

Race

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Race Table

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Race	Size	Movement	HP	Racial Modifiers	Prime Attributes
Dwarves					
Dark Dwarf	(S) 3.5' - 4'	6	5	+1 CON +1 WIS -2 CHA	WIS, INT, CON
Gully Dwarf	(S) 3' - 4'	4	6	+1 DEX +3 CON -3 INT	CON, DEX, INT
Hill Dwarf	(M) 4'	5	6	-2 DEX +2 CON -2 CHA	CON, STR, WIS
Mountain Dwarf	(M) 4' - 4.5'	6	7	+2 STR +2 CON -3 CHA	STR, CON, WIS
Elves					
Dark Elf	(M) 4.5' - 5.5'	9	8	+1 STR +2 DEX -2 CHA	WIS, INT, DEX
Gruagach Elf	(M) 4' - 5'	11	8	+1 DEX +1 CON -2 CHA	DEX, STR, WIS
Half Elf	(M) 5' - 6'	9	8	+1 DEX +1 CON -1 CHA	WIS, DEX, INT
High Elf	(M) 5.5' - 6'	16	7	+2 DEX -2 CON +2 CHA	CHA, WIS, INT
Wild Elf	(M) 4.5' - 5'	12	9	+2 DEX +1 CON -1 CHA	DEX, CON, WIS
Fey					
Buckawn		7	4		
Pixie		9	6	-2 STR +2 DEX +2 CHA	CHA, WIS, INT
Sprite		6	4		
Giantkin					
Cyclops		7	9	+2 STR +2 CON -2 CHA	STR, CON, WIS
Goliath		7	10	+2 STR +1 DEX -2 WIS	CON, STR, INT
Half-Giant	(M) 7' - 8'	9	12	+2 STR -2 DEX +2 CON	STR, CON, INT
Lesser Giant		8	12	+2 STR -2 DEX +2 CON	STR, CON, WIS
Gnome					
Common Gnome	(S) 3' - 3.5'	6	6	-2 STR +2 DEX +1 CON	WIS, DEX, CON
Rock Gnome		7	6		
Tinker Gnome		5	6		
Half-Folk					
Halfling		6	6	+2 DEX -1 CON +1 WIS	DEX, WIS, CHA
Kender		7	6	+2 DEX +2 WIS -2 CHA	WIS, DEX, INT
Kobold		6	6		
Uldra		6	6		
Ogrekin					
Half-Ogre	(M) 7' - 8'	10	10	+2 STR -2 WIS -2 CHA	STR, CON, INT
High-Ogre (Irda)		9	8	-1 STR +2 DEX +2 CHA	CHA, INT, WIS
Minotaur		7	10	+2 STR +2 CON -2 INT	STR, CON, WIS
Mischta		9	8		
Other Races					
Bullywug					
Gnoll	(M) 5' - 8'	9	9	+1 STR +2 CON -1 CHA	WIS, CON, DEX
Grippli		4	4	-2 STR +2 DEX -2 CON	WIS, DEX, INT
Half-Orc		9	9		
Human		9	8	+1 STR +2 WIS -1 CHA	INT, WIS, DEX
Lizardman		9	9	+2 CON +1 WIS -2 CHA	CON, WIS, DEX
Thri-Kreen	(M) 7'	6	7	+2 DEX +1 INT -2 CHA	WIS, INT, STR
Troglodyte		9	9		
Nemed					
Honey Badger		6	6	+2 DEX +1 CON +2 INT	WIS, CON, DEX
Kenku	(M) 5' - 6'	6	6		
Mousen		5	4		
Ratling		6	6		

Dwarf

Dwarves are short stalky humanoids that average 4 to 4½ feet tall. They tend to be dour and taciturn, strong and brave, hardworking, and have a very dry sense of humor. Dwarves tend to live to almost 900 years. Their love of drink, precious metals, gold, gems, and diamonds often inhibit their ability to reason normally, and their tenacious courage is rivaled only by their love of mead. Dwarves never turn away from a challenge. In fact, the lower the chance of success the greater the odds a dwarf will be at the front of the line.

Only four dwarven clans remain in the world today: Dark Dwarves, Hill Dwarves, Mountain Dwarves, and Gully Dwarves. Each dwarf type is described in detail below. There were once seven dwarven clans, each managing a specific domain within the dwarven kingdom. At the beginning of dwarven history, when they lived above ground as a unified tribe, they were great allies with the High Elves. Greed soon took hold, and the dwarven nations waged a vicious battle for power and resources. The great dwarven kingdom of old crumbled, and of the remaining tribes, two fled underground, to secret their treasures away in the deep dark recesses of the earth. The other tribes remained above ground, severing all ties to the other races.

Dwarves have a strong hatred of orcs and goblins and detest gnomes. Dwarves are the descendants of gnomes but stubbornly cling to an obstinate idea that their genesis is unique. They love the earth and stridently dislike anything of the sea, and of course horses. Dwarves believe horses to be unnatural beasts of burden and nothing more. If their legs can't carry them to a place, they have no business going there. Dwarves by their very nature resist the effects of arcane energy. Their closeness to the earth has given them an exceptional resistance to toxic substances such as acids and a heightened sense of vision in the dark.

Dark Dwarves

Dark Dwarves were the first to flee the light and have never looked back. They lost most of their skin, eye, and hair pigment, leaving them looking frail, sickly, and ashen; yet to live in such desperate conditions requires a strong constitution. They are the only Dwarves who retained any magical abilities. In fact, they embraced the magical arts, forsaking all others. They delved the deepest, and searched the furthest. Their knowledge of the world and its arcane secrets surpass all other races of the world. These reclusive dwarves have developed a hatred for sunlight. Any dark dwarf exposed to direct sunlight for longer than a few minutes develops an immobilizing nausea. This doesn't seem to stop all of them from returning to the surface. Their intense desire to research and obtain arcane knowledge draws them out into the world of men and light. They merely take necessary precautions to protect themselves.

Attributes

Age:	<i>550 yrs</i>
Size:	(S) <i>3.5' – 4'</i>
Movement:	<i>6</i>
Hit Points:	<i>5</i>
Weight:	<i>100 lbs</i>
Hair:	White, Ash Gray to Dark Gray
Eyes:	Yellowish-Brown, Redish-Brown
Skin:	Pale Whitish to Opaque

Racial Modifiers: +1 CON | +1 WIS | -2 CHA
 Prime Attributes: WIS, INT, CON
 Languages Known: *Common, Dwarf, Gnome, Goblin, Kobold*
 Vision: *60' Darkvision*

Gully Dwarf

Gully dwarves are short and squat, typically averaging four feet in height and 100 lbs. Skin colors range from olive brown to light parchment colored and mottled or splotched, with hair and eye color varying from dirty blond, brown rust, gray or dull black to watery blue, dull green, brown, and hazel. Gully dwarves are not as stocky as some dwarves, and tend to have narrower fingers and limbs.

Gully dwarves have a long and varied history, yet no two dwarves can agree on their exact history or lineage. The stories are colorful and entertaining, and when speaking of their past they do so in a very serious manner. They tend to live in the abandoned villages and warrens left by other races.

Gully dwarves are considered by many to be the toughest race. They have an extremely strong survival instinct, not to be surpassed by their pride, endurance, and not least of all, their absurd stupidity. Under conditions that would break even the top three strongest races combined, the gully dwarf will not only survive, but thrive. They are born to survive, and make a habit of avoiding harmful situations by regarding cowardice as their prime virtue. Stupidity is their most amazing trait, and legendary at that. They have difficulty distinguishing between large groups and small groups; they see only single items or a group of items. This trait stems from their inability to count. Any number more than one is always “two.”

Gully dwarf can almost hide in plain sight. They have learned to blend in with nearly perfect accuracy; not to mention no other race, even the meanest of them, consider the gully dwarf worth messing with. Many see the, as stupid or foolish, but they are very proud and act with great seriousness at all times. They tend to believe they have a significant role to play in the overall scheme of things. To their end, the gully dwarf has, by far, the strongest ego of all the humanoid races, yet puncturing the ego of a gully dwarf is nearly impossible, due in large part to their dimwitted nature.

Attributes

Age: 900
 Size: (S) 3' to 4'
 Movement: 4
 Hit Points: 7
 Weight: 90 - 110 lbs
 Hair: Varied
 Eyes: Varied
 Skin: Olive Brown to Light Parchment (mottled & blotched)
 Racial Modifiers: +1 DEX | +3 CON | -3 INT
 Prime Attributes: CON, DEX, INT
 Languages Known: *Common, Dwarf, Gnome, Kender*
 Vision: *30' Darkvision*

Hill Dwarves

Hill dwarves remained above ground after the great upheaval of clans. They were the youngest clan at the time and tend to have deep tan to light brown skin with ruddy cheeks and bright eyes. Their hair ranges from brown-black to gray and most wear earth toned clothing. Their voices are deep but they sing quite well, when they want to. The hill dwarves stubbornness drove them to remain above ground; it also gave them a first class ticket to exile from the other dwarven clans; not that they care. They are as stubborn as dwarves come, and tend to be rough and course, lacking all the refinements of mountain dwarves, who think of themselves as better than everyone else. They have a rather gentle and pleasant nature too, if you can get one alone. Most complain incessantly, when around other dwarves of their own clan; primarily to hide the fact. God forbid a dwarf be seen as *gentle* or *kind*. It would be the end of them. Hill dwarves live in small villages above ground and often tend to travel before they marry. The hill dwarves have retained some of their former ability with arcane energy, but not all. They do not fear the use of it, or those that do, but tend to be suspicious and wary of its use.

Attributes

Age: 350 yrs

Size: (M) 4'

Movement: 5

Hit Points: 6

Weight: 150 lbs

Hair: Brown Black, or Gray

Eyes: Varied

Skin: Deep Tan to Light Brown

Racial Modifiers: -2 DEX | +2 CON | -2 CHA

Prime Attributes: CON, STR, WIS

Languages Known: *Common, Dwarf, Gnome*

Vision: 60' Darkvision

Mountain Dwarves

Mountain dwarves are the oldest and worst tempered of all the dwarven clans. They have light brown skin, smooth cheeks, and brown, black, gray, or white hair. They too, like the hill dwarves, have excellent singing voices, but choose to use them (often to the detriment of an adventuring party). The dwarven songs of old come from mountain dwarves. These are the stubbornest of the dwarvish clans. They hate every other clan, especially the gully dwarves. The mountain dwarves believe they are the rightful heirs to the world and all that lies within their grasp. They are stubborn beyond all reason and would rather fight to the death than concede even the slightest degree. They detest magic and those who use it. The battleaxe, any axe in fact, is their preferred weapon, but will use a hammer in a pinch.

Typical Racial Features

Age: 400 yrs

Size: (M) 4' – 4'5"

Movement: 5

Hit Points: 8

Weight: 150 lbs

Hair: *Brown Black, or Gray*

Eyes: *Varied*

Skin: *Deep Tan to Light Brown*
 Racial Modifiers: +2 STR | +2 CON | -3 CHA
 Prime Attributes: STR, CON, WIS
 Languages Known: *Common, Dwarf, Gnome, Goblin, Kobold*
 Vision: *60' Darkvision*

Elves

Dark Elf

Dark elves, ancestors of the drow, have dark brown skin, black hair, and live among the other elven races on the surface. They lost their darkvision ability but still maintain low-light vision. They have grown quite strong in the nourishing warmth of the sun, and like their cousins the green elves, they stand 4.5' to 5.5' tall, weigh between 95 and 135 lbs. and live between 300 and 900 years. They are often confused and mistaken for drow but they stand apart.

The dark elf is cautious and wary of all other elves. Their history among the other races is tainted from a displacement of a place to call home. They are outcasts, continually searching for a place in society. Perhaps one day they will settle in a virgin land they can call their own, and build a great empire, based in peace, among the other races. As a whole they have cast aside the ideals of the other elven houses, choosing instead to build their own system of honor and family ideals among the other races of the world. They are determined not to make the same mistakes as their predecessors.

Typical Racial Features

Age: *300 – 900 yrs*
 Size: (M) *4.5' to 5.5'*
 Movement: 9
 Hit Points: 8
 Weight: *95 to 135 lbs*
 Hair: *Black*
 Eyes: *Varies*
 Skin: *Dark Brown*
 Racial Modifiers: +1 STR | +2 DEX | -2 CHA
 Prime Attributes: WIS, INT, DEX
 Languages Known: *Common, Elven, Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan*
 Vision: *Low-Light Vision*

Gruagach Elf

The Gruagach elves are the strangest and wildest of all the elves; outcasts of wild elf society. They are the strongest of the elven races, tenacious in battle, and generally hate outsiders. They withdrew long ago into the deepest darkest forests to live in harmony with the land. They shun all other races, including their own. Any intruder is met with swift action. Those bent on ill gains are met with blade; those who wander in accidentally are subdued and taken far away to the outer edge of the civilized world.

At some point during their evolution they lost the natural ability to use arcane energy. Naturally, through their closeness with nature, these elves eventually became immune to certain effects from arcane

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energy attacks. Occasionally a Grugach is born with innate abilities. These individuals are often shunned from their native communities and eventually travel beyond their domain to seek guidance elsewhere. Grugach excel in all things wilderness. They pride themselves in tracking, hunting, and trap making. They are extremely knowledgeable about all things plant and animal in their native forests.

Typical Racial Features

Age: 200 yrs

Size: 4' to 5'

Movement: 11

Hit Points: 8

Weight: 95 to 125 lbs

Hair: Varies

Eyes: Varies

Skin: Very Pale

Racial Modifiers: +1 DEX | +1 CON | -2 CHA

Prime Attributes: DEX, STR, WIS

Languages Known: Elvish, Treant, Elvish, Broken Common

Vision: 60' Low-Light Vision

Half Elf

Half Elves are the offspring of Human and Elf parents. Their appearance is often hard to nail down at the best of times, a combination of both parents, and they are often seen as the opposite race as those they happen to be nearby. Many consider themselves to be a race in and of themselves, opting not to associate with either parent race. Their ears are long like those of the elves and their skin is paler than that of a human. They are considerably taller than their elven parent, taking the height from their human parent.

Half elves have a greater affinity and natural ability for arcane energy and tend to love every aspect of nature. From the elven side they have gained the ability to see twice as far as humans in low light. They are curious and highly ambitious like their human parent and live to be about 180 years of age, far outliving their human parent.

Typical Racial Features

Age: 180 yrs

Size: (M) 4.5' – 6'

Movement: 9

Hit Points: 8

Weight: 90 – 110 lbs.

Hair: Varies

Eyes: Varies

Skin: Varies

Racial Modifiers: +1 DEX | +1 CON | -1 CHA

Prime Attributes: WIS, DEX, INT

Languages Known: Common, Elvish

Vision: 60' Low-Light Vision

High Elf

High Elves are the most graceful and beautiful of all the elven races; also the proudest. High elf society had become the most structured, cultured, and sophisticated of all the races since the Irda. Their warriors mesmerize in battle, often confusing the enemy, while sweeping through enemy ranks, mowing them down like blades of grass. Their knowledge of the arcane energies rivals all but the rare and reclusive Irda. The elven cities of old towered high above the clouds.

High elves have strong facial features, fair skin, and sleek streamlined exteriors. Their minds are keen, sharp, and quick, they rarely sleep, and most are extremely strong-willed. As a society, the high elves have come to view all other species as a passing fad, with little or no significance. Before the age of darkness, many races considered their hubris equal to or exceeding that of the Irda. Some high elves make lasting friendships, with individuals, and sometimes even whole communities. If pushed to the extreme the high elf will not hesitate to show their inner demon; something many races fear even more than the gods.

Today the high elves maintain lives of seclusion, maintaining boundaries well beyond any other civilized populace. Occasionally, a high elf will venture into the world of men, often for no other reason than simple curiosity or some overwhelming passion.

Typical Racial Features

Age: 750 yrs

Size: (M) 5.5' – 6'

Movement: 16

Hit Points: 7

Weight: 130 – 180 lbs.

Hair: White, silver, pale gold

Eyes: Blue, violet, or green with golden flecks

Skin: White to brown

Racial Modifiers: +2 DEX | -2 CON | +2 CHA

Prime Attributes: CHA, WIS, INT

Languages Known: Common, Elvish

Vision: Low-Light Vision

Wild Elf

Wild elves, in general, tend to be somewhat shorter than humans with delicate, chiseled features. Unlike their relatives, wild elves have maintained a lifelong harmony with nature, choosing to live a peaceful existence away from the other races, free from aggression and hate, choosing instead to be wanderers. They are fiercely proud of their ancestry and can be hot tempered when it comes to honor and loyalty among friends and family. They are a quiet, withdrawn people, opting to live simple lives. They have a great fondness for wild plants and animals, choosing to leave them uncultivated or domesticated, believing them to be more potent and happy in their natural state. Wild elves are skilled craftsmen, priding themselves in honest trade and quality products. In battle, they often choose strategy over brawn, and their closeness to nature has given them a natural resistance to arcane energy based attacks.

Typical Racial Features

Age: 350 - 750 yrs

Size: (M) 4.5' – 5'

Movement:	12
Hit Points:	9
Weight:	90 – 125 lbs
Hair:	<i>Light Brown to Dark Black</i>
Eyes:	<i>Hazel Green</i>
Skin:	<i>Fair to Olive</i>
Racial Modifiers:	+2 DEX +1 CON -1 CHA
Prime Attributes:	DEX, CON, WIS
Languages Known:	<i>Common, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll</i>
Vision:	<i>60' Low-Light Vision</i>

Giantkin

Giants

Giants have roamed Petrum since dinosaurs reigned supreme; when the planet was rich with oxygen and lush with animal and plant life. They were dimwitted but strong; The earliest form in the lineage of the early savage. Declining oxygen and harsh environmental changes spurred evolutionary changes and somewhere along the way lineages diverged giving the world three races of Giants: Greater giants, lesser giants, half giants

Greater Giant

The Greater Giants, the largest of the race, waged great wars with the dragons of old, the dragons of legend, the evolutionary result of the dinosaur. There are a great many sub-races within the greater giant race. Many races believe the greater giants were a myth; children's tales. The Age of Empires pushed the races of giants to the fringes of society, the fringes of the civilized world and beyond in fact, where they knew only hardship and pain. They are not so dumb as many believe; their physical demeanor and angry looks belie their inner beauty.

Lesser Giant

The lesser giants were seen as weaklings and unfit to survive the harsh climates and environs of the exiled lands inhabited by the greater giants during the Age of Empires. They were much smarter and more tolerant of others. The lesser giants form the boundary between the greater giants and half giants. They were spurned, ignored, and literally trampled on by the greater giants, leading them to seek refuge at the boundary between the civilized and uncivilized worlds. This sub race marks an evolutionary jump that would pave the way to interbreeding with other races resulting in the half giant races.

Typical Racial Features

Age:	<i>55 - 75 yrs</i>
Height:	<i>6' to 8'</i>
Weight:	<i>180 - 250 lbs</i>
Hair:	<i>Dark</i>
Eyes:	<i>Dark</i>
Skin:	<i>Varies</i>

Attributes

Languages Known: *Common, Giant*
 Weapon Proficiencies: *Wield weapons one size larger than their size (special)*
 Armor Allowance: *Any (double the cost)*
 Vision: *Low-light vision*
 Speed: *55'*

Special

See the “*Half and Lesser Giant Skills*” section below.
 +3 STR & CON
 Psion wild talents (see Zero-Level Talents in Psion class for more info)
 Immune to charm or mind control based spells
 Powerful build attributes: Grapple, bull rush, trip, etc
 Dual-wield one and two-handed weapons in their own size class
 Severe climate tolerance

Half Giant

Half giants are the result of interbreeding between Lesser Giants and other humanoid creatures, often requiring the meddling assistance of a high level wizard. Half giants are more common than most of their ancestors, due to their adventurous, inquisitive, generally cheerful, and friendly disposition. They feel very comfortable among the other races and prefer to live in or near the more civilized areas. They are careful and deliberate in their action and tend to respect the presence of the smaller races; they were once in the same position, literally and metaphorically.

Typical Racial Features

Age: *75 - 100 yrs*
 Height: *7' to 9'*
 Weight: *250 - 350 lbs*
 Hair: *Varies*
 Eyes: *Varies*
 Skin: *Varies*

Attributes

Languages Known: *Common, Giant, Half Race language*
 Weapon Proficiencies: *Wield weapons one size larger than their size (special)*
 Armor Allowance: *Any (double the cost)*
 Vision: *Low-light vision*
 Speed: *65'*

Special

See the “*Half and Lesser Giant Skills*” section below.
 +2 STR & CON
 Psion wild talents (see Zero-Level Talents in the Psion class for additional info)
 Immune to charm or mind control based spells
 Powerful build attributes: Grapple, bull rush, trip, etc

Dual wield small and medium size weapons in their own size class
 Severe climate tolerance
 Kinetic Stomp psion skill

Kinetic Stomp

Psychokinesis

Range: 20 ft.
 Area: Cone-shaped spread
 Duration: Instantaneous
 Saving Throw: DEX-DC = 9 + level + prime attribute bonus
 Power Resistance: No
 Psionic Strength Points: 1
 Damage: 1d4 (additional 1d4 for each additional PSP)

A stomp of the foot triggers a psychokinetic shock wave that travels along the ground. The wave originates from the point of impact and spreads in a cone-shaped area directly in front of the character. Any creature failing the DEX-DC is thrown to the ground taking 1d4 points of bludgeoning damage. Every additional PSP expended will result in an additional 1d4 points of damage.

Half and Lesser Giant Skills

Characters of the Lesser and Half Giant races should choose one of the following Giant races below and assign the skills accordingly to their character.

Cloud Giant Parent Traits

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old. Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station. The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite). Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells.

Character Traits:

General Traits

Low-light vision, scent

Rock Throwing

The range increment, as shown in the Weapons Table for Improvised Weapons, is doubled.

Oversized Weapon

Ability to wield a two-handed weapon 2 times their size class.

Spell-Like Abilities (1/day)

Levitate (self plus 250 pounds)
 Obscuring mist
 Fog cloud

Fire Giant Parent Traits

Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel. Fire giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal extra fire damage. They favor magic flaming swords in melee (when they can get them). They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

Character Traits:*General Traits*

Immunity to fire, low-light vision, vulnerability to cold

Rock Throwing (Ex)

The range increment, as shown in the Weapons Table for Improvised Weapons, is doubled. Rocks can be heated prior to throwing them. Heated rocks explode on impact causing an additional 1d3 in damage per Improvised Weapon size (small, med, large, etc.)

Frost Giant Parent Traits

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers. An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old. Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous battleaxes. A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them.

Character Traits:*General Traits*

Immunity to cold, low-light vision, vulnerability to fire

Rock Throwing

The range increment, as shown in the Weapons Table for Improvised Weapons, is doubled.

Aura of Despair

Can radiate a malign aura that causes enemies within 15 feet of him to flee or take a -2 penalty on all attack rolls (WIS-DC 12)

Hill Giant Parent Traits

Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10½ feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old. Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Character Traits:*General Traits*

Low-light vision, rock catching

Rock Throwing

The range increment, as shown in the Weapons Table for Improvised Weapons, is doubled.

Jump Attack

Given enough space (length and height) these giantkin can perform running jump attacks, effectively doubling the rolled damage.

Min Range: 15'

Max Range: ½ Movement rate

Stone Giant Parent Traits

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old. Stone giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Character Traits:

General Traits

Darkvision 60', low-light vision

Rock Throwing (Ex)

The range increment, as shown in the Weapons Table for Improvised Weapons, is doubled.

Spell-Like Abilities (1/day)

Stone shape

Stone tell

Either transmute rock to mud *or* transmute mud to rock

Storm Giant Parent Traits

Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Character Traits:

General Traits

Immunity to electricity, low-light vision, water breathing

Composite Longbow-Oversized Weapon

Typically carry a composite longbow one weapon size larger than their size class.

Spell-Like Abilities (1/day)

Call lightning, 1 bolt (bolt deals 1d6 points of electricity damage)

Levitate

Freedom of Movement (as per spell)

Storm giants have a continuous freedom of movement ability as the spell. The effect can be dispelled, but the character can create it again on their next turn.

Water Breathing (Ex)

Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Gnome

Gnomes, often referred to as The Forgotten, live deep within the forgotten and deepest most remote areas. They tend to keep to themselves, staying out of other races' business for the most part. Outsiders often see Gnomes as backward, uncivilized, or unsophisticated because of their reclusive nature; they are anything but. Gnomes are creative and charming, inquisitive and intelligent, curious and cunning, adventurous and sneaky. Those who dare to seek out and enter the homeland of any Gnome often find a very sophisticated and diverse society.

Size figures a great deal in their tenacious culture. Gnomes are very adventurous and seek to learn all there is of the world and all within and without its bounds. Gnomes delve deep into the art, culinary, engineering, mystical, metaphysical, and practically any other field one could think or imagine. Their race is precise, efficient, flexible, and determined.

Gnomes, contrary to popular belief, come in all shapes, flavors, sizes, and intellects. Many grow wild, often very ornate or wild, hair styles and beards. Gnomes, when encountered in the more civilized areas appear wide eyed, spritely, and bright; this due to their fascination and greed for knowledge.

Gnomes have a very dear and close relationship to Fey creatures, regard many races as other, tending to stay out of their affairs, and treat their enemies with a sadistic, often overwhelming, rage.

Common Gnome

Common Gnomes tend to live in shallow but expansive, intricate, ingeniously designed complexes found on the surface and unground in the more wooded and hilly regions. These Gnomes have garnered a kinship with other ground dwelling creatures such as badgers, rabbits, and foxes, often keeping them as pets that run freely within their complexes, coming and going as one of their tribe.

Their natural ability to hide and blend into natural environments is keen. This fade ability is genetic and sometimes involuntary. Gnomes have been known to disappear completely, at a moment's notice in the face of danger. Outsiders believe they possess some unholy teleportation ability, Gnomes know otherwise.

Typical Racial Features

Age: 500 yrs

Height: 3' to 3.5'

Weight: 40 – 50 lbs

Hair: Varies

Eyes: Varies

Skin: Reddish tans to earthy browns

Attributes

Languages Known: Common, Gnome, Dwarven, Elven, Giant, Goblin, Orc

Weapon Proficiencies: Any

Armor Allowance: Any

Vision: Low-light vision

Speed: 40'

Racial Modifications: -2 STR, +2 DEX, +1 CON

Rock Gnome

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Tinker Gnome

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapons Proficiencies:

Armor Allowance:

Vision:

Ogrekin

Half-Ogre

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Speed:

High Ogres (Irda)

Irda were the first race, create when the world was young. They were once the most beautiful and intelligent creatures that ever lived. Irda of old were known to live for thousands of years. No one today knows their true lifespan. They are tall, slender creatures averaging six feet in height with strong muscular bodies. Their dark graceful beauty awakens a hidden desire in every race. Their natural skin tones range from midnight blue to deep sea green—they rarely show their true identity.

Irda were once powerful sorcerers who enslaved every race that walked the earth. Their thirst for power eventually created a rift quickly splitting their race. The gods intervened turning a majority of the race into ugly hulking ogres with no intelligence. The remaining irda roam the earth in seclusion, hiding in plain sight. The irda have lost most of their true powers in Sorcery, but still maintain a powerful presence in the world of magic.

Irda personalities contain threads from their past. On one side they are cold and heartless and the other compassionate, loving, and sympathetic to the plight of others. They are fearless warriors in battle. The greater the odds, the more fierce they become. Even dwarves give them a wide berth. They possess a compassion and kindness toward the weak and those in need. They will not, cannot, pass by someone in need. All else, including self-preservation, comes second.

Typical Racial Features

Age: *Unknown*

Height: *6' – 6.5'*

Weight: *Varies*

Hair: *Black, White, or Silver*

Eyes: *Gray*

Skin: *Midnight Blue to deep Sea Green*

Attributes

Languages Known: *All*

Weapon Proficiencies: *Light, Medium*

Armor Allowance: *Light, Medium*

Vision: *Normal*

Speed: *60'*

Special

- *Polymorph Self* - Change height by as much as two feet and attain the features of any humanoid race. +4 to attacks & 2 attacks per round against surmounting odds (more than twice the number in the party). As a magic user they advance more quickly in spell use.
- *Supernatural Class* – Irda who choose from the Supernatural Class perform their skill set at the twice the normal rate.

Minotaur

Minotaurs are unnatural descendants of ogres. Enslaved by men the ogres, descendants of irda, were tortured and warped by dark magic. Today minotaurs have their freedom, for the most part, and live in small isolated groups throughout the world. They range in height from 7' to 9' tall. Their humanoid bodies are covered by fur ranging from reddish-brown to black in color. They have cloven hooves for feet and two horns that emerge from the edges of their foreheads, which grow from 6" to 2' in length. Most minotaurs are brutishly ugly, by human standards. Humans often liken them to cows, but it would be unwise to call one such.

It was once thought that the minotaurs would die off shortly after they escaped captivity. Humans were too ignorant of their ways, assuming them to be ignorant creatures and incapable of love, to realize the minotaur consider family to be the foundation of society. Humans only see them as hulking brutes full of anger. Minotaur hold a special anger for humans, especially human sorcerers. Their anger toward Humans doesn't extend to all Humans though. They have come to realize that all races possess evil hateful individuals. Their race has come a long way. In the right circumstances, minotaurs often create long lasting bonds with individuals of other races, and occasionally Humans, though they always reserve a special wariness for the later.

Minotaurs excel in combat and often wield two weapons at once. They use their horns, driving furiously into melee, goring their opponents, before taking up weapons to finish the job. Minotaurs possess a keen sense of smell often smelling the slightest hint of an odor up to five miles away.

Typical Racial Features

Age: *160 to 240 yrs*

Height: *7' – 9'*

Weight: *250 – 350 lbs.*

Hair: *Reddish-Brown to Black*

Eyes: *Brown to Black*

Skin: *Covered in Fur*

Attributes

Languages Known: *Common, Ogre*

Weapon Proficiencies: *Large Only, (Dual-Wield Medium Weapons)*

Armor Allowance: *Any*

Vision: *Darkvision 60'*

Speed: *60'*

Special

- *Two-Handed Fighting* – Dual-wield 2 Medium sized weapons granting 2 attacks per round.
- *Gore Attack* – This attack grants the character a +2 to driving attacks with their horns. Character must be a minimum of 15' from opponent. Deals 1d8 points of damage and displaces small to medium sized creatures 3' to 6'.
- *Thick Hide* – Thick hide grants the Minotaur a +3 to AC
- *Enhanced Smell* – Ability to sense the slightest scent up to 5 miles away.
- *Rage Attack* – Due to their historical hatred of Humans, Minotaurs gain a +3 to attacks against Humans.

Mischta

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Orckin

Half-Orc

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Fey

Brownie

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Buckawn

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Grig

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Korred

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Speed:

Pixie

Pixies come in all shapes and colors. They are fickle carefree creatures that relentlessly attack evil or unwanted intruders. Their personalities range as far and wide as their physical attributes too. Many prefer the sorcery class though some have been known to become fierce warriors. Their life span is short lived and as a result they tend to live fully in every minute. They are strongly curious; often getting themselves and the party they travel with, into hot water.

Pixies have a host of natural abilities making them formidable opponents. Many races avoid them due to their tenacious battle tactics. Pixies have a tendency to harass their opponents while invisible, driving them into a mad rage. On the other side of things the pixie hates being bossed around and often develop a

strong bond with one specific individual. The bond typically lasts for the span of the pixie's lifetime. If their bond-friend should die before them they will fall into a hopeless depression, often dying from malnutrition as a result. The life-friend bond is powerfully strong and they will defend them with their own life.

Typical Racial Features

Age:	2 – 10 yrs
Height:	2' – 3'
Weight:	20 – 30 lbs
Hair:	Varies
Eyes:	Varies
Skin:	Varies

Attributes

Languages Known:	Common, Sylvan, Elven, Gnome, Halfling, Archaic
Weapon Proficiencies:	Shortbow, simple knife, dagger, shortsword, shortspear
Armor Allowance:	None
Vision:	Low-light vision
Speed:	50' (Fly-90')

Special Weapons:

- *Sleep arrows: Magical slumber 1 rnd/lvl (CON DC 18, no effect). Never carry more than five at a time.*
- *Memory loss arrows: Target loses all memory. Subject retains skills, languages, and class abilities but forgets everything else until they receives a heal spell or memory restoration with limited wish, wish, or miracle (CHA DC 18, no effect). Never carry more than five at a time.*

Special Traits:

- *Natural AC +1*
- *+4 to AC when flying*
- *Transform into any animal form of similar size (at will)*
- *Invisibility (at will)*
- *Low-light vision*
- *+5 on all listen, search, spot, hide & dodge checks*
- *Telepathy - only with those creatures that can also (at will)*
- *Cause Rage (once per day). Opponents suffer -2 to attacks*

Special Abilities (once/day as 8th lvl):

- *Irresistible Dance*
- *Lesser Confusion (CHA DC 14)*
- *Dancing Lights*
- *Detect Thoughts (CHA DC 15)*
- *Dispel Magic*
- *Entangle (CHA DC 18)*
- *Permanent Image (CHA DC 19)*

Other Common Races

Half-Dragon

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Speed:

Halfling

Halflings are short plumpish small human-like people growing no more than four feet tall. Their faces are round and broad with a full head of curly hair. This same hair also appears on the tops of their feet, though considerably coarse and short in comparison. They are a race of sturdy, industrious, quiet, peaceful, honest, and hardworking people. They are not overly brave, courageous, or ambitious though.

Halflings love to eat and drink in a civilized manner. They take great pride in their lifestyle and become quite giddy at even the remotest possibility of a party.

Halflings typically never wade into the thrall of battle, however there is always that one. They often prefer to sneak around, through, and past their enemy. Over many generations the Halflings have learned to hide in the shadows throughout the haughty wars of humans and humanoids alike. This inborn trait to hide and sneak about in the shadows has developed a heightened sense of sight in dark places and a natural resistance to poisons and magic. Their love for small game has made them masters with slings, thrown weapons, and most of all rocks. Every halfling prides himself on his rock throwing ability. Arguments often erupt among halflings as to who the best rock tosser is.

Typical Racial Features

Age: *75-100 yrs*

Height: *2.5'4'*

Weight: *25-35 lbs.*

Hair: *Varies*

Eyes: *Auburn, black, brown, grays to white*

Skin: *Varies*

Attributes

Languages Known: *Common, Halfling, Gnome, Kender*
 Weapon Proficiencies: *+1 attacks w/ thrown weapons; +3 attacks w/ small weapons*
 Armor Allowance: *Rarely wear metal armor*
 Vision: *60' Infravision*
 Speed: *50'*

Human

Humans have become the significant power in the world, primarily due to their socially tolerant nature. They are much more accepting of other races than most, allowing them to move fluidly between the races. The only special ability humans have is the fact that they can modify their behavior and physical attributes to the extent that they can attain any class they desire.

Typical Racial Features

Age:
 Height:
 Weight:
 Hair:
 Eyes:
 Skin:

Attributes

Languages Known: *Common, Human*
 Weapon Proficiencies: *Any*
 Armor Allowance: *Any*
 Vision: *n/a*
 Saving Throws: *n/a*
 Speed:

Kender

Kender resemble children and are often mistaken for them. Adult kender rarely grow taller than four feet tall and typically average around 3'7" tall and weight 75 lbs. They are fair-skinned and typically tan easily. Hair colors range from sandy blond, light or dark brow, copper-red, to red-orange. Eye colors vary from pale blue, sea green, olive, light brow, to hazel. Their ears are pointed giving them a slightly elvish appearance.

The kender are completely fearless and have an insatiable curiosity. When a kender sets their mind to something, they are nearly unstoppable. Their fearlessness gives them an air of confidence that rivals that of most other races. More often than not though the kender is quite carefree or matter-of-fact in their attitude toward even the worst of situations. Kender have exceptional situational awareness in battle and often devise unexpected, diverse, and often bizarre tactics in battle.

They tend to have a wide range of vocal pitches, giving them a distinct advantage with other creatures. They can mimic a wide variety of speech patterns. Kender, by nature, tend to speak very quickly and ramble on incessantly about nothing and everything. They also possess the ability to incite rage in others. This ability is innate to the race and does not require any kind of check. However it can only be performed once per battle. The intended target makes all checks, AC, and die rolls at a -3 for the duration of the encounter.

A Kender's insatiable curiosity also tends to get them into trouble on adventures. They understand the need for caution, but their curiosity overwhelms them at times, pushing them to explore the unknown. They are extremely curious about magic and unusual creatures. Beautiful things will almost put kender into a trancelike state. Even things of a very grotesque nature are seen as intriguing and even humorous at times. Kender see gully dwarves as humorous creatures full of surprise and fascination. A kender would follow a Gully Dwarf into the bowels of hell if the gully dwarf chose to go there.

The kender idiosyncrasies combine to create strong-willed individuals who tend not to think about the possible outcomes of any one action. They tend to need action and need it now! Kender transition into a period of wonderlust when they reach their 20's. They travel far and wide, adventuring into lands unknown and discovering as much as kenderly possible until they reach the ripe old age of 40, when they return home to tell their wondrous stories of adventure and intrigue. Kender often consider their position in an adventuring party as just 'being along for the fun.'

There are certain classes for which the kender make terrible professions. Though if you were to ask the kender, you might find they believe quite the opposite. For instance, the Monk class requires a high level of discipline, which the kender does not possess. In instances such as this the kender tend to flail around like a one legged ostrich. The comedic value is quite high for these characters but their success rate, very low. As with magics, any kender who choose a race less suited to their, let us say, unique abilities, will suffer the same fate as those who try to use magics (see below).

Kender also tend to be natural Burglars, not that they actually consider themselves as such, they are merely fascinated with unusual, as well as every day, objects, and simply don't realize the object has made its way to one of their many pockets. kender are notorious for picking up objects when no one is looking and simply putting them in their pocket. Some kender refer to this as borrowing, with every intention of returning the object, one day of course.

Kender, by nature, are highly resistant to magic of any kind. The Vest of Many Pockets, as fate would have it, is the only magical item the kender can actually use without making a Backfire check. Kender must make a Backfire percentage check each time they attempt to use any form of magic. This includes the use of magical items or the practice of magic itself. The kender, due to their curious nature, simply see this as a fact of life, and tend to stand in awe of those who perform magics or use magical items flawlessly. Any kender who sets their mind to learning the magical ways will not let a few failures stop them from doing so. Though, the adventuring party who gets stuck with said kender should be highly watchful, if not for the kender's sake, then certainly their own. Kender begin at 1st level with a 79% failure rate when using or performing magics. Each level thereafter the rate is reduced by 3d6 percent.

Kender begin first level with a Vest of Many Pockets. The vest is always created by a wizard and acts as a bag of holding. The vest is designed specifically for each kender and can hold up to 100 items at any one time. A kender rarely knows exactly what he is carrying in his many pockets though. He simply digs around until he finds something of interest, which may or may not be of use. Each kender begins with a standard set of items, listed in the Items section. As they adventure the slots get filled and eventually items must be discarded once the pockets become full. This is accomplished by rolling a 1d100. The new item is

then exchanged for the old item. The kender then simply chooses to discard or gift the old item. The gifting of an old item is a very serious matter to the kender. The chosen recipient must follow all of the kender guidelines for receiving said items, though, even the kender doesn't know the procedure for such gifting until the event takes place. Any giftee who refuses the gift immediately become lifelong enemies of the kender, who thereafter become an individual of interest to be watched, at all times, with the utmost scrutiny and caution. They are not to be trusted, ever.

Typical Racial Features

Age: 20-40
 Height: 3' 7"
 Weight: 75 lbs
 Hair: Varies
 Eyes: Varies
 Skin: Fair-Skinned

Attributes

Languages Known: Kender, Gully Darf, Common
 Weapon Proficiencies: Hupack, Sling
 Armor Allowance: By Class
 Vision: Infravision 30'
 Speed:

Kobold

Typical Racial Features

Age:
 Height:
 Weight:
 Hair:
 Eyes:
 Skin:

Attributes

Languages Known:
 Weapon Proficiencies:
 Armor Allowance:
 Vision:

Lizardfolk

Lizardfolk history goes back as far as the dinosaurs. Evolving from small, swamp creatures, this carnivorous species has had a varied and tumultuous history. There were times when they were regarded as pets to the Dragon Kings of old, and at other times they have been enslaved by various other races, including the once and mighty Dragons.

Today Lizardfolk have spread their kind throughout the world. Before the Age of Darkness Lizardfolk ruled a mighty kingdom that stood proudly among the other kingdoms. Their pride, like that of the other mighty kingdoms at the time, played a significant role in the nearly destroying Petrum.

Lizardfolk are humanoid creatures standing between 6' to 7' tall, with green, gray, or brown scales, and typically weigh between 200 and 250 lbs. Their tails, typically 3' to 4' in length, are used for balance. The official language of the Lizardfolk is Draconic, but nearly all speak common as well. They have an affinity for human flesh, and many spend their whole lives traveling abroad to study other races, and societies to better understand, and thereby plot their next meal. Lizardmen have maintained many of their aquatic characteristics since their days with the dinosaurs.

In combat Lizardfolk appear to fight in an unorganized fashion, which typically lending a sense of chaos to their battle strategies. This is merely one of their many battle strategies they employ to dupe their victims. They are excellent swimmers and can hold their breath for extended periods of time.

There is a secondary pigmy race of Lizardmen, which have not come as far as their larger cousins. They stand between 3' and 4' tall and weight between 90 and 100 lbs. They are somewhat less organized as a society and tend to stay in the more wild areas of the planet.

Typical Racial Features

Age:	20 – 80 yrs (Pigmy 10 – 20 yrs)
Height:	6' – 7' (Pigmy 3' – 4')
Weight:	200 – 250 lbs (Pigmy 90 – 100 lbs)
Hair:	None
Eyes:	Varies
Skin:	Green, gray, or brown scales

Attributes

Languages Known:	Draconic, Common
Weapon Proficiencies:	Any
Armor Allowance:	Any
Vision:	Darkvision 60'
Speed:	60'/Swim 120' (Pigmy 40'/Swim 90')

Abilities

- Natural armor (+5 AC)
- Aquatic traits (see below)
- Human flesh weakness (WIS-DC, 1d3 rounds) (see below)
- Darkvision 60'
- Natural swimmers (See below)
- Balance & Jumping
- Hold breath (4 x CON rounds) (see below)
- Natural weapons – Bite, claw, claw (1d4/1d2/1d2) (Pigmy 1d3/1/1)

Aquatic Traits

Because of their aquatic characteristics Lizardmen must wet themselves once per day (min of 1 waterskinfull). Failing to do so will result in a temporary loss of CON points at the rate of 3 per day. If their CON drops to zero the character will die.

Human Flesh Weakness

Because Lizardmen have an extremely high affinity for Human flesh, anytime they are in the presence of a human they must make a WIS-DC check or become distracted for 1d3 rounds. Success means the Lizardman has mastered his urges with concern to that particular human and their particular scent. Failure results in a state of slavering and staring. While in this state the Lizardman must make a CHA-DC each round or succumb to their urges and attack the individual in question attempting to eat him whole and uncooked. If more than one Human is in the vicinity the lizardman will choose and focus on just one. A successful CHA-DC means the Lizardman has mastered his urge to eat the human but will continue to slaver until the particular individual is no longer in sight. If that particular human is encountered again the Lizardman must begin his weakness checks again with the WIS-DC.

DC = 20 – Human’s level

WIS-DC = 3d6 + WIS bonus + ½ level

CHA-DC = 3d6 +CHA bonus + ½ level

Natural Swimmers / Hold Breath

Lizardmen are naturally adept at swimming. While in the water they can swim at a rate of 120’ per round and can hold their breath for up to 4 times their CON score in rounds. While in the water Lizardmen suffer no penalties to movement or attacks.

The Pigmies swim at a rate of 90’ per round and can hold their breath for 2 times their CON score in rounds.

RatlingTypical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Speed:

Thri-Kreen

Thri-Kreen are a highly-intelligent race of insectoid humanoids. They stand nearly 7' tall, have an overall length of 11', possess a tough chitinous exoskeleton, and have six appendages protruding from their midsection, two of which they use to walk upright on, the other four used as arms. The appendages end in a four-fingered hand. Their outer exoskeleton varies in color from rust and sandy-yellow to a mottled green-brown. They have two multifaceted black eyes, antennae, and a complex jaw structure with a set of external mandibles designed to manipulate food while being chewed and macerated for digestion by another complex set of mandibles deeper inside the mouth. Their antennae are used for navigation in dark spaces, much like a radar system, giving them a detailed mental picture of their surroundings. The only way to really blind a Thri-Kreen is to remove their antennae, though they will grow back over the span of a few weeks.

Thri-Kreen find it very difficult to speak any other language than their own, a clicking and grinding of the inner and outer mandibles, but most can manage to mutter a few broken words of common; just enough to get their point across. When among their own kind they primarily communicate via telepathy. The clicking language is used primarily in rituals, special occasions, ceremonies, and when meeting with other tribes.

Thri-Kreen live in expansive, highly organized underground colonies, similar to that of giant ants, with one primary entrance where they build large entrance temples made of stone quarried from deep within the earth. They are primarily carnivorous, though they do pride themselves in extravagant underground forests filled with numerous species of fungi. They generally do not hunt or eat intelligent humanoids, but will do so in times of need. Their young start as multi-segmented larva, then progress through several stages (three in total), shedding their exoskeleton each time, before maturing into their adult version. Once they reach adulthood they shed their exoskeleton once per year. They have no need for sleep and remain active day and night. For this reason Thri-Kreen have no concept of time, only of existence. Any attempt to describe the concept of time to a Thri-Kreen is met with a blank black-eyed stare and nothing else.

Thri-Kreen are tenacious warriors, often rivaling the best barbarian. Having virtually no fear on the battlefield, and no perceivable self-interest in their own well-being or that of their fellow tribe, they fight with everything they have until the enemy is dead or their life has been forfeit. Thri-Kreen society makes no distinction between life, death, or an afterlife; they simply are, and nothing more. Life is simply an existence, for which they are perform to the best of their ability.

Attributes

Age:	<i>35 yrs</i>
Size:	<i>(S) 7' tall, 11' long</i>
Movement:	<i>Walk 6, Leap 20' up 50' forward</i>
Hit Points:	<i>7</i>
Weight:	<i>195 lbs</i>
Hair:	<i>None</i>
Eyes:	<i>Pitch Black</i>
Skin:	<i>Chitinous Exoskeleton – Rust, to Sandy-Yellow, to Mottled Green-Brown</i>
Racial Modifiers:	<i>+2 DEX +1 INT -2 CHA</i>
Prime Attributes:	<i>WIS, INT, STR</i>
Languages Known:	<i>Thri-Kreen, Broken Common</i>
Vision:	<i>60' Darkvision</i>

Special

Natural Attacks: 4 Claw attacks (1d4 ea) & Bite (1d4+1, plus venomous saliva)

With (1) Medium Weapon: Bite (1d4+1, plus venomous saliva) & By Weapon

With (2) Small Weapons: 2 Claw attacks (1d4 ea) & By Weapon

Venomous Saliva: Creatures bitten must save vs. Paralyzation. <M sized creatures are paralyzed for 2d10 rounds, M sized creatures 2d8 rounds, L creatures 1d8 rounds, >L 1 round.

Troglodyte

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Uldra

Typical Racial Features

Age:

Height:

Weight:

Hair:

Eyes:

Skin:

Attributes

Languages Known:

Weapon Proficiencies:

Armor Allowance:

Vision:

Revision Notes

Rev 3.1.3 – Added table of contents and hyperlink at top right corner of page to return to Table of Contents. Added “Revision Notes” and “Race Table” sections. Added email address to Footnote.

Rev 3.1.4 – Added Lizardmen description.

Rev 3.1.5 – Added Lesser giant and Half giant descriptions.

Rev 3.1.6 – Fixed Dark Dwarf race description.

Rev 3.1.7 – Expanded the Lizardfolk Weakness to Human Flesh description.

Rev 3.1.8 – Expanded the Giantkin Race to include parent racial features.

Rev 3.1.9 – Added Racial Modifiers to Dark Elf.

Rev 4.0.1 – Updated High Elf description