall into a meditative trance for eight hours; while in this trance elves suffer none of the skill check penalties associated with sleeping.
- An Elf has the following spell-Like Ability: 1/day — *Green Thumb*. Caster level 1st.
- Automatic Languages: Common and Elven.
- Favored Class (Pick one): Ranger or Wizard. A multiclass elf's favored class does not count when determining whether she takes an experience point penalty for multiclassing.

TRUEBORN ELF (ELF)

Prerequisite: Trueborn Feat

HD: d6

Class Skills

The elf's class skills (and the key ability for each skill) are Balance (Dex), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), Tumble (Dex), Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Gold: 6d4 x 10 (150 gp)

Table: The Trueborn Elf

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Light Footed, +2 Save vs. Sleep
2nd	+1		+3	+3	Superior Vision
3rd	+2	+1			Magic Affinity, +2 Save vs. Sleep
4th	+3		+4	+4	Improved Low-Light Vision, +2 Save vs. Sleep
5th					Nature's Friend, Improved Trance, Immunity to Magical Sleep

Weapon and Armor Proficiency: Elves are proficient with light armor and martial weapons.

Light-Footed (Ex): Elves can move over sand, snow, or ice at full speed.

Superior Vision (Ex): Elves have a range increment of 40 feet on spot checks; normally it is 10 feet.

Magic Affinity (Su): An elf adds a +1 competence bonus to the saving throw DC for all spells he casts; he also adds a +2 competence bonus to his caster-level check to overcome spell resistance.

Improved Low-Light Vision (Ex): Elves can see three times as far as a human in conditions of poor illumination.

Nature's Friend: An Elf has the following spell-Like Ability: 1/day — *Plant Growth*. Caster level 1st.

Improved Trance (Ex): Elves no longer need to meditate for as long; instead, they meditate for four hours per night.

GNOMES

Culture:

Personality: Gnomes are insatiably curious. This inborn curiosity results in a natural affinity for all things magical and mechanical, and a tendency to dabble in whatever comes their way; any given gnome is extremely likely to know a little about a lot of subjects, and have quite a few hobbies and crafts, but it is very rare to find a gnome with true mastery in any one field or subject. Their curiosity also results in lack of forethought or foresight; upon seeing a new technological or magical marvel a particularly curious gnome may forget everything he was doing and go inspect the item in question, with nary a thought about any danger inherent in doing so.

Gnomes also have a tendency to be remarkably upbeat despite whatever situation they may face. They are also very social creatures, feeling just as comfortable in front of an audience as they do locked in the solitude of their laboratories.

Gnomes are veritable Wunderkind. They have an incredibly child-like psyche, yet are brilliant in many aspects, including science mathematics, engineering, and the arcane.

Physical Description: Short of stature and slender of build, most gnomes resemble half-elven children quite closely. Large, eternally innocent eyes adorn the small, round faces, and slightly pointed ears grace the sides of the head; a very large nose is the only feature that sets them apart from their immature look-alikes.

Relations: Viewed as most as the more sociable (and likeable) brothers of the dwarves, most sentient beings see gnomes as only slightly better than the children they resemble. When the occasion calls for mirth, gaiety, and celebration, gnomes are excellent company indeed; however, any business of a more serious nature is generally not allotted to a gnome, as they are seen as too

whimsical and fanciful to be entrusted with anything truly imperative.

Territory: Gnomes often make their homes amongst the foothills and lower mountain regions.

Religion:

Language:

Names:

Adventurers: It is a common practice for gnomes to pack up and leave, often with no warning, in search of inspiration or a practical understanding of sciences and the arcane.

RACIAL TRAITS

- +2 Constitution, +2 Charisma, –2 Wisdom.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers and gnomish battlepicks as martial weapons rather than exotic weapons.
- +1 racial bonus on Search and Listen checks.
- +2 racial bonus on Pick Lock, Disable Device and Use Magic Device checks; These skills are always considered class skills for gnomes.
- Spell-Like Abilities: A gnome with a Charisma score of at least 12 has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier.
- Automatic Languages: Common, Gnome, and one bonus language of the player's choice, excluding Druidic.
- Favored Class : Bard. A multiclass gnome's favored class does not count when determining whether he takes an experience point penalty.

TRUEBORN GNOME (GNM)

Prerequisite: Trueborn Feat

HD: d6

Class Skills

The gnome's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Knowledge (Arcana) (Int), Knowledge (Architecture and Engineering) (Int), Listen (Wis), Open Lock

Table: The Trueborn Gnome

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	+1 Caster Level
2nd	+1	+3	+3		Mechanical Aptitude
3rd				+1	+1 Caster Level
4th	+2	+4	+4		Mechanical Genius
5th					Tireless Tinker, Spell Penetration, +1 Caster Level

(Dex), Perform (Cha), Profession (Wis), Search (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).
Skill Points at 1st Level: (10 + Int modifier) x 4.
Skill Points at Each Additional Level: 10 + Int modifier.

Starting Gold: 4d4 x 10 (100 gp)

Weapon and Armor Proficiency: Gnomes are proficient with simple weapons.

Improved Caster Level (Ex): This grants an increase in both the number and potency of spells as if the gnome was 1 level higher.

Mechanical Aptitude (Ex): Gnomes can negate up to a -4 bad circumstance penalty for any reason on skill checks involving a mechanical item.

Mechanical Genius (Ex): A gnome adds a +1 competence bonus to the disable/open/spot (whatever is appropriate) and save DC's for all mechanical devices and traps he creates; he also adds a +2 competence bonus to his checks to spot, disable, unlock, or otherwise fiddle with a mechanical device.

Tireless Tinker (Ex): For every hour spent fiddling with a device, a gnome gets a +1 insight bonus (up to a maximum of ½ the gnome's character level) to use, unlock, or disable the device in question.

This applies to mechanical and magical items alike; however, due to the greater complexity of magic, the time increment for magic devices is increased to days instead of hours.

Special thanks to World Dragon

HALF-ELVES

Culture: Half-elf culture varies; half-elves generally try their best to adapt to whatever environment they are thrust into, and do a pretty good job at it. While most prefer to try their luck in the human cities, which they only see as slightly too fast-paced, a few tend to cling to the elven side of their heritage, or cast their lot in with the Halfling camps, which always appreciate the presence of a helpful Big Person.

Personality: Half-elves are nearly as varied as humans in their personalities, yet they all seem to have one thing in common: the patience to do things right the first time. Rarely hotheaded or lacking foresight, half-elves generally make excellent diplomats, negotiators, and hagglers.

Physical Description: Halfway between human and elf, the half-elf resembles either a very tall, beefy elf with facial hair (for males, at least,) or a slender human with large, expressive eyes and slightly pointed ears.

Relations:

Territory: Any. Half-elves adapt easily to whatever environment best suits their personality and tastes.

Religion:

Language:

Names:

Adventurers:

RACIAL TRAITS

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- +1 racial saving throw bonus against magical sleep effects.
- +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks; half-elven senses are keen, but not as sharp as their full elven brethren.
- +2 racial bonus on Diplomacy, Sense Motive, and Gather Information checks.
- 1 extra feat at 1st level.
- Light Sleeper – The penalty for Listen checks made while sleeping is reduced to -4; half-elves, while not capable of the trance-like meditation that rejuvenates elves, are still very light sleepers.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven.
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

TRUEBORN HALF-ELF (HfE)

Prerequisite: Trueborn Feat

HD: d6

Class Skills

The half-elf's class skills (and the key ability for each skill) are Craft (Any) (Int), Diplomacy (Cha), Gather Information (Cha), Listen (Wis), Perform (Cha), Search (Int), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Gold: 5d4 x 10 (125 gp)

Weapon and Armor Proficiency: Half-elves are proficient with either light or medium armor, and either simple or martial weapons.

Improvisation (Ex): Half-elves do not suffer a bad circumstance penalty to skill checks due to improvised equipment.

Light-Footed (Ex): Half-elves can move over sand, snow, or ice at full speed.

Magic Affinity (Su): A half-elf adds a +1 competence bonus to the saving throw DC for all spells he casts; he also adds a +2

Table: The Trueborn Half-Elf

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	+2 Save vs. Sleep
2nd	+1		+3	+3	Improvisation, Light Footed
3rd	+2	+1			Magic Affinity, +2 Save vs. Sleep
4th	+3		+4	+4	Jack of All Trades, +2 Save vs. Sleep
5th					Superior Vision, Superior Low-Light Vision, As Luck Would Have It, Immunity to Magical Sleep

competence bonus to his caster-level check to overcome spell resistance.

Jack of All Trades (Ex): Half-elves can use any skill untrained, even if it is generally a trained check.

Superior Vision (Ex): Half-elves have a range increment of 40 feet on spot checks; normally it is 10 feet.

Superior Low-Light Vision (Ex): Half-elves can see three times as far as a human in conditions of poor illumination.

As Luck Would Have It (Ex): Once per day a half-elf character can choose to retry a single roll he makes. He is stuck with the new result, even if it is worse than the first.

Special thanks to Ensjak, Angel Netherborn

HALF-ORCS

Culture: Simple, brutal, and full of hard work, half-orc culture is seen by many as uncouth and more than a little barbaric.

Personality:

Physical Description:

Relations:

Territory:

Religion:

Language:

Names:

Adventurers:

RACIAL TRAITS

- +2 Strength, -2 Intelligence.

A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.

- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

- Half-orc base land speed is 30 feet.

- +2 racial bonus on Intimidate and Survival checks.

- +1 racial bonus on Search, Spot, and Listen checks.

- +2 morale bonus on saving throws against fear and fear effects.

- 4 extra skill points at 1st level and 1 extra skill point at each additional level.

- Endurance: Half-orcs automatically have the Endurance feat.

- Weapon Familiarity: Half-orcs may treat orc double-axes as martial weapons rather than exotic weapons.

- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

- Orc Blood: For all effects related to race, a half-orc is considered an orc.

- Automatic Languages: Common and Orc.

- Favored Class (Pick one): Barbarian or Fighter. A multiclass half-orc's favored class does not count when determining whether he takes an experience point penalty.

TRUEBORN HALF-ORC (HfO)

Prerequisite: Trueborn Feat

HD: d12

Class Skills

The half-orc's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Gold: 5d4 x 10 (125 gp)

Weapon and Armor Proficiency: Half-orcs are proficient with any armor, shields, and simple and martial weapons.

Rage (Ex): A half-orc can channel his fury to become a more formidable opponent in combat. If the half-orc gains rage as a class ability, he can rage once more per day than allowed by his class.

Improved Endurance (Ex): The +4 bonus granted by endurance improves to +6.

Battle Cry (Ex): As a move action, a half-orc can let loose a battle cry that strikes fear into the hearts of opponents. Every enemy within 30' must make a Will save (DC 10 + ½ character level + charisma bonus); add 2 to the DC if you have at least 5 ranks in intimidate. An enemy who fails the saving throw suffers a -2 morale penalty to attack rolls, Will saves, and AC for 1d4 rounds. A creature that successfully saves cannot be affected again by the same half-orc's battle cry ability for 24 hours. This is a sonic, mind-affecting, fear effect. Since it is nonmagical, it can't be dispelled; however, any effect that suppresses or counters mind-affecting effects will affect it normally.

HALFLINGS

Culture: Quintessential gypsies. The Halfling culture is nomadic and matricentric, placing great importance on the wisdom and knowledge that flows from their matriarchal elders.

Halfling society is very dependent upon riding skills, and mounts are prized possessions. Races are commonplace, along with contests of mounted prowess.

Personality: Somewhat mysterious, slightly off-kilter perhaps, but with their heads screwed on properly for the most part; Halflings dance the beat of their own drum. Many Halflings seem to view the world as a passing phase, a pale spectre of something that will be or was once, and some speak with first-hand knowledge of things well beyond their sight and scope. Their seeming realization of a

Table: The Trueborn Half-Orc

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rage 1/day
2nd	+2	+3			
3rd	+3		+1	+1	Improved Endurance
4th	+4	+4			
5th	+5				Battle Cry

Table: The Trueborn Halfling

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Master Thrower, +4 Ride
2nd	+1		+3	+3	Improvisation, Mounted Combat
3rd	+2	+1			Far Dreams, Alertness
4th	+3		+4	+4	Mounted Throwing
5th					+2 Charisma, Improved Mounted Throwing

greater truth makes them much more fearless than others of small stature.

Most Halflings tend to be very somber and serious, unless the occasion specifically calls for gaiety, such as a feast-day or similarly important occasion.

Physical Description: Slender, graceful, with dark, unrevealing eyes. Generally dark-complected.

Relations: Halflings are avid traders, and maintain decent relations with most cultures and nations. Some camps profit by cheating and swindling, selling poor quality wares and collecting payment up-front for odd jobs that are then completely forgotten or shoddily completed; most camps realize the importance of trade relations, and offer high-quality craftsmanship at reduced prices.

Territory: Wherever the camp wagons go.

Religion:

Language: Halflings speak Halfling and Common.

Names:

Adventurers:

RACIAL TRAITS

- +2 Dexterity, +2 Wisdom, -2 Strength.
- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +2 racial bonus on Listen, Search, and Spot checks.
- Low-Light Vision: A halfling can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Automatic Languages: Common and Halfling.
- Favored Class (Pick one): Rogue. A multiclass halfling's favored class does not count when determining whether she takes an experience point penalty for multiclassing.

TRUEBORN HALFLING (HLF)

Prerequisite: Trueborn Feat

HD: d6

Class Skills

The halfling's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Tumble (Dex), Spot (Wis).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Starting Gold: 3d4 x 10 (75 gp)

Weapon and Armor Proficiencies: Halflings are proficient with light armor and thrown weapons and slings.

Master Thrower (Ex): Halflings gain the effects of the *far shot* feat for thrown weapons and slings only: 2x distance.

Improvisation (Ex): Halflings do not suffer a bad circumstance penalty to skill checks due to improvised equipment.

Far Dreams (Su): Trueborn Halflings are often visited by dreams of other times and places. These dreams are generally seen from the eyes of another creature or creatures, and can be very revealing and informative. One who bends all her will toward seeing a particular place or time may be well rewarded (Wisdom check; recommended DC 15, but entirely up to DM's discretion.)

Mounted Throwing (Ex): At 4th level Halflings gain the effects of the *Mounted Archery* feat, but for thrown weapons and slings only.

Improved Mounted Throwing (Ex): At 5th level Halflings increase their bonuses from Mounted Throwing so that their penalties lessen by another 2, leaving no penalty normally, and only a -2 penalty while the mount is running.

TAUREN

Culture:

Personality:

Physical Description:

Relations:

Territory: Plains

Religion:

Language:

Names:

Adventurers:

Table: The Trueborn Tauren

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Low-Light Vision
2nd	+2	+3			+1 Natural Armor
3rd	+3		+1	+1	Stomp
4th	+4	+4			
5th	+5				10' Reach

RACIAL TRAITS

- +2 Constitution, -2 Dexterity.
- Large: As Large creatures, Tauren have a -1 size penalty to Armor Class, a -1 size penalty to attack rolls, 5' reach, and a -4 size penalty to Hide checks. Tauren have lifting and carrying limits twice those of a Medium character, and have a space of 10 feet.
- Tauren base land speed is 40 feet.
- Weapon Familiarity: Tauren may treat tauren halberds and tauren totems as martial weapons, rather than exotic weapons.
- +2 racial bonus on Survival and Handle Animal checks.
- +2 racial bonus on Intimidate and Listen checks.
- +2 morale bonus on Will saves; Tauren are exceptionally strong-willed creatures.
- Automatic Languages: Common and Tauric.
- Favored Class (Pick one): Barbarian or Druid. A multiclass tauren's favored class does not count when determining whether he takes an experience point penalty for multiclassing.

TRUEBORN TAUREN (TAU)

Prerequisite: Trueborn Feat

HD: d12

Class Skills

The tauren's class skills (and the key ability for each skill) are Concentration (Con), Handle Animal (Cha), Heal (Wis), Knowledge (Nature) (Int), Listen (Wis), Search (Int), Spot (Wis), Survival (Wis).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Gold: 4d4 x 10 (100 gp)

Weapon and Armor Proficiencies: Tauren are proficient with light armor and martial weapons.

Stomp (Ex): Stomp allows the Tauren to daze all adjacent opponents at once (Fort negates; DC = 10 + 1/3 BAB + STR modifier.) This is a full-round action, and does not provoke an attack of opportunity.

Special thanks to: Okaynowa, Ensjak, Angel Netherborn

CENTAURS

Culture:

Personality:

Physical Description:

Relations:

Territory: Plateau

Religion:

Language:

Names:

Adventurers:

RACIAL TRAITS

- +2 Constitution, -2 Intelligence
- Large: As Large creatures, centaurs have a -1 size penalty to Armor Class, a -1 size penalty to attack rolls, 5' reach, and a -4 size penalty to Hide checks. Centaurs have lifting and carrying limits twice those of a Medium character, and have a space of 10 feet.
- Quadruped: As quadrupedal creatures, centaurs have lifting and carrying limits one-and-a-half times those of a bipedal character, and get a +4 bonus against being bull-rushed, overrun, or tripped.
- Centaur base land speed is 50 feet.
- Centaurs have a +1 racial bonus to all ranged attack rolls.
- +2 racial bonus on and Survival and Spot checks.
- Automatic Languages: Common.
- Favored Class: Ranger or Druid. A multiclass centaur's favored class does not count when determining whether he takes an experience point penalty for multiclassing.

TRUEBORN CENTAUR (CNT)

Prerequisite: Trueborn Feat

HD: d8

Class Skills

The centaur's class skills (and the key ability for each skill) are Craft (Any), Handle Animal (Cha), Heal (Wis), Knowledge (Nature) (Int), Listen (Wis), Search (Int), Spot (Wis), Survival (Wis).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Gold: 5d4 x 10 (125 gp)

Weapon and Armor Proficiencies: Centaurs are proficient with light armor and martial weapons.

Superior Vision (Ex): Centaurs have a range increment of 40 feet on spot checks; normally it is 10 feet.

Special thanks to: Okaynowa

LEONIDS

Personality: Nomadic, following the food wherever it travels. Leonid males travel primarily alone, but sometimes with a mate. Leonid females may have between one and four cubs, which travel with them for several years, but seldom more than one with any given mate. Cubs are expected to provide for themselves after six years, and reach adulthood at twelve (Middle age - 25 years; Old - 40 years; Venerable - 55 years; Maximum age - +2d8 years.)

Table: The Trueborn Centaur

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Speed 55'
2nd	+2	+3		+3	+1 Natural Armor
3rd	+3		+1		Speed 60', +1 Natural Armor
4th	+4	+4		+4	Superior Vision
5th	+5				+2 Wisdom

Physical Description: Leonids tower over most bipeds, ranging on average between 6' and 6 1/2' tall for males (5' 8" + 2d6") and slightly shorter for females (5' 4" + 2d6".) A leonid's height can give a rather intimidating appearance, but their fur belies the spare frame beneath (150 lbs/x(1d6) lbs for males; 130 lbs/x(1d6) lbs for females.)

Relations: Leonids have little contact with their own species, let alone other species. They have been known to visit settlements on rare occasion to trade goods with merchants, but they keep to themselves and don't stick around too long. They are known by the few traders that deal with them to be mostly honest, trustworthy beings.

Alignment: Any neutral

Leonid Lands: Deciduous forests, grasslands, wasteland. Leonids on the hunt have been known to travel several days off their territory in pursuit of prey, so long as it travels away from leonid lands, and not into another's territory.

Religion: Most leonids find solace in the teachings and practices of Obad-Hai, Lord of Nature and the Wilderness. Worship of Olidammara, St. Cuthbert, and Fharlanghn also seems to be prevalent among this race, although, without any form of organized religion among the far-flung members, it really is hard to tell.

Language: Members of this race primarily speak Guttural, a little-known language that is nearly impossible to speak without very distinct properties of the throat and voice box. Leonids happen to be built for it, however, as do many creatures who have the ability to produce loud roaring noises (including orcs); small wonder the origin of the language is credited to this race. Most leonids can also speak some common, although they are not well renowned for their fluent speech.

Adventurers: Leonids are not well-known for their adventurous tendencies. A few isolated cases have been recorded of leonids working in unison with a band of adventurers or mercenaries, but mostly only if his territory or game supply has been threatened. One with lawful tendencies might, out of honor, serve with a group that saved or aided it in the past.

RACIAL TRAITS

- Medium: As Medium creatures, leonids have no special bonuses or penalties due to their size.
- Leonid base land speed is 30 feet.
- Low-Light Vision: A Leonid can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish detail under these conditions.
- Monochromatic Vision: Leonids see only in black-and-white.
- Limited Scent: Leonids are able to detect the presence or absence of creatures within 30 feet and are able to discern and recognize familiar scents just as a normal person would recognize a familiar face in a crowd.
- Run: Leonids automatically have the Run feat.

- Catnap: Leonids require 8 hours of sleep each day, although that sleep can be broken up into several naps.
- +4 racial bonus on Balance checks: Leonids have the uncanny ability to balance very well.
- +4 racial bonus on Move Silently checks: A leonid's digitigradation allows it to sneak up on its prey easier than most.
- +4 racial bonus on Spot and Listen checks: Leonids have excellent eyesight and acute hearing
- Natural Weapons: Leonids can attack with their retractable claws (1d3;20/x2.)
- Languages: Common and Guttural. Bonus Languages: Sylvan, Terran, Gnoll, and Tauric
- Favored Class: Ranger

TRUEBORN LEONID (Leo)

Prerequisite: Trueborn Feat

HD: d8

Class Skills

The leonid's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Survival (Wis), and Tumble (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Gold: 4d4 x 10 (100 gp)

Weapon and Armor Proficiency: Leonids are proficient with light armor, and simple and martial weapons.

Greater Low-Light Vision (Ex): Leonid vision improves to four times as far as a human in conditions of poor illumination.

Keen Ears (Ex): Leonids have a range increment of 40 feet on listen checks, when normally it is 10 feet.

Keen Eyes(Ex): Leonids have a range increment of 40 feet on spot checks, when normally it is 10 feet.

Scent (Ex): The leonid's sense of smell improves, allowing him the full function and potency of the Scent (ex) ability.

Roar (Ex): As a move action, a leonid can let loose a roar that strikes fear into the hearts of opponents. Every enemy within 30' must make a Will save (DC 10 + ½ character level + charisma bonus); add 2 to the DC if you have at least 5 ranks in intimidate. An enemy who fails the saving throw suffers a -2 morale penalty to attack rolls, Will saves, and AC for 1d4 rounds. A creature that successfully saves cannot be affected again by the same leonid's roar ability for 24 hours. This is a sonic, mind-affecting, fear effect. Since it is nonmagical, it can't be dispelled; however, any effect that suppresses or counters mind-affecting effects will affect it normally.

Pounce (Ex): If a leonid charges a foe, it can make a full attack.

Table: The Trueborn Leonid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Greater Low-Light Vision
2nd	+2	+3	+3		Keen Ears
3rd	+3			+1	Keen Eyes
4th	+4	+4	+4		Scent
5th	+5				Roar, Pounce

Table: The Trueborn Saurian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	+2 Save vs. Poison, +1 Caster Level
2nd	+1	+3	+3		+1 Natural Armor
3rd	+2			+1	Nictating Membrane, +1 Caster Level
4th	+3	+4	+4		+1 Natural Armor
5th					Tail Swipe, Swim 20', +1 Caster Level

Special thanks to: Endarrion, Okaynowa, Neutronium_Dragon, Finfreeze

SAURIANS

Culture:

Personality:

Physical Description:

Relations:

Territory: Swamps and coastal areas

Religion:

Language:

Names:

Adventurers:

but also provides concealment for the saurian's attackers: under normal lighting conditions they gain the effects of concealment (20% miss chance); under conditions which would normally provide concealment, this membrane provides full concealment to the saurian's enemies (50% miss chance.)

Tail Swipe (ex): As a full round action that does not provoke an attack of opportunity, the saurian can use her tail to attempt a Trip against each adjacent foe. Each trip attempt is rolled in order; upon a failed attempt the tail swipe ends. The saurian receives a +4 racial bonus to each attempt.

Special thanks to: Jodjod, Okaynowa

RACIAL TRAITS

- +2 Strength, -2 Intelligence
- Medium: As Medium creatures, saurians have no special bonuses or penalties due to their size.
- Saurian base land speed is 30 feet.
- Low-Light Vision: A saurian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish detail under these conditions.
- Hold Breath: A saurian can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
- +3 racial bonus on Balance, Jump, and Swim checks.
- +1 natural armor: saurians have very tough, scaly hides.
- Languages: Common, Draconic. Bonus Languages: Aquan, Goblin, Gnoll, Orc.
- Favored Class: Druid

TRUEBORN SAURIAN (SAU)

Prerequisite: Trueborn Feat

HD: d8

Class Skills

The saurian's class skills (and the key ability for each skill) are Balance (Dex), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Gold: 4d4 x 10 (100 gp)

Weapon and Armor Proficiency: A saurian is proficient with simple weapons and shields

Nictating Membrane (ex): Saurians can 'blink' a protective, slightly opaque membrane over their eyes as a swift action, and 'blink' it away in the same manner. This nictating membrane provides full protection from gaze attacks and becoming *dazzled*,