Dungeons & Dragons 3.5 Edition Index – Races

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# Humanoid Races

## Human Subraces

| Humanoid (human) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Human (PH p12) | — | any | • Medium size  • 30’ movement | • Standard Vision  • 1 extra feat at 1st level  • 4 extra skill points at 1st level  • 1 extra skill point at following levels |
| Aventi (Storm p34) | — | any | • Medium size  • 30’ movement | • Standard Vision  ~~• 1 extra feat at 1~~~~st~~ ~~level~~  ~~• 4 extra skill points at 1~~~~st~~ ~~level~~  ~~• 1 extra skill point at following levels~~  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 30’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.  • Have the (aquatic) subtype.  • cast [water] spells at +1 caster level |
| Death-Touched  (a person with some type of Undead on his/her ancestry. Often pale, which dark hair, & some undead-like feature, like sharp canine teeth, a ghoul-like tongue, or the smell of a graveyard) (DR313 p166) | –2 Con  +2 Wis  +4 Cha | Sorcerer | • Medium size  • 30’ movement | • Darkvision 60’  • +2 Racial bonus on Intimidate and Move Silently checks.  • Cold Resistance 5.  • Electricity Resistance 5.  • *Chill Touch*, 1/day at Character level.  • **Level Adjustment +1** |
| Deep Imaskari  (Und p9) | +2 Int  –2 Dex | Wizard | • Medium size  • 30’ movement | • Low-Light Vision  • +4 bonus on Hide checks when underground  • Spell Clutch – may re-prepare one 1st level spell that he/she prepared and cast that day. |
| Human, Aquatic (UA p8) | — | any | • Medium size  • 30’ movement | ~~• Standard Vision~~  • Low-Light Vision  • 1 extra feat at 1st level  • 4 extra skill points at 1st level  • 1 extra skill point at following levels  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 20’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Illumian  (RoD p52) | — | any | • Medium size  • 30’ movement | • Luminous Sigils – glowing, insubstantial sigils float around an Illumian’s head, giving off light as bright as a candle. May be suppressed as a Standard Action and restored as a Free Action. Gains one Sigil at 1st level and another at 2nd. A power is gained from each (see page 48), and the two form a ‘word’ which grants additional abilities.  • Glyphic Resonance – if the Illumian comes in contact with a Glyph, Rune, Sigil, or Symbol –and– his/her character level is greater than or equal the spell’s caster level, he/she is immune. If the character level is less, then the Illumian receives a –4 Racial penalty on any saving throw.  • Final Utterance – when an Illumian dies, “words” trapped in his/her body are released for 1 round per HD. Although often gibberish, sometimes the words are curses and/or prophetic.  • +2 Racial bonus on saves vs. spells with the ‘shadow’ descriptor.  • Superior Literacy – always Literate and Speak Language is always an in-class skill.  • Not restricted in returning to Paladin and/or Monk after cross-classing. |
| Mongrelfolk  (RoD p98) | +4 Con  –2 Int  –4 Cha | Rogue | • Medium size  • 30’ movement | • Low-Light Vision  • Emulate Race – qualify as any Humanoid race for purposes of activating magic items. Receive a  +4 Racial bonus to Use Magic Device checks to emulate non-Humanoid races.  • Sound Imitation – able to mimic any voice or sound he/she has heard. The Listener must make a Will save vs. DC 16 to realize that the sound is fake.  • Immunity to magic sleep  • +2 Racial bonus on save vs. spells that target and/or ignore a race that is part of the Mongrelfolk’s general ancestry (i.e., Human, Halfling, Dwarf, Elf, Gnome, Goblin, or Orc).  • +1 Racial bonus to saves vs. Enchantments & Illusions  • +1 Racial bonus to saves vs. Poison  • +1 Racial bonus to Appraise, Climb, Jump, Listen, Move Silently, Search, & Spot checks.  • +4 Racial bonus to Hide & Sleight of Hand checks. |
| Neanderthal (Frost p37) | +2 Str  +2 Con  –2 Dex  –2 Int | Barbarian | • Medium size  • 30’ movement | • Primitive Weapon Mastery – +1 Racial bonus on attacks with Bolas, Club, Dart, Greatclub, Goad, Harpoon, Iuak, Javelin, Longspear, Quarterstaff, Ritiik, Shortbow, Shortspear, Sling, Spear, Sugliin, Throwing Axe, & Tigerskull Club.  • +2 Racial bonus on Listen, Spot, & Survival checks.  • Climate Tolerant – Can comfortably assist in conditions of ‘severe cold’ to ‘severe heat’ without needing a Fortitude save. They are considered to have the feat Cold Endurance for purposes of a prerequisite for classes & other feats.  • Illiteracy – a Neanderthal must spend a Skill Point to become literate not matter which class he/she takes (with the exception of Wizard) |
| Sea Kin  (RoD p100) | — | Druid | • Medium size  • 30’ movement | • Low-Light Vision  • Swim speed 30’.  • 4 extra skill points at 1st level  • 1 extra skill point at following levels  • +2 Racial bonus on Escape Artist checks.  • Hold Breath – able to hold his/her breath for a number of rounds equal to (8 x Constitution score).  • Weapon Familiarity – treat Tridents and Nets as Simple weapons.  • Water Dependency – must immerse his/her entire body in water at least once per week or take 1 point of Constitution damage (Constitution check to negated, DC = 10 + 1 per additional day). While immersed in water, this Constitution damage heals at the rate of 1d4 per hour. |
| Sharakim (RoD p102) | +2 Str  +2 Int  –2 Dex  –2 Cha | Wizard | • Medium size  • 30’ movement | • Darkvision 30’  • +1 Natural Armor bonus to AC.  • Shadow Affinity – in area of darkness or shadowy illumination, +2 Racial bonus on Hide, Move Silently, Search, & Spot checks.  • Light Sensitivity – receive a –1 penalty when in sunlight or *Daylight*.  • +1 Racial bonus on attacks vs. Orcs & Half-Orcs.  • **Level Adjustment +1** |
| Skulk  (RoD p105) | +4 Dex  –2 Wis  –4 Cha | Rogue | • Medium size  • 30’ movement | • 2HD Humanoid (skulk), which grants skill points, Feats, BAB, & Base Save Bonuses.  • +8 Racial bonus on Move Silently checks –and– +15 Racial bonus on Hide check. Lost if the Skulk is wearing Medium armor or heavier.  • Peerless Camouflage – may move at full speed and run without taking a penalty on Hide checks.  • Innate Nondetection – any attempt to use Divination magics on a Skulk requires a Caster check vs.  DC 20 to succeed.  • Trackless Path – any Survival check used to track a Skulk has its DC increased by 10.  • +1 Racial bonus on attacks vs. Orcs & Half-Orcs.  • **Level Adjustment +1** |
| Underfolk  (RoD p108) | — | any | • Medium size  • 30’ movement | • Darkvision 30’  • 4 extra skill points at 1st level  • 1 extra skill point at following levels  • +1 Natural Armor bonus to AC.  • +2 Racial bonus on Listen checks.  • Weapon Familiarity – treat Light Picks and Heavy Picks as Simple weapons (instead of Martial).  • Camouflage – +4 Racial bonus on Hide check –and– +10 Racial bonus on Hide check in rocky terrain.  • Light Sensitivity – Dazzled when in sunlight or *Daylight*. |

## Half-Elf Subraces

| Humanoid (elf & human) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Half-Elf  (child of an Elf & a Human raised in a Human community) (PH p18) (MM p102) | — | any | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on Listen, Search, & Spot checks.  • Able to use “elf only” items  • +2 Racial bonus on Diplomacy & Gather Information checks. |
| Half-Elf, Aquatic  (child of an Aquatic Elf & a Human raised in a Human community) (UA p10) | — | any | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on Listen, Search, & Spot checks.  • Able to use “elf only” items  • +2 Racial bonus on Diplomacy ~~& Gather Information~~ checks.  • +2 Racial bonus on Survival checks  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 40’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Half-Elf, Aquatic’  (child of an Aquatic Elf & a Human raised in a Human community) (Storm p45) | — | any | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on Listen, Search, & Spot checks.  • Able to use “elf only” items  ~~• +2 Racial bonus on Diplomacy & Gather Information checks.~~  • Swim speed of 15’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.  • Sea Longing – if an Aquatic Half-Elf remains out of sight of the sea for more than a week, he/she receives a –1 penalty to Wisdom-based checks until in he/she returns to the shore. |
| Half-Elf, Arctic (child of an Arctic Elf & a Human raised in a Human community) (UA p10) | — | any | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on Listen, Search, & Spot checks.  • Able to use “elf only” items  • +2 Racial bonus on ~~Diplomacy &~~ Gather Information checks.  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure  • +2 Racial bonus on Survival checks |
| Half-Elf, Desert  (child of a Desert Elf & a Human raised in a Human community) (UA p12) | — | any | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on ~~Listen,~~ Search, & Spot checks.  • Able to use “elf only” items  • +2 Racial bonus on Diplomacy & Gather Information checks.  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure  • +2 Racial bonus on Sense Motive checks |
| Half-Elf, Fire  (child of a Fire Elf & a Human raised in a Human community) (UA p18) | — | any | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on Listen, Search, & Spot checks.  • Able to use “elf only” items  • +2 Racial bonus on Diplomacy & Gather Information checks.  • +1 Racial bonus on attacks vs. creatures with the (water) subtype.  • –1 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (water) subtype or are generated by creatures with the (water) subtype. |
| Half-Elf, Jungle  (child of a Jungle Elf & a Human raised in a Human community) (UA p14) | — | any | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on Listen, Search, & Spot checks.  • Able to use “elf only” items  ~~• +2 Racial bonus on Diplomacy & Gather Information checks.~~  • +2 Racial bonus on Bluff & Sense Motive checks. |
| Half-Human (child of an Elf & a Human raised in an Elf community)  (DMG p171) | — | Wizard | • Medium size  • 30’ movement | • Low-Light Vision  • Immunity to magic sleep  • +2 Racial bonus on saves vs. Enchantments  • +1 Racial bonus on Listen, Search, & Spot checks.  • Able to use “elf only” items  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier. |

## Half-Orc Subraces

| Humanoid (human & orc) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Half-Orc (PH p18) (MM p204) | +2 Str  –2 Int  –2 Char | Barbarian | • Medium size  • 30’ movement | • Darkvision 60’  • Able to use “orc only” items |
| Half-Orc, Aquatic (UA p8) | +2 Str  –2 Int  –2 Char | Barbarian | • Medium size  • 30’ movement | • Darkvision 60’  • Able to use “orc only” items  • +2 Racial bonus on Diplomacy & Gather Information checks  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 20’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10 |
| Half-Orc, Arctic (PH p18) (MM p204) | +2 Str  –2 Int  –2 Char | Barbarian | • Medium size  • 30’ movement | ~~• Darkvision 60’~~  • Low-Light Vision  • Able to use “orc only” items  • +2 Racial bonus on Diplomacy & Gather Information checks  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure. |
| Half-Orc, Desert (UA p12) | ~~+2 Str~~  +2 Con  –2 Int  ~~–2 Char~~ | Barbarian | • Medium size  • 30’ movement | ~~• Darkvision 60’~~  • Low-Light Vision  • Able to use “orc only” items  • Gain Feat: Run. |
| Half-Orc, Jungle (UA p14) | +2 Str  –2 Int  –2 Char | Barbarian | • Medium size  • 30’ movement | ~~• Darkvision 60’~~  • Low-Light Vision  • Able to use “orc only” items  • +2 Racial bonus on Climb & Jump checks |
| Half-Orc, Scab-Lands  (Sand p43) | +2 Str  –2 Int  –2 Char | Barbarian | • Medium size  • 30’ movement  • Gain Feat: Heat Endurance. | ~~• Darkvision 60’~~  • Low-Light Vision  • Able to use “orc only” items  • Able to 2 days plus (Constitution score) hours before beginning to experience the ill effects of thirst. |
| Half-Orc, Water (UA p18) | +2 Str  –2 Int  –2 Char | Barbarian | • Medium size  • 30’ movement | • Darkvision 60’  • Able to use “orc only” items  • +1 Racial bonus on attacks vs. creatures with the (fire) subtype.  • –1 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (fire) subtype or are generated by creatures with the (fire) subtype. |

## Dwarf Subraces

| Humanoid (dwarf) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Dwarf, Hill  (PH p14) (MM p91)  Dwarf, Mountain  (MM p91) | +2 Con  –2 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects |
| Dwarf, Aquatic  (UA p7) | +2 Con  –2 Cha  +2 Str  –4 Dex | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 20’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Dwarf, Arctic  (UA p9) | +2 Con  –2 Cha  +2 Str  –4 Dex | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. ~~Orcs &~~ Goblinoids  • +1 Racial bonus on attack rolls vs. Kobolds  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for metal & stone and ice  • +2 Racial bonus on Craft checks for metal & stone and ice  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.  • Ice Cunning – as ‘Stonecunning’, but it applies to structures and natural features made from ice. |
| Dwarf, Badlands  (Sand p42) | +2 Con  –2 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  ~~• Stonecunning:~~  ~~- +2 Racial bonus to notice unusual stonework~~  ~~- Automatic Search check if a Dwarf passes within 10’ of unusual stonework~~  ~~- Can search for stone-based traps as a Rogue~~  • Waterwise:  - +2 Racial bonus on Search or Survival checks to find water or water conduits  - Automatic Search check if a Dwarf passes within 10’ of water-related construction or hazard  - Can search for water-based traps as a Rogue | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +4 Dodge bonus to AC vs. Giants  ~~• +2 Racial bonus on Appraise checks for metal & stone~~  ~~• +2 Racial bonus on Craft checks for metal & stone~~  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • Gain Feat: Heat Endurance.  • Able to 2 days plus (Constitution score) hours before beginning to experience the ill effects of thirst.  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. |
| Dwarf, Deep  (MM p91) | +2 Con  –2 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 90’ ~~60’~~  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +3 ~~+2~~ Racial bonus on saves vs. poison  • +3 ~~+2~~ Racial bonus on saves vs. spells & spell-like effects  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light |
| Dwarf, Desert  (UA p11) | +2 Con  ~~–2 Char~~  –2 Dex | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  ~~• Stonecunning:~~  ~~- +2 Racial bonus to notice unusual stonework~~  ~~- Automatic Search check if a Dwarf passes within 10’ of unusual stonework~~  ~~- Can search for stone-based traps as a Rogue~~  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  ~~• +1 Racial bonus on attack rolls vs. Orcs & Goblinoids~~  • +1 Racial bonus on attack rolls vs. Dragons and Humanoid (reptilian).  ~~• +4 Dodge bonus to AC vs. Giants~~  • +4 Dodge bonus to AC vs. Dragons  • +2 Racial bonus on Appraise checks for metal & stone  ~~• +2 Racial bonus on Craft checks for metal & stone~~  • +2 Racial bonus on Knowledge (architecture & engineering), Knowledge (dungeoneering), and Profession (miner).  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure. |
| Dwarf, Dream  (RoS p88) | +2 Con  ~~–2 Char~~  –2 Dex | ~~Fighter~~  Druid | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground.  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons. | • Darkvision 90’ ~~60’~~  ~~• +1 Racial bonus on attack rolls vs. Orcs & Goblinoids~~  ~~• +2 Racial bonus on Appraise checks for metal & stone~~  ~~• +2 Racial bonus on Craft checks for metal & stone~~  ~~• +2 Racial bonus on saves vs. poison~~  ~~• +2 Racial bonus on saves vs. spells & spell-like effects~~  ~~• +4 Dodge bonus to AC vs. Giants~~  • +1 Caster level with Divination spells  • +1 Racial bonus on Diplomacy check with creatures of the [earth] subtype.  • Dream Sight – able to see Ethereal creatures without difficulty |
| Dwarf, Frost  (Planar p113) | +4 Con  –4 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Extraplanar (native to the Abyss)  • always Chaotic Evil  • Darkvision 120’ ~~60’~~  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • Cold Resistance 10  • +4 Racial bonus on Move Silently checks  • Light Sensitivity – Dazzled in bright light & the *Daylight* spell.  • Able to cast the following spells 1/day at Character level + 2 (minimum of 3rd):  *Chill Touch  Obscuring Mist*  • **Level Adjustment +1** |
| Dwarf, Earth (a dwarf with an ancestor from the Elemental Plane of Earth)  (UA p16) | +2 Str  +2 Con  –2 Dex  –2 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +4 ~~+2~~ Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +8 ~~+4~~ bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  ~~• +1 Racial bonus on attack rolls vs. Orcs & Goblinoids~~  • +4 Dodge bonus to AC vs. Giants  • +4 ~~+2~~ Racial bonus on Appraise checks for metal & stone  • +4 ~~+2~~ Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  ~~• +2 Racial bonus on saves vs. spells & spell-like effects~~  • +1 Racial bonus on attacks vs. creatures with the (air) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (air) subtype or are generated by creatures with the (air) subtype. |
| Dwarf, Glacier  (Frost p34) | +2 Con  –2 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • ~~Stone~~Icecunning:  - +2 Racial bonus to notice unusual  ~~stone~~ icework  - Automatic Search check if a Dwarf passes within 10’ of unusual ~~stone~~ icework  - Can search for ~~stone~~ ice-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for ~~metal & stone~~ ice, snow, & other frostfell materials  • +2 Racial bonus on Craft checks for ~~metal & stone~~ ice, snow, & other frostfell materials  ~~• +2 Racial bonus on saves vs. poison~~  • +2 Racial bonus on saves vs. spells & spell-like effects  • +2 Racial bonus on saves vs. cold damage & cold-based effects  • Can comfortably assist in conditions of ‘severe cold’ to ‘hot’ without needing a Fortitude save. They are considered to have the feat Cold Endurance for purposes of a prerequisite for classes & other feats. |
| Dwarf, Gold  (DMG p171) | +2 Con  ~~–2 Char~~  –2 Dex | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Aberrations  ~~• +1 Racial bonus on attack rolls vs. Orcs & Goblinoids~~ |
| Dwarf, Gray (Duergar)  (MM p91) (Und p11) (DR325 p66)+ | +2 Con  ~~–2 Char~~  –4 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 120’ ~~60’~~  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • +4 Dodge bonus to AC vs. Giants  • ~~Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons~~.  • +4 Racial bonus on Move Silently checks  • +1 Racial bonus on Listen & Spot checks  • Immune to Paralysis, Phantasms, & Poisons  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light  • Able to cast the following spells 1/day at 2\*Character level (minimum of 3rd):  *Enlarge Person* (self only) *Invisibility* (self only)  • **Level Adjustment +1** |
| Dwarf, Gray (lesser) (i.e., Duergar (lesser))  (duergar that do not have a level adjustment) (PGF p190) | +2 Con  ~~–2 Char~~  –4 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • +4 Dodge bonus to AC vs. Giants  • ~~Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons~~.  • +2 Racial bonus on Hide & Move Silently checks  • +2 Racial bonus on saves vs. Paralysis & Phantasms  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light  • Able to cast the following spells 1/day at 2\*Character level (minimum of 3rd):  *Enlarge Person* (self only) |
| Dwarf, Jungle  (UA p13) | +2 Con  –2 Char | ~~Fighter~~  Ranger | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  ~~• Stonecunning:~~  ~~- +2 Racial bonus to notice unusual stonework~~  ~~- Automatic Search check if a Dwarf passes within 10’ of unusual stonework~~  ~~- Can search for stone-based traps as a Rogue~~  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | ~~• Darkvision 60’~~  • Low-Light Vision  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for metal & stone  ~~• +2 Racial bonus on Craft checks for metal & stone~~  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • +2 Racial bonus on Heal, Knowledge (nature), Spot, and Survival checks. |
| Dwarf, Seacliff  (Storm p44) | +2 Con  –2 Char | Fighter | • Medium size  • 20’ movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. | • Darkvision 60’  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  ~~• +1 Racial bonus on attack rolls vs. Orcs & Goblinoids~~  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • +2 Racial bonus on saves vs. poison  • +2 Racial bonus on saves vs. spells & spell-like effects  • Strong Swimmer – +2 Racial bonus on Swim checks & able to hold breath for 2 \* Constitution score |

## Elf Subraces

| Humanoid (elf) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Elf, High  (PH p15) (MM p101) | +2 Dex  –2 Con | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments |
| Elf, Aquatic  (MM p103) (Storm p39) (UA p7) | +2 Dex  –2 Int  ~~–2 Con~~ | ~~Wizard~~  Fighter | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door  • +2 Racial bonus to saves vs. Enchantments | ~~• Low-light Vision~~  • Improved Low-Light Vision (4x human in dim light)  ~~• Automatic proficiency with all straight Bows~~  ~~• Automatic proficiency with Longsword and Rapier~~  • Automatic proficiency with Trident, Longspear, & Net  • Have the (aquatic) subtype.  • Gills ­ able to survive out of water for 1 hour per Constitution point before suffocation begins  • Swim speed of 40’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Elf, Arctic  (UA p9) | +2 Dex  –2 Str  ~~–2 Con~~ | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, ~~Search,~~ & Spot checks.  ~~• Automatic Search check if an Elf passes within 5’ of a secret or concealed door~~ | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure  • +2 Racial bonus on one Craft skill (chosen at character creation time).  • +2 Racial bonus on Survival. |
| Elf, Dark (Drow)  (MM p103) (Und p10) | +2 Int  +2 Cha  +2 Dex  –2 Con | Wizard (males)  –or– Cleric (females) | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door  • +2 Racial bonus to saves vs. Enchantments | ~~• Low-light Vision~~  • Darkvision 120’  • Light Blindness – daylight blinds the drow for  1 round; then a –1 to Attack rolls, Spot checks, & Search checks in bright light  ~~• +2 Racial bonus to saves vs. Enchantments~~  ~~• Automatic proficiency with all straight Bows~~  ~~• Automatic proficiency with Longsword and Rapier~~  • Automatic proficiency with Hand-Crossbows, Rapier, & Shortsword.  • +2 Racial bonus on Will save vs. spells & spell-like abilities  • Spell Resistance of (11 + Character level)  • Cast the following spells 1/day at Character level:  *Dancing Lights  Darkness*  *Faerie Fire*  • **Level Adjustment +2** |
| Elf, Dark (lesser) (i.e., Drow (lesser))  (drow that do not have a level adjustment)  (PGF p191) | +2 Dex  –2 Con | Wizard (males)  –or– Cleric (females) | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door  • +2 Racial bonus to saves vs. Enchantments | ~~• Low-light Vision~~  • Darkvision 60’  • Light Blindness – daylight blinds the drow for  1 round; then a –1 to Attack rolls, Spot checks, & Search checks in bright light  ~~• +2 Racial bonus to saves vs. Enchantments~~  ~~• Automatic proficiency with all straight Bows~~  ~~• Automatic proficiency with Longsword and Rapier~~  • Automatic proficiency with Hand-Crossbows, Rapier, & Shortsword.  • +2 Racial bonus on Will save vs. spells & spell-like abilities  • Cast the following spells 1/day at Character level:  *Dancing Lights  Daze*  *Touch of Fatigue* |
| Elf, Desert  (UA p11) | +2 Dex  –2 Str  ~~–2 Con~~ | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on ~~Listen,~~ Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with ~~all straight~~ Short Bows  • Automatic proficiency with ~~Longsword~~ Scimitar and Rapier  • +2 Racial bonus to saves vs. Enchantments  • +2 Racial bonus on Handle Animal and Ride checks. |
| Elf, Fire  (an elf with an ancestor from the Elemental Plane of Fire)  (UA p17) | +2 Dex  +2 Int  –2 Con  –2 Cha | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments  • +1 Racial bonus on attacks vs. creatures with the (water) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (water) subtype or are generated by creatures with the (water) subtype.  • Resistance to Fire 5. |
| Elf, Ghost  (DR313 p73) | +2 Dex  +2 Int  ~~–2 Con~~  –4 Con | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  ~~• Automatic proficiency with all straight Bows~~  ~~• Automatic proficiency with Longsword and Rapier~~  ~~• +2 Racial bonus to saves vs. Enchantments~~  • Automatic proficiency with Shortswords & Scimitars  • Glow as bright as a Candle (5’ radius). Can be suppressed as a Free Action (Concentration check vs. DC 10 to maintain).  • Knowledge (the planes) is a Racial Class skill.  • Ethereal Power – usable 1/day  Lvl Power  1st Slip Binding – +10 Enhancement bonus to Escape Artist checks for 1 minute per level Bonus goes up to +20 at 5th & +30 at 9th  4th *See Invisibility*  6th *Blink*  14th *Ethereal Jaunt*  18th *Ethereal Shift*  • **Level Adjustment +1** |
| Elf, Gray  (MM p103) | +2 Dex  +2 Int  –2 Str  –2 Con | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments |
| Elf, Jungle  (UA p14) | +2 Dex  –2 Con | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  ~~• Automatic Search check if an Elf passes within 5’ of a secret or concealed door~~ | • Low-light Vision  • Automatic proficiency with ~~all straight~~ Short Bows  • Automatic proficiency with ~~Longsword~~ Handaxe, Shortsword, and Rapier  • +2 Racial bonus to saves vs. Enchantments  • +2 Racial bonus on Knowledge (history). |
| Elf, Painted  (Sand p42) | +2 Dex  –2 Int  ~~–2 Con~~ | ~~Wizard~~  Druid | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments |
| Elf, Snow  (Frost p34) | +2 Dex  –2 Cha  ~~–2 Con~~ | Wizard | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments |
| Elf, Umbragen  (drow infused with darkness, from the Eberron campaign setting) (DR330 p45) | +2 Int  +2 Cha  +2 Dex  –2 Con | ~~Wizard~~  Warlock | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door  • +2 Racial bonus to saves vs. Enchantments  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier | ~~• Low-light Vision~~  • Darkvision 120’  • Light Blindness: daylight blinds the drow for 1 round; –1 to Attack rolls, Spot checks, & Search checks in bright light  • +2 Racial bonus on Hide and Move Silently checks.  • Spell Resistance of (11 + Character level)  • Cast the following spells 1/day at Character level:  *Dancing Lights  Darkness*  *Faerie Fire*  • **Level Adjustment +2** |
| Elf, Wild  (MM p104) | +2 Dex  –2 Int  ~~–2 Con~~ | ~~Wizard~~  Sorcerer | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments |
| Elf, Wood  (MM p104) | +2 Str  +2 Dex  –2 Int  –2 Con | ~~Wizard~~  Ranger | • Medium Size  • 30’ movement  • Immunity to magic sleep  • +2 Racial bonus on Listen, Search, & Spot checks.  • Automatic Search check if an Elf passes within 5’ of a secret or concealed door | • Low-light Vision  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • +2 Racial bonus to saves vs. Enchantments |

## 

## Gnome Subraces

| Humanoid (gnome) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Gnome, Rock  (PH p16) (MM p131) | +2 Con  –2 Str | Bard | • Small size[[1]](#footnote-1)  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Listen checks  • +2 Racial bonus on Craft(Alchemy) checks  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  • +1 Racial bonus on attack vs. Kobolds & Goblinoids.  • Able to cast the following spells 1/day at 1st level:  *Dancing Lights   Ghost Sound*   *Prestidigitation*   *Speak with Animals (burrowing mammals only)* |
| Gnome, Air (a gnome with an ancestor from the Elemental Plane of Air)  (UA p16) | ~~+2 Con~~  +2 Dex  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Listen checks  • +2 Racial bonus on Craft(Alchemy) checks  ~~• +4 Dodge bonus to AC vs. Giants~~  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  ~~• +1 Racial bonus on attack vs. Kobolds & Goblinoids.~~  • Able to cast the following spells 1/day at 1st level:  *Dancing Lights   Ghost Sound*   *Prestidigitation*   *Speak with Animals (burrowing mammals only)*  • +1 Racial bonus on attacks vs. creatures with the (earth) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (earth) subtype or are generated by creatures with the (earth) subtype.  • Breathless – does not need to breath, so is immune to drowning, suffocation, & attacks that require inhalation.  • +4 Dodge bonus to AC vs. creatures of at least Large size which have the (earth) subtype. |
| Gnome, Aquatic  (UA p7) | +2 Con  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Listen checks  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  ~~• +1 Racial bonus on attack vs. Kobolds & Goblinoids.~~  ~~• +2 Racial bonus on Craft(Alchemy) checks~~  • Able to cast the following spells 1/day at 1st level:  Dancing Lights   Ghost Sound   Prestidigitation   Speak with Animals (burrowing mammals only)  • Well-Traveled – +2 Racial bonus on Sense Motive and Gather Information checks.  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 20’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Gnome, Arctic  (UA p9) | +2 Con  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Listen checks  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  • +1 Racial bonus on attack vs. Kobolds & Goblinoids.  ~~• +2 Racial bonus on Craft(Alchemy) checks~~  • Able to cast the following spells 1/day at 1st level:  Dancing Lights   Ghost Sound   Prestidigitation   Speak with Animals (burrowing mammals only)  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.  • +2 Racial bonus on Sense Motive checks. |
| Gnome, Chaos  (RoS p86) | +2 Dex  +2 Con  +2 Cha  –2 Str | ~~Bard~~  Sorcerer | • Small size  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Listen checks  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | ~~• +1 DC to any Illusion spell cast~~  ~~• +1 Racial bonus on attack vs. Kobolds & Goblinoids.~~  ~~• +2 Racial bonus on Craft(Alchemy) checks~~  ~~• +2 Racial bonus on save vs. Illusions~~  • +1 Caster Level on [chaos] spells  • Luck of Chaos – may reroll a roll, 1/day  • Immunity to *Confusion* effects  • Able to cast the following spells 1/day at 1st level:  *Dancing Lights*  *Daze  Flare*  *Entropic Shield*  *~~Ghost Sound~~*  *Prestidigitation*   *~~Speak with Animals (burrowing mammals only)~~*  • **Level Adjustment +1** |
| Gnome, Deep (Svirfneblin)  (MM p132) (Und p18) | +2 Dex  +2 Wis  ~~+2 Con~~  –2 Str  –4 Char | ~~Bard~~  Rogue | • Small size  • 20’ movement  • Low-light Vision  • +1 DC to any Illusion spell cast  • +2 Racial bonus on save vs. Illusions  • +1 Racial bonus on attack vs. Kobolds & Goblinoids. | • Darkvision 120’  • +2 Racial bonus on all saving throws  • +2 Racial bonus on Hide checks (+4 if underground)  • +4 Dodge bonus to AC vs. all creatures  ~~• +4 Dodge bonus to AC vs. Giants~~  ~~• Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon~~  • *Nondetection* at Character level, always on.  • Spell Resistance of (11 + Character level)  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Svirfneblin passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Able to cast the following spells 1/day at ~~1~~~~st~~ ~~level~~ Character level (DC have a +4 Racial bonus):  *Blindness/Deafness  Blur*  *Disguise Self*  *~~Dancing Lights~~*  *~~Ghost Sound~~*  *~~Prestidigitation~~*  *~~Speak with Animals (burrowing mammals only)~~*  • **Level Adjustment +3** |
| Gnome, Deep (lesser) (Svirfneblin (lesser))  (PGF p191) | +2 Dex  ~~+2 Con~~  –2 Str | ~~Bard~~  Rogue | • Small size  • 20’ movement  ~~• Low-light Vision~~  • +1 DC to any Illusion spell cast  • +2 Racial bonus on save vs. Illusions  • +1 Racial bonus on attack vs. Kobolds & Goblinoids. | • Darkvision 120’  • +2 Racial bonus on saves vs. spells & spell-like abilities  • +2 Racial bonus on Hide checks (+4 if underground)  • +1 Dodge bonus to AC vs. all creatures  ~~• +4 Dodge bonus to AC vs. Giants~~  ~~• Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon~~  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Svirfneblin passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue  • Able to cast the following spells 1/day at ~~1~~~~st~~ ~~level~~  ½ Character level:  *Daze  Resistance*  *Lullaby*  *~~Dancing Lights~~*  *~~Ghost Sound~~*  *~~Prestidigitation~~*  *~~Speak with Animals (burrowing mammals only)~~* |
| Gnome, Desert  (UA p12) | +2 Con  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  • +1 Racial bonus on attack vs. Kobolds & Goblinoids.  ~~• +2 Racial bonus on Listen checks~~  ~~• +2 Racial bonus on Craft(Alchemy) checks~~  • Able to cast the following spells 1/day at 1st level:  Dancing Lights   Ghost Sound   Prestidigitation   Speak with Animals (burrowing mammals only)  • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure.  • +2 Racial bonus on Bluff, Diplomacy, and Sense Motive checks. |
| Gnome, Fire  (Planar p126) | +2 Con  –2 Str | ~~Bard~~  Sorcerer | • Small size  • 20’ movement  • ~~Low-light Vision~~  • Darkvision 60’  • ~~+2 Racial bonus on Listen checks~~  • ~~+2 Racial bonus on Craft(Alchemy) checks~~  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • Humanoid (gnome, fire, extraplanar) – immunity to Fire damage, vulnerability to Cold damage. Native to the Elemental Plane of Fire.  • ~~+2 Racial bonus on save vs. Illusions~~  • ~~+1 DC to any Illusion spell cast~~  • +1 Racial bonus on attack vs. Kobolds & Goblinoids.  • +2 effective Caster level when casting a spell or using a spell-like ability with the [fire] subtype.  • Able to cast the following spells 1/day at 3rd ~~1~~~~st~~ level:  *Heat Metal*  *Produce Flame   ~~Ghost Sound~~   ~~Prestidigitation~~   ~~Speak with Animals (burrowing mammals only)~~*  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Dwarf passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue |
| Gnome, Forest  (MM p132) | +2 Con  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Craft(alchemy) & Listen checks  • +1 DC to any Illusion spell cast  • +2 Racial bonus on save vs. Illusions  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | ~~• +1 Racial bonus on attack vs. Kobolds & Goblinoids.~~  • +1 Racial bonus on attack vs. Orcs & Reptilian humanoids.  • +4 Racial bonus on Hide checks  • +8 Racial bonus on Hide checks in wooded areas.  • *Pass without Trace (self only)*, always on.  • Able to cast the following spells 1/day at 1st level:  *Dancing Lights   Ghost Sound*   *Prestidigitation*   *Speak with Animals (burrowing mammals only)* |
| Gnome, Ice  (Frost p35) | +2 Con  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Listen checks  • +2 Racial bonus on Craft(Alchemy) checks  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  • +1 Racial bonus on attack vs. Kobolds & Goblinoids.  • Able to cast the following spells 1/day at 1st level:  *Dancing Lights*  *~~Ghost Sound~~*  *Prestidigitation*  *Ray of Frost*  *Speak with Animals (arctic ~~burrowing~~ mammals only)* |
| Gnome, Jungle  (UA p14) | +2 Con  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  ~~• +1 Racial bonus on attack vs. Kobolds & Goblinoids.~~  ~~• +4 Dodge bonus to AC vs. Giants.~~  ~~• +2 Racial bonus on Listen checks~~  ~~• +2 Racial bonus on Craft(Alchemy) checks~~  • Able to cast the following spells 1/day at 1st level:  Dancing Lights   Ghost Sound   Prestidigitation   Speak with Animals (burrowing mammals only)  • +2 Racial bonus on Climb, Craft(shipbuilding), Swim, and Use Rope checks. |
| Gnome, Wavecrest  (Storm p44) | +2 Con  –2 Str | Bard | • Small size  • 20’ movement  • Low-light Vision  • +2 Racial bonus on Listen checks  • +2 Racial bonus on Craft(Alchemy) checks  • +4 Dodge bonus to AC vs. Giants  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • +2 Racial bonus on save vs. Illusions  • +1 DC to any Illusion spell cast  ~~• +1 Racial bonus on attack vs. Kobolds & Goblinoids.~~  • +1 Racial bonus on attack vs. Locathah & Sahuagin.  • Able to cast the following spells 1/day at 1st level: *Dancing Lights*  *~~Ghost Sound~~*  *Know Direction*  *Prestidigitation*  *Speak with Animals (sea birds ~~burrowing mammals~~ only)* |
| Gnome, Whisper  (RoS p94) | +2 Dex  +2 Con  –2 Str  –2 Cha | ~~Bard~~  Rogue | • Small size  • Low-light Vision  • +2 Racial bonus on Listen checks  • +4 Dodge bonus to AC vs. Giants  • +1 Racial bonus on attack vs. Kobolds & Goblinoids.  • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon | • 30’ ~~20’~~ movement  • Darkvision 60’  ~~• +1 DC to any Illusion spell cast~~  ~~• +2 Racial bonus on Craft(Alchemy) checks~~  ~~• +2 Racial bonus on save vs. Illusions~~  • +2 Racial bonus on Spot checks  • Able to cast the following spells 1/day at 1st level:  *~~Dancing Lights~~  Ghost Sound*  *Mage Hand*   *Message  ~~Prestidigitation~~*  *Silence (self only)  ~~Speak with Animals (burrowing mammals only)~~* |

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## Halfling Subraces

| Humanoid (halfling) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Halfling, Lightfoot  (PH p19) (MM p149) | +2 Dex  –2 Str | Rogue | • Small size1  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Standard Vision  • +2 Racial bonus on Climb, Jump, & Move Silently checks |
| Halfling, Aquatic  (UA p8) | +2 Dex  –2 Str | Rogue | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | ~~• Standard Vision~~  • Improved Low-Light Vision – 4x normal Human vision  • +2 Racial bonus on Climb, Jump, & Move Silently checks  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 20’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Halfling, Arctic  (UA p10) | +2 Dex  –2 Str | ~~Rogue~~  Ranger | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons ~~& slings~~  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Standard Vision  • +2 Racial bonus on Climb, Jump, & Move Silently checks  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.  • +2 Racial bonus on Swim checks. |
| Halfling, Deep  (MM p149) | +2 Dex  –2 Str | Rogue | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Darkvision 60’  ~~• Standard Vision~~  ~~• +2 Racial bonus on Climb, Jump, & Move Silently checks~~  • +2 Racial bonus on Appraise checks for metal & stone  • +2 Racial bonus on Craft checks for metal & stone  • Stonecunning:  - +2 Racial bonus to notice unusual stonework  - Automatic Search check if a Deep Halfling passes within 10’ of unusual stonework  - Can search for stone-based traps as a Rogue |
| Halfling, Desert  (UA p12) | +2 Dex  –2 Str | Rogue | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Standard Vision  • +2 Racial bonus on ~~Climb, Jump, &~~ Move Silently checks  • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure.  • +2 Racial bonus on Hide & Sleight of Hand checks. |
| Halfling, Jungle  (UA p15) | +2 Dex  –2 Str | ~~Rogue~~  Barbarian | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons ~~& slings~~  ~~• +1 Racial bonus on all saves~~  ~~• +2 Morale bonus on saves vs. fear~~  • +2 Racial bonus on Listen checks | • Standard Vision  • +2 Racial bonus on Climb, Jump, & Move Silently checks  • +2 Racial bonus on Fortitude saves vs. Poison.  • Poison Use – a Jungle Halfling never accidentally poisons herself/himself when wielding a poisoned weapon  • Automatic proficiency with Throwing Axe, Handaxe, and Shortbow. |
| Halfling, Shoal  (Storm p45) | +2 Dex  –2 Str | Rogue | • Small size  • 20’ movement  ~~• +1 Racial bonus on attacks with thrown weapons & slings~~  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Standard Vision  ~~• +2 Racial bonus on Climb, Jump, & Move Silently checks~~  • Aquatic subtype  • Amphibious – able to breath air or water at will  • Swim speed of 20’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Halfling, Tallfellow  (MM p149) | +2 Dex  –2 Str | Rogue | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Standard Vision  ~~• +2 Racial bonus on Climb, Jump, & Move Silently checks~~  • +2 Racial bonus on Search, & Spot checks  • Automatic Search check if a Tallfellow passes within 5’ of a secret or concealed door |
| Halfling, Tundra  (Frost p36) | +2 Dex  –2 Str | ~~Rogue~~  Ranger | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Standard Vision  • +2 Racial bonus on ~~Climb,~~ Jump, Move Silently, & Survival checks |
| Halfling, Water  (a halfling with an ancestor from the Elemental Plane of Water)  (UA p18) | +2 Dex  +2 Con  –2 Str | Rogue | • Small size  • 20’ movement  • +1 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • +2 Morale bonus on saves vs. fear  • +2 Racial bonus on Listen checks | • Standard Vision  • +2 Racial bonus on Climb, Jump, & Move Silently checks  • +1 Racial bonus on attacks vs. creatures with the (fire) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (fire) subtype or are generated by creatures with the (fire) subtype.  • Swim speed of 20’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |

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## Shapechanger Races

| Humanoid (shapechanger) | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Changeling  (Eb p12)  (RoE p41)  (MM3 p24) | — | Rogue | • Humanoid (shapechanger)  • Medium size  • 30’ movement  • Standard Vision  • +2 Racial bonus on saves vs. Sleep and Charm effects  • ‘Speak Language’ is always in-class. | • +2 Racial bonus on Bluff, Intimidate, and Sense Motive checks.  • Minor Change Shape (Su) – *Disguise Self* at will as a Full Round Action. This is a Transformation, not an Illusion. The Changeling’s body changes, but not its possessions. The change is permanent until willingly changed. Use of this ability grants a +10 Circumstance bonus on Disguise checks. |
| Shifter  (Eb p18)  (MM3 p150)  (RoE p26)+ | +2 Dex  –2 Int  –2 Cha | Ranger | • Humanoid (shapechanger)  • Medium size  • 30’ movement  • Low-Light Vision  • +2 Racial bonus on Balance, Climb, and Jump checks. | • Shifting (Su) – As a Free Action, the Shifter becomes animal-like for (3 + Constitution modifier + 1 per Shifter feat) rounds. Usable 1 + (Shifter feats/2) times per day. Choose one Shifter trait:  - Beasthide - +2 Constitution & +2 Natural Armor  - Longtooth - +2 Strength & a Bite attack that does 1d6 + 1 per 4 levels.  - Cliffwalk - +2 Dexterity & Climb speed of 20’.  - Dreamsight - +2 Wisdom & *Speak with Animals* and +2 on Handle Animal & Wild Empathy always  - Gorebrute - +2 Strength & a gore attack on a Charge only that does 2d6 +1 per 4 levels.  - Longstride - +2 Dexterity & +10’ movement.  - Razorclaws - +2 Strength & two Claw attacks that do 1d4 + 1 per 4 levels.  - Swiftwing - +2 Dexterity & Fly 20’ (average)  - Truedive - +2 Constitution & Swim 30’ and can hold breath for 5 x Constitution score always.  - Wildhunt - +2 Constitution & Scent ability and  +2 bonus on Survival checks always. |
| Saurian Shifter  (DR328 p62) | +2 Con  –2 Int  –2 Cha | Ranger | • Humanoid (shapechanger)  • Medium size  • 30’ movement  • Low-Light Vision  • +2 Racial bonus on Balance, Climb, and Jump checks. | • Shifting (Su) – As a Free Action, the Shifter becomes dinosaur-like for (3 + Constitution modifier + 1 per Shifter feat) rounds. Usable 1 + (Shifter feats/2) times per day. Choose one Shifter traits:  - Beasthide - +2 Constitution & +2 Natural Armor.  - Broadwing - +2 Dexterity & can reduce falling damage by 40’.  - Junglerunner - +2 Strength & Land speed +20’.  - Longtooth - +2 Strength & a Bite attack that does 1d6 + 1 per 4 levels.  - Raptorleap - +2 Strength & +4 on Jump checks, and always treated as having a ‘running start’.  - Razorclaws - +2 Strength & two Claw attacks that do 1d4 + 1 per 4 levels.  - Widetail - +2 Constitution & one Tail Slap attack that does 1d6 + 1 per 4 levels. |
| Slyth  (Und p17) | +2 Dex  +2 Wis  –2 Str | Druid | • Humanoid (shapechanger)  • Medium size  • 30’ movement  • Able to breath underwater indefinitely  • Sonic Resistance 5  • Immune to Polymorphing & Poison  • +4 Racial bonus on Disguise, Escape Artist, & Survival checks  • Weapon Familiarity – treat Flutter Blades as Martial weapons.  • **Level Adjustment +2** | • Alternate Form – as a Standard Action, a Slyth may take an amorphous form. All his/her equipment is absorbed into this mass, though any magic items are suppressed. While in this form, the Slyth has a Swim speed of 30’, cannot be Flanked, Stunned, is immune to Critical Hits, looses all Supernatural abilities, cannot attack or cast spells. The amorphous form may pass through an opening as small as 2”. Retuning to normal form is a Full Round Action. The Slyth may remain in the amorphous form for up to 10 minutes per character level. Once he/she has returned to normal form, the Slyth may not take amorphous form for as long as he/she was in amorphous form. |

## Goblinoid Races

| Humanoid (goblinoid) | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Bugbear  (MM p29) | +4 Str  +2 Dex  +2 Con  –2 Cha | Rogue | • Medium Size  • 30’ Movement  • Darkvision 60’  • +3 Natural Armor bonus to AC | • 3HD Humanoid (goblinoid), which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Racial bonus to Move Silently checks  • **Level Adjustment +1** |
| Goblin  (MM p133) | –2 Str  +2 Dex  –2 Cha | Rogue | • Small Size  • 30’ Movement  • Darkvision 60’ | • +4 Racial bonus on Move Silently checks.  • +4 Racial bonus on Ride checks. |
| Goblin, Air (a goblin with an ancestor from the Elemental Plane of Air)  (UA p16) | –2 Str  ~~+2 Dex~~  +4 Dex  –2 Cha  –2 Con | Rogue | • Small Size  • 30’ Movement  • Darkvision 60’ | • +4 Racial bonus on Move Silently checks.  ~~• +4 Racial bonus on Ride checks.~~  • +1 Racial bonus on attacks vs. creatures with the (earth) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (earth) subtype or are generated by creatures with the (earth) subtype.  • Breathless – does not need to breath, so is immune to drowning, suffocation, & attacks that require inhalation. |
| Goblin, Aquatic  (UA p7) | –2 Str  ~~+2 Dex~~  +2 Con  –2 Cha | Rogue | • Small Size  • 30’ Movement  • Darkvision 60’ | • +2 +4 Racial bonus on Move Silently checks.  • +2 +4 Racial bonus on Ride checks.  • +2 Racial bonus on Disable Device & Sleight of Hand checks.  • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 30’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Goblin, Arctic  (UAp9) | –2 Str  ~~+2 Dex~~  +2 Con  –2 Cha | Rogue | • Small Size  • 30’ Movement  ~~• Darkvision 60’~~  • Low-Light Vision | ~~• +4 Racial bonus on Move Silently checks.~~  • +4 Racial bonus on Ride checks.  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure  • +2 Racial bonus on Bluff & Sleight of Hand checks. |
| Goblin Bhuka  (Sand p39) | –2 Str  +2 Dex  ~~–2 Cha~~ | ~~Rogue~~  Druid | • ~~Small Size~~  • Medium Size  • 30’ Movement  ~~• Darkvision 60’~~  • Gain Feat: Head Endurance  • Glare Resistance – never Dazzled by the Bright sun.  • +2 Racial bonus on Knowledge (nature) checks & Knowledge (nature) is always a class skill. | ~~• +4 Racial bonus on Move Silently checks.~~  ~~• +4 Racial bonus on Ride checks.~~  • +2 Racial bonus Constitution checks & Fortitude saves to resist the harmful effects of heat & dehydration.  • Sure Feet – able to travel over ‘shallow sand’ as normal terrain & ‘deep sand’ as ‘shallow sand’.  • Water Sense – able to detect drinkable water within 100’ by making a Survival check vs. DC 10 (if on the surface). If the water is below the surface, the DC is higher. |
| Goblin, Desert  (UA p12) | –2 Str  +2 Dex  –2 Cha | Rogue | • Small Size  • 30’ Movement  ~~• Darkvision 60’~~  • Low-Light Vision | • +4 Racial bonus on Move Silently checks.  • +4 Racial bonus on Ride checks.  • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure  • +2 Racial bonus on Gather Information checks. |
| Goblin, Forestkith  (MM3 p64) | +2 Dex  –2 Int | ~~Rogue~~  Barbarian | • Small Size  • 30’ Movement, Climb 20’  • Darkvision 60’  • +1 Natural Armor bonus to AC  • +2 Racial bonus on Jump checks.  • +4 Racial bonus on Hide checks in the forest  • +4 Racial bonus on Craft (weaving) checks to make Nets.  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light | • +4 Racial bonus on Move Silently checks in forest  • Weapon Familiarity – treat Nets as Martial weapons  • Tree Shape – *Tree Shape* at 12th. Usually activated at dawn to avoid sunlight. Cannot be dismissed. Ends when the Forestkith Goblin takes damage or the sun sets.  • Discordant Frenzy – creatures with up to 2HD within 30’ of three (or more) Forestkith Goblins are Shaken for 1d4 rounds (WillNeg, DC9). On a successful save, the target is immune for 24 hours.  • **Level Adjustment +1** |
| Goblin, Jungle  (UA p14) | –2 Str  +2 Dex  –2 Cha | ~~Rogue~~  Barbarian | • Small Size  • 30’ Movement  ~~• Darkvision 60’~~  • Low-Light Vision | ~~• +4 Racial bonus on Move Silently checks.~~  ~~• +4 Racial bonus on Ride checks.~~  • +4 Racial bonus on Jump.  • Climb speed 20’. Climb checks based on Dexterity, not Strength (as usual). |
| Goblin, Snow  (Frost p136) | +2 Dex  –2 Int  –2 Cha | ~~Rogue~~  Fighter | • Small Size  • 30’ Movement  • 20’ Climb speed  • Darkvision 60’ | • +4 Racial bonus on Move Silently checks.  ~~• +4 Racial bonus on Ride checks.~~  • +4 Racial bonus on Intimidate.  • **Level Adjustment +1** |
| Hobgoblin  (MM p153) (DR309 p52)+ | +2 Dex  +2 Con | Fighter | • Medium Size  • 30’ Movement  • Darkvision 60’ | • +4 Racial bonus on Move Silently checks.  • **Level Adjustment +1** |
| Hobgoblin, Fire  (a hobgoblin with an ancestor from the Elemental Plane of Fire)  (UA p17) | +2 Dex  +2 Con  +2 Int  –2 Cha | Fighter | • Medium Size  • 30’ Movement  ~~• Darkvision 60’~~  • Low-Light Vision | ~~• +4 Racial bonus on Move Silently checks.~~  • +1 Racial bonus on attacks vs. creatures with the (water) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (water) subtype or are generated by creatures with the (water) subtype.  • Resistance to Fire 5.  • **Level Adjustment +1** |
| Norker  (DR343 p53) | +2 Dex  +2 Con  –2 Int  –2 Wis  –2 Cha | Rogue | • Small Size  • 30’ Movement  • Darkvision 60’  • +5 Natural Armor bonus to AC | • +4 Racial bonus on Move Silently checks.  • Natural Weapon – 1 bite (1d4). |
| Varag  (MM4 p168) | +4 Str  +4 Dex  +2 Con  –4 Int | Scout | • Medium Size  • 40’ Movement  • Darkvision 60’  • +3 Natural Armor bonus to AC  • Scent special ability  • Gain Feat: Run and Feat: Spring Attack | • 3HD Humanoid (goblinoid), which grants skill points, Feats, BAB, & Base Save Bonuses.  • +8 Racial bonus to Move Silently checks and can always “Take 10”  • +4 Racial bonus to Survival checks when tracking by scent  • **Level Adjustment +2** |
| Vril  (Drow p126) (wVril)+ | +2 Con  –2 Int  –2 Cha | Barbarian | • Small Size  • 30’ Movement  • Darkvision 60’  • +4 Racial bonus on Climb checks.  • +2 Racial bonus on Balance & Jump checks.  • Light Blindness – bright light blinds the Vril for 1 round and then leaves it Dazzled until it leaves the luminated area.  • Vulnerability to Poison – receive a –4 penalty on Fortitude save vs. Drow & Spiderkind poison. | • Skinshift – as a Move Action, gain Damage Reduction 5 vs. Bludgeoning, Piercing, –or– Slashing (chosen when activated) for (3 + Constitution modifier) rounds. Usable once per day per 4 character levels (i.e., 1/day at 1st, 2/day at 2nd, up to 5/day at 20th).  • Shriek – as a Standard Action, cause all creatures within a 15’ radius –or– a 30’ cone to take Sonic damage (Ref ½, DC is Constitution-base). Damage is 1d6 per 3 character levels, up to 4d6 at 12th. Usable once per day. Usable while raging.  • Sonic Resistance 5. |

## 

## Reptilian Races

| Humanoid (reptilian) | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Kobold  (RotD p39) (wRotD2)+ ~~(MM p161)~~ | –4 Str  +2 Dex  –2 Con | Sorcerer | • Small Size  • 30’ Movement  • Darkvision 60’  • +1 Natural Armor bonus to AC  • Craft (trapmaking) always in-class | • Also has the (dragonblood) subtype.  • Natural Weapons – 2 claws (1d3) & 1 bite (1d3).  • Automatic proficiency with Light & Heavy Picks.  • Weapon Familiarity – Greatpick is considered a Martial Weapon.  • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks.  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light |
| Kobold, Aquatic  (UA p8) (RotD p39)+  (wRotD2)+ | –4 Str  +2 Dex  –2 Con | Sorcerer | • Small Size  • 30’ Movement  • Darkvision 60’  • +1 Natural Armor bonus to AC  • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks.  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light  • Craft (trapmaking) always in-class | • Also has the (dragonblood, aquatic) subtypes.  • Natural Weapons – 2 claws (1d3) & 1 bite (1d3).  • Automatic proficiency with Light & Heavy Picks.  • Weapon Familiarity – Greatpick is considered a Martial Weapon.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 40’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Kobold, Arctic  (UA p10)  (RotD p39)+  (wRotD2)+ | ~~–4 Str~~  –2 Str  +2 Dex  –2 Con  –2 Wis | Sorcerer | • Small Size  • 30’ Movement  • Darkvision 60’  • +1 Natural Armor bonus to AC  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light | • Also has the (dragonblood) subtype.  • Natural Weapons – 2 claws (1d3) & 1 bite (1d3).  • Automatic proficiency with Light & Heavy Picks.  • Weapon Familiarity – Greatpick is considered a Martial Weapon.  • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks.  • Craft (trapmaking) always in-class  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure. |
| Kobold, Desert  (UA p13)  (RotD p39)+  (wRotD2)+ | –4 Str  +2 Dex  ~~–2 Con~~  –2 Wis | ~~Sorcerer~~  Rogue | • Small Size  • 30’ Movement  • Darkvision 60’  • +1 Natural Armor bonus to AC  • Craft (trapmaking) always in-class | • Also has the (dragonblood) subtype.  • Natural Weapons – 2 claws (1d3) & 1 bite (1d3).  ~~• Automatic proficiency with Light & Heavy Picks.~~  ~~• Weapon Familiarity – Greatpick is considered a Martial Weapon.~~ [[2]](#footnote-2)  • +4 Racial bonus on Craft(trapmaking), ~~Profession(miner)~~, & Search checks.  • +2 Racial bonus on Survival checks.  ~~• Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light~~ |
| Kobold, Earth (a kobold with an ancestor from the Elemental Plane of Earth)  (UA p17)  (RotD p39)+  (wRotD2)+ | ~~–4 Str~~  –2 Str  –2 Con | Sorcerer | • Small Size  • 30’ Movement  • Darkvision 60’  • +1 Natural Armor bonus to AC  • Craft (trapmaking) always in-class  • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks.  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light | • Also has the (dragonblood) subtype.  • Natural Weapons – 2 claws (1d3) & 1 bite (1d3).  • Automatic proficiency with Light & Heavy Picks.  • Weapon Familiarity – Greatpick is considered a Martial Weapon.  • +1 Racial bonus on attacks vs. creatures with the (air) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (air) subtype or are generated by creatures with the (air) subtype.  • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. |
| Kobold, Jungle  (UA p15)  (RotD p39)+  (wRotD2)+ | –4 Str  +2 Dex  ~~–2 Con~~  –2 Int | Sorcerer | • Small Size  • 30’ Movement  • Darkvision 60’  • +1 Natural Armor bonus to AC  • Craft (trapmaking) always in-class  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light | • Also has the (dragonblood) subtype.  • Natural Weapons – 2 claws (1d3) & 1 bite (1d3).  ~~• Automatic proficiency with Light & Heavy Picks.~~  ~~• Weapon Familiarity – Greatpick is considered a Martial Weapon.~~ 2  • +4 Racial bonus on ~~Craft(trapmaking), Profession(miner), &~~ Search checks.  • +2 Racial bonus on Climb checks & the Climb check is based on Dexterity instead of Strength.  • Altitude Adaptation – always adapted to high altitudes. |
| Lizardfolk  (MM p169) | +2 Str  +2 Con  –2 Int | Druid | • Medium Size  • 30’ Movement  • +5 Natural Armor bonus to AC  • +4 Racial bonus on Balance, Jump, & Swim checks.  • **Level Adjustment +1** | • 2HD Humanoid (reptilian), which grants skill points, Feats, BAB, & Base Save Bonuses.  • Natural Weapons – 2 claws (1d4) & 1 bite (1d4).  • Automatic proficiency with all Simple Weapons & Shields  • Hold Breath for 4 x Constitution |
| Lizardfolk, Poison Dusk (MM3 p96) | +2 Dex  +2 Con  –2 Cha | Ranger | • Small Size  • 30’ Movement  • +3 Natural Armor bonus to AC  • Low-light vision  • Can Hold Breath for 4 x Constitution  • Poison Use – never accidentally poisons itself  • **Level Adjustment +1** | • Natural Weapons – 2 claws (1d3) & 1 bite (1d3).  • +4 Racial bonus on Balance, Jump, Swim checks  • Weapon Familiarity – Bolos & Nets are treated as Martial weapons (instead of Exotic).  • As long as most of the skin is exposed, a Poison Dusk Lizardfolk receives a +5 Racial bonus on Hide. |

## Orc Races

| Humanoid (orc) | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Orc  (MM p203) | +4 Str  –2 Int  –2 Wis  –2 Cha | Barbarian | • Medium Size  • 30’ Movement | • Darkvision 60’  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light |
| Orc, Aquatic  (UA p8) | +4 Str  –2 Int  –2 Wis  –2 Cha | Barbarian | • Medium Size  • 30’ Movement  • Darkvision 60’  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light | • Have the (aquatic) subtype.  • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins  • Swim speed of 30’ & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. |
| Orc, Arctic  (UA p10) | +4 Str  –2 Int  –2 Wis  –2 Cha | Barbarian | • Medium Size  • 30’ Movement | ~~• Darkvision 60’~~  • Low-Light Vision  ~~• Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light~~  • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.  • +2 Racial bonus on Handle Animal checks. |
| Orc, Desert  (UA p13) | +4 Str  –2 Int  –2 Wis  –2 Cha | Barbarian | • Medium Size  • 30’ Movement | ~~• Darkvision 60’~~  • Low-Light Vision  ~~• Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light~~  • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure.  • Gain Feat: Endurance. |
| Orc, Jungle  (UA p15) | +4 Str  –2 Int  –2 Wis  –2 Cha | Barbarian | • Medium Size  • 30’ Movement | ~~• Darkvision 60’~~  • Low-Light Vision  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light  • +2 Racial bonus on Heal and Survival checks. |
| Orc, Water (an orc with an ancestor from the Elemental Plane of Water)  (UA p18) | +4 Str  +2 Con  –2 Int  –2 Wis  –2 Cha | Barbarian | • Medium Size  • 30’ Movement | • Darkvision 60’  • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light  • +1 Racial bonus on attacks vs. creatures with the (fire) subtype.  • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (fire) subtype or are generated by creatures with the (fire) subtype.  • Natural Swimmer – has a natural swim speed of 20’. |

## Gnoll Races

| Humanoid (gnoll) | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Gnoll  (MM p130) (RotW p99) | +4 Str  +2 Con  –2 Int  –2 Cha | Ranger | • Medium Size  • 30’ Movement  • Darkvision 60’ | • 2HD Humanoid (gnoll), which grants skill points, Feats, BAB, & Base Save Bonuses.  • +1 Natural Armor bonus to AC  • **Level Adjustment +1** |
| Flind  (MM3 p62) | +6 Str  +2 Dex  +4 Con | Ranger | • Medium Size  • 30’ Movement  • Darkvision 60’ | • 2HD Humanoid (gnoll), which grants skill points, Feats, BAB, & Base Save Bonuses.  • +2 Natural Armor bonus to AC  • Weapon Familiarity – Flindbars are Martial weapons (instead of Exotic weapons).  • **Level Adjustment +2** |

## Extraplanar Races

| Humanoid (extraplanar) | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Mephling, Air  (Planar p10) | +2 Dex  +2 Cha  –2 Int | Bard | • Small Size  • 30’ Movement  • Fly 10’ (perfect maneuverability)  • Casts [air] spells at +1 level | • Humanoid (extraplanar)  • Breath Weapon – 1d8 Piercing (grit & dust) damage in a 15’ Cone (Ref½, DC is Constitution-based). Usable 1/day at 1st level, +1 time per day per 4 levels (but must wait 1d4 rounds between uses).  • **Level Adjustment +1** |
| Mephling, Earth  (Planar p10) | +2 Str  +2 Cha  –2 Dex  –2 Int | Druid | • Small Size  • 30’ Movement  • Burrow 10’  • Casts [earth] spells at +1 level | • Humanoid (extraplanar)  • Breath Weapon – 1d8 Bludgeoning (pebbles) damage in a 15’ Cone (Ref½, DC is Constitution-based). Usable 1/day at 1st level, +1 time per day per 4 levels (but must wait 1d4 rounds between uses).  • **Level Adjustment +1** |
| Mephling, Fire  (Planar p10) | +2 Dex  +2 Cha  –2 Int | Sorcerer | • Small Size  • 30’ Movement  • Casts [fire] spells at +1 level | • Humanoid (extraplanar)  • Breath Weapon – 1d8 Fire damage in a 15’ Cone (Ref½, DC is Constitution-based). Usable 1/day at 1st level, +1 time per day per 4 levels (but must wait 1d4 rounds between uses).  • **Level Adjustment +1** |
| Mephling, Water  (Planar p10) | +2 Con  +2 Cha  –2 Int | Monk | • Small Size  • 30’ Movement  • Swim 30’  • Casts [water] spells at +1 level | • Humanoid (extraplanar)  • Breath Weapon – 1d8 Acid damage in a 15’ Cone (Ref½, DC is Constitution-based). Usable 1/day at 1st level, +1 time per day per 4 levels (but must wait 1d4 rounds between uses).  • **Level Adjustment +1** |

## Cyclops Races

| Humanoid (cyclops) | Ability Mods | Favored Class | Common Features | Subrace-Specific Features |
| --- | --- | --- | --- | --- |
| Cyclops, Menta  (DR323 p92) | +2 Con  –2 Dex | Wizard | • Medium Size  • 30’ Movement  • Darkvision 60’  • Single Eye – receives a –2 penalty on ranged attacks, Search checks & Spot checks. | • Future Sight – *Augury* as a Supernatural ability, 3/day. Must touch the target & spend a Full Round Action. Cannot use the ability on himself/herself. |
| Cyclops, Feral-Kind  (DR323 p92) | +2 Con  +2 Str  –2 Dex  –2 Int | Barbarian | • Medium Size  • 30’ Movement  • Darkvision 60’  • Single Eye – receives a –2 penalty on ranged attacks, Search checks & Spot checks. | • Glimpse the Future – +1 Insight bonus on Initiative checks & Reflex saves. |

## Other Humanoid Races

| Other Humanoids | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Asherati (dessert-adapted humanoids) (Sand p37) | — | Rogue | • Medium Size  • 30’ Movement  • Gain Feat: Heat Endurance.  • +1 Natural Armor bonus to AC.  • +2 Racial bonus on Hide and Move Silently checks. In sandy areas, +4 Racial bonus on Hide checks.  • Weapon Familiarity – Eagle’s Claw is considered Martial Weapon for Asherati.  • Natural Dryness – only needs ¼th the water of a typical Humanoid.  • Water Vulnerability – if completely wet, takes a –1 penalty on all attacks, ability checks, & skill checks. If immersed, an Asherti cannot hold his/her breath and being making Constitution checks to avoid drowning immediately. | • Humanoid (asherati)  • Sandswim – an Asherati has the Supernatural ability to “swim” at his/her land speed through sand, ash, dust, etc. (but not rock, packed dirt, or slipsand) while carrying up to a Light load and wearing no more than Light armor. The Asherati breaths normally while doing this.  • Body Lamp – an Asherati may make his/her body glow at will, providing a 60’ radius of Bright Illumination & Shadowy Illumination out to 120’. This allows the Asherati to see solid objects within 60’ while Sandswimming. Other creatures can see the sand glow.  Once per day, an Ashaerati can bring his/her skin to full brightness as a Free Action, causing all creatures within 30’ to be Dazzled for 1 minute (FortNeg, DC is Charisma-based). |
| Catfolk (cat-like humanoids) (RotW p92) | +4 Dex  +2 Cha | Ranger | • Medium Size  • 40’ Movement  • **Level Adjustment +1** | • Humanoid (catfolk)  • Low-Light Vision  • +2 Racial bonus on Listen and Move Silently checks.  • +1 Natural Armor bonus to AC. |
| Crucian (turtle-like humanoids) (Sand p144) | +4 Str  +6 Con  –2 Dex  –2 Cha | Druid | • Medium Size  • 30’ Movement  • **Level Adjustment +2** | • Humanoid (crucian)  • Low-Light Vision  • +8 Natural Armor bonus to AC. |
| Darfellan  (orca-like humanoids) (Storm p37) | +2 Str  –2 Dex | Barbarian | • Medium Size  • 20’ Movement  • 40’ Swim speed  • Echolocation – while underwater, a Darfellan has Blindsense 20’ | • Humanoid (darfellan)  • Hold Breath – able to hold breath for 8 x Constitution score (96 rounds for a typical Darfellan)  • Natural Attack – 1d6 Bite  • Racial Hatred – +2 Racal bonus on attack & damage vs. Sahuagin |
| Golmoid  (golem-like humanoids) (DR317 p26) | +2 Str  +2 Con  –4 Dex  –2 Int | Fighter | • Medium Size  • 30’ Movement (not slowed by Armor or Encumbrance)  • Gain Feat: Endurance.  • **Level Adjustment +1** | • Humanoid (golmoid)  • +2 Natural Armor bonus to AC.  • +2 Racial bonus on Craft checks.  • +4 Racial bonus on saves vs. Enchantments. |
| Grippli  (frog-like humanoids) (DR324 p87) | +2 Dex  –2 Str | Ranger | • Small Size  • 20’ Movement  • 20’ Climb Speed  • Low-Light Vision  • Weapon Familiarity – Bolas & Nets are considered Martial Weapons.  • +2 Racial bonus on saves vs. Poison. | • Humanoid (grippli)  • +1 Racial bonus on attacks vs. Vermin.  • +4 Dodge bonus to AC vs. Animals and Vermin.  • +4 Racial bonus on Climb & Jump checks. All Jumps are treated as having a ‘running start’.  • +2 Racial bonus on Move Silently checks.  • Illiterate – all classes must spend 1 skill point to read/write one of their languages. |
| Hadozee  (chimp-like humanoids) (Storm p41) | +2 Dex  –2 Cha | Rogue | • Medium Size  • 30’ Movement  • +4 Racial bonus on Balance & Climb checks. Doe not loose Dex bonus to AC while Climbing & only needs 1 hand free | • Humanoid (hadozee)  • Gliding – negates falling damage & allows 20’ horizontal movement for each 5’ of descent. Treated as having Fly 40’ with Average maneuverability |
| Kenku  (raven-like humanoids) (MM3 p86) | +2 Dex  –2 Str | Rogue | • Small Size  • 30’ Movement  • Low-light Vision  • +4 Racial bonus on Hide and Move Silently checks  • Natural Weapons – 2 claws (1d3) | • Humanoid (kenku)  • Great Ally – When on the giving or receiving side of an Aid Other check, the Kenku receives +3 (vs. +2) & when attacking a foe that is Flanked by an ally, the Kenku receives +4 (vs. +2).  • Mimicry – Able to Mimic sounds, voices, & accents. Bluff vs. Sense Motive check to trick someone. |
| Phanaton  (flying squirrel-like humanoids) (DR339 p62) (DR351 p71) | +2 Dex  –2 Str  –2 Con | Rogue | • Small Size  • 20’ Movement  • Low-light Vision  • +4 Racial bonus on Move Silently checks (+8 in forest areas).  • +2 Racial bonus on Climb, Jump, Listen, & Spot checks.  • Natural Weapons – 1 bite (1d4) | • Humanoid (phanaton)  • Gliding – able to glide with speed 20’ & Average maneuverability as long as he/she descends 5’ for each 20’ of forward movement. Can never hover, even if maneuverability improves. Cannot glide while carrying a Medium or heavier load. Never takes falling damage.  • Forest Awareness – +1 Racial bonus on all Saving Throws while in forest areas. |
| Raptoran (bird-like humanoids) (RotW p68) | — | Cleric | • Medium Size  • 30’ Movement  • Gliding – may move forward 20’ for each 5’ he/she descends. Affective “flying” speed is 40 with Average maneuverability. Also, falling damage is negated by gliding. May not be carrying more than a Light load.  • Flight – at 5th level, the Raptoran can Fly 40’ with Average maneuverability for (Constitution modifier) consecutive rounds without becoming Fatigued. Most combine flying and gliding to stay airborne without becoming Fatigued (though this still occurs after 10 minutes per day of Flight).  At 10th level, the Raptoran does not become Fatigued.  May make a Dive attack (i.e., a Charge) and “run” when flying. | • Humanoid (raptoran)  • Low-Light Vision  • Wing-Aided Movement – +10 Racial bonus on Jump checks.  • Pact with Wind Lords – cast [air] spells at +1 Caster level.  • +1 Racial bonus on Climb and Spot checks.  • Unerring Direction – always know which way is North.  • Weapon Familiarity – treat the Footbow as a Martial weapon, instead of an Exotic Weapon |
| Tortle  (turtle-like humanoids) (DR315 p72) | +2 Con  +2 Wis  –2 Dex  –2 Cha | Cleric | • Medium Size  • 20’ Movement  • Swim 10’  • +8 Racial bonus on Swim checks | • Humanoid (tortle)  • Low-Light Vision  • +3 Natural Armor bonus to AC |
| Xvart  (DR339 p64) | +2 Dex  –2 Str  –2 Con | Fighter | • Small Size  • 30’ Movement  • Darkvision 60’  • +2 Racial bonus on Move Silently checks. | • Humanoid (xvart)  • *Speak with Animals* (rates & bats only), 1/day. Works with the Dire version of the indicated creatures.  • **Level Adjustment –2** |

# Construct Races

## Living Construct Races

| Living Construct Races | Ability Mods | Favored Class | Common Features | Subrace Specific Features |
| --- | --- | --- | --- | --- |
| Warforged Charger  (MM3 p190) | +10 Str  +10 Con  –6 Int  –4 Wis  –8 Cha | Fighter | • Living Construct  • Immune to Poison, Sleep, Paralysis, Disease, Nausea, Fatigue, Exhaustion, Sickening, and Energy Drain.  • Does not Eat, Sleep, or Breath.  • Does not naturally heal.  • At 0 hp, is Disabled (as usual). From –1 to  –9 hp, is Inert (i.e., Unconscious, but stable)  • Conj(healing) spells only heal ½ hp.  • Can be ‘healed’ by a Craft check that takes 8 hours. The Warforged is repaired the check – 15 hp. It is possible to ‘Take 10’, but not ‘Take 20’. The following Craft skills can be used: armorsmithing, blacksmithing, gemcutting, & sculpting. A Warforged may repair itself.  This check cannot be done untrained(EbErrata) | • Large size[[3]](#footnote-3)  • 30’ movement  • 4HD Construct, which grants hit-points, skill points, Feats, BAB, & Base Save Bonuses.  • +8 Armor bonus to AC, & DR 2 / adamantine,  but 35% Arcane failure chance, –5 Armor check penalty, max +1 Dexterity bonus to AC, and are treated as being in Heavy Armor  • Moderate Fortification – 75% chance of Critical Hit or Sneak Attack bonus damage being negated.  • Natural weapons grant two 1d8 Slam attack that are treated as adamantine.  • Gains Feat: Powerful Charge as a Racial feat.  • **Level Adjustment +4** |
| Warforged  (Eb p20)  (RoE p7)  (MM3 p190) (wWarforged)+ | +2 Con  –2 Wis  –2 Cha | Fighter | <same> | • Medium size  • 30’ movement  • +2 Armor bonus to AC, but 5% Arcane failure chance  • Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated.  • Natural weapons provide a 1d4 Slam attack. |
| Warforged Scout  (MM3 p193) | +2 Dex  –2 Str  –2 Wis  –2 Cha | Rogue | <same> | • Small size  • 20’ movement  • +2 Armor bonus to AC, but 5% Arcane failure chance  • Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated.  • Natural weapons provide a 1d3 Slam attack. |

Note: Underline indicates a Warforged-specific Feat. Calculations are based on ‘Warforged’ and ‘Warforged Scout’.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Plating Type | Counts as | Armor Bonus  to AC | Max Dex bonus to AC | Armor Check Penalty | Arcane Spell Failure | Fortification | Damage Reduction |
| Unarmored | — | +0 | — | — | — | — | — |
| Composite (i.e., default plating type) | — | +2 | — | — | 5% | Light | — |
| Ironwood | Light Armor | +3 | +4 | –3 | 20% | Light | 2 / slashing |
| Ironwood + Improved Damage Reduction | Light Armor | +3 | +4 | –3 | 20% | Light | 4 / slashing |
| Mithral | Light Armor | +5 | +5 | –2 | 15% | Light | — |
| Mithral + Mithral Fluidity | Light Armor | +5 | +6 | –1 | 15% | Light | — |
| Mithral + Mithral Fluidity  + Mithral Fluidity | Light Armor | +5 | +7 | — | 15% | Light | — |
| Adamantine | Heavy Armor | +8 | +1 | –5 | 35% | Light | 2 / adamantine |
| Adamantine + Improved Damage Reduction | Heavy Armor | +8 | +1 | –5 | 35% | Light | 3 / adamantine |
| Adamantine + Improved Damage Reduction + Improved Damage Reduction | Heavy Armor | +8 | +1 | –5 | 35% | Light | 4 / adamantine |

| Living Construct Races | Ability Mods | Favored Class | Common Features | Subrace Specific Features |
| --- | --- | --- | --- | --- |
| Exiled Modron  (DR354 p43) | +2 Con  +2 Int  –2 Dex  –2 Cha | <1st class> | • Living Construct  • Immune to Poison, Sleep, Paralysis, Disease, Nausea, Fatigue, Exhaustion, Sickening, and Energy Drain.  • Does not Eat, Sleep, or Breath.  • Does not naturally heal.  • At 0 hp, is Disabled (as usual). From –1 to  –9 hp, is Inert (i.e., Unconscious, but stable)  • Conj(healing) spells only heal ½ hp. | • Medium size  • 30’ movement  • +2 Natural Armor bonus to AC  • Acid, Cold, & Fire Resistance 2.  • +2 on saves vs. Illusions & Mind-affecting Effects  • –2 penalty on Charisma-based skill checks vs. Chaotic creatures.  • +2 Racial bonus on Listen & Spot checks.  • Armor & clothing must be custom made  • Vulnerability to Surprise – treated as Flat-footed on the 2nd round of combat that you did not initiate, though you may still act on the 1st round normally. |

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# Non-Humanoid Races

## Monstrous Humanoid Races

| Monstrous Humanoids Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Armand  (MM3 p10)  (MM3Errata)+ | +6 Dex  +6 Con | Monk | • Small Size  • 20’ Movement, Burrow 10’  • Darkvision 60’  • Natural Weapon – one Claw (1d4)  • Stability – +4 bonus to resist being Bull Rushed or Tripped.  • **Level Adjustment +2** | • 5HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Natural Armor bonus to AC  • Defensive Stance – Activated as a Move Action. Gains a +2 bonus on Attack rolls, +2 Resistance bonus on all saves, & a +4 Dodge bonus to AC. Stance ends when the Armand moves. |
| Centaur  (MM p32) (RotW p95) | +8 Str  +4 Dex  +4 Con  –2 Int  +2 Wis | Ranger | • Large Size  • 50’ Movement  • Darkvision 60’  • **Level Adjustment +2** | • 4HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +3 Natural Armor bonus to AC |
| Chitine  (Und p7) | +2 Dex  +2 Con  +2 Int  –4 Cha | Rogue | • Small Size  • 30’ Land Movement  • 20’ Climbing Movement  • Darkvision 60’  • +4 bonus on Grapple checks.  • +4 bonus to avoid being Disarmed.  • **Level Adjustment +2** | • 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Sensitive to Sunlight – Dazzled when in sunlight or *Daylight*.  • Weapon Familiarity – Shortswords are considered Simple Weapons.  • Gain Feat: Multiweapon Fighting. |
| Doppelganger  (MM p68) | +2 Str  +2 Dex  +2 Con  +2 Int  +4 Wis  +2 Cha | Rogue | • Medium Size  • 30’ Movement  • Darkvision 60’  • +4 Natural Armor bonus to AC  • +4 Racial bonus on Bluff & Disguise checks.  • **Level Adjustment +4** | • 4HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +10 bonus to Disguise checks if using its shapechanging ability.  • +4 Circumstance bonus on Bluff & Disguise checks if it is reading its opponent’s mind.  • Special Attacks – Detect Thoughts  • Special Quality – Change Shape, Immunity to *Sleep* & Charm effects |
| Dragonkin  (Dcn p151) | +8 Str  +2 Dex  +2 Con  +4 Wis  +2 Cha | Barbarian | • Large Size  • 20’ Movement  • Fly 40’ with Good maneuverability  • Darkvision 60’  • +7 Natural Armor bonus to AC  • **Level Adjustment +2** | • 7HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Natural Weapons – 2 Claws (1d6). If making a Full Round Attack from the air, the Dragonkin can also make two Rear Claw attack with a –5 penalty.  • *Detect Magic*, at will. Cast as a Sorcerer of (HD) lvl. |
| Feral Gargun  (RoS p91) | +4 Str  +2 Dex  +4 Con  –2 Int  –2 Cha | Barbarian | • Medium Size  • 30’ Movement  • Darkvision 60’  • Resist Cold 5.  • +2 Natural Armor bonus to AC.  • Acclimated – do not take penalties due to high altitude  • **Level Adjustment +1** | • 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Powerful Build – treated as one-size larger with regards to Bull Rush, Trip, Grapple, etc., and may use weapons designed for creatures on size larger.  • Mountain Movement – treat standing long jumps and high jumps as if there was a running start –and– may make an accelerated climb without penalty. |
| Frost Folk  (Frost p130) | +4 Str  +2 Dex  +2 Con  –2 Cha | Barbarian | • Medium Size  • 30’ Movement  • Darkvision 60’  • +2 Natural Armor bonus to AC.  • +4 Racial bonus on Hide checks in snow/ice  • **Level Adjustment +1** | • 4HD Monstrous Humanoid (cold), which grants skill points, Feats, BAB, & Base Save Bonuses.  • Snowsight – vision never obscured by snow.  • Ice Blast – able to produce a 20’ Cone from his/her left eye that does 2d6 Cold damage (Ref½, DC is Constitution-based). Useable every 1d4 rounds. |
| Gargoyle  (MM p113) | +4 Str  +4 Dex  +8 Con  –4 Int  –4 Cha | Fighter | • Medium Size  • 40’ Movement, Fly 60’ (average)  • Darkvision 60’  • Damage Reduction 10/magic  • **Level Adjustment +5** | • 4HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Natural Armor bonus to AC  • Freeze (Spot check vs. DC 20 to realize a non-moving gargoyle is not a statue) |
| Goatfolk  (MM3 p63) | +4 Str  +2 Con  –2 Int  –2 Wis | Barbarian | • Medium Size  • 30’ Movement  • Darkvision 60’  • Natural Weapon – Head Butt (1d6)  • **Level Adjustment +1** | • 3HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Pack Fervor – when fighting within 30’ of another Goatfolk, gain a +2 Morale bonus on attack rolls and +4 Morale bonus on saves vs. Fear.  • Proficient with Greataxe & Simple weapons |
| Goliath  (RoS p56) | +4 Str  –2 Dex  +2 Con | Barbarian | • Medium Size  • 30’ Movement  • +2 Racial bonus on Sense Motives checks.  • Acclimated – do not take penalties due to high altitude  • **Level Adjustment +1** | • Powerful Build – treated as one-size larger with regards to Bull Rush, Trip, Grapple, etc., and may use weapons designed for creatures one size larger.  • Mountain Movement – treat standing long jumps and high jumps as if there was a running start –and– may make an accelerated climb without penalty. |
| Grimlock  (MM p140) (Und p13) | +4 Str  +2 Dex  +2 Con  –2 Wis  –4 Cha | Barbarian | • Medium Size  • 30’ Movement  • Blindsight 40’  • +4 Natural Armor bonus to AC  • Automatic proficiency with Battle Axe  • **Level Adjustment +2** | • 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +10 Racial bonus on Hide checks when underground or in the Mountains.  • Special Quality – Scent, Immune to any attacks based on sight |
| Harssaf  (MM3 p63)  (MM3Errata)+ | +4 Str  +6 Dex  +6 Con  +2 Cha | Monk | • Medium Size  • 30’ Movement, 10’ Burrow  • Blindsense 30’  • Gains Feat: Lightning Reflexes &  Feat: Alertness.  • +3 Natural Armor bonus to AC  • Damage Reduction 5 / bludgeoning  • Fast Healing 3  • Immunity to Blindness and Fire  • Vulnerability to Cold  • Damage Reduction 5 / bludgeoning  • Spell Resistance of 17 + Class level  • **Level Adjustment +4** | • 6HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Sand Form – As a Standard Action, can transform his/her body to sand (equivalent to *Gaseous Form* except cannot fly, but can slither along the ground).  • Flaming Aura – As a Free Action, the Harssaf can be surrounded by heat. Anyone within 5’ takes 1d6 Fire damage per round & any metal weapons wielded by the Harssaf do +1d6 Fire damage.  • Sand Pulse – Once per day as a Standard Action, all creatures in a 30’ radius around the Harssaf take 3d6 damage (Ref½) and are Blinded for 5 rounds (RefNeg). DC is Constitution-based. Harssafs are immune to other Harssaf’s Sand Pulse. |
| Kuo-Toa  (Und p16) | +2 Str  +2 Con  +2 Int  +4 Wis  –2 Ca | Rogue | • Medium Size  • 20’ Movement, 50’ Swim  • Amphibious.  • Darkvision 30’  • Keen Sight – no penalty to see a moving Invisible or Ethereal creatures / objects  • +6 Natural Armor bonus to AC.  • Electricity Resistance 10.  • Immune to Poison and Paralysis.  • Slippery – do not stick to normal or magical webs.  • Weapon Familiarity – treat Pincer Staff as a Martial weapon.  • **Level Adjustment +3** | • 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Light Blindness – daylight blinds the Gloaming for 1 round; then is Dazzled.  • Lightning Bolt – by working together, two or more Kuo-Toa Clerics may cast *Lightning Bolt* every 1d4 rounds that does 1d6 per Cleric (Ref½,  DC = 10 + #Clerics + highest Wisdom modifier). They must be within 30’ for the 1d4 rounds and join hands when activating the effect.  • Adhesive – Kuo-Toa shields usually have an adhesive applied to them. A failed melee attack causes the weapon to stick to the shield (RefNeg, DC = 11 + Con modifier). An Unarmed Attack that sticks results in an automatic Grapple. Pulling a weapon off the shield takes a Strength check vs. DC 20. |
| Lupin  (DR325 p85) | — | Ranger | • Medium Size  • 30’ Movement  • Darkvision 60’  • +2 Racial bonus on Listen & Ride checks  • +1 Racial bonus on attack & damage rolls against Werewolves | • Acute Sense of Smell  - +2 bonus on Survival checks to follow tracks.  - +5 Racial bonus on Spot checks that oppose Disguise checks of a ‘known individual’ within 5’.  - Can pinpoint an Invisible or Hidden creature within 5’ with a Wisdom check vs. DC 20.  - Detects a Lycanthrope within 30’ on a Wisdom check vs. DC 10. (60’ downwind, 15’ upwind).  - –2 penalty on saves vs. odor-based attacks (such as *Stinking Cloud* or the stench of a Ghast). |
| Minotaur  (MM p189) | +8 Str  +4 Con  –4 Int  –2 Cha | Barbarian | • Large Size  • 30’ Movement  • Darkvision 60’  • +5 Natural Armor bonus to AC  • Natural Weapons – gore (1d8).  • **Level Adjustment +2** | • 6HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Racial bonus on Search, Spot, & Listen checks.  • Automatic proficiency with all Simple Weapons & Greataxe  • Special Attacks – Powerful Charge  • Special Quality – Natural Cunning, Scent |
| Nycter  (MM3 p112)  (MM3Errata)+ | +4 Dex  +2 Wis  –2 Str  –2 Cha | Druid | • Small Size  • 20’ Movement, Fly 40’ (Good maneuv.)  • Darkvision 60’  • Blindsense 60’  • +4 Racial bonus on Spot and Listen check (lost if Blindsense is negated).  • **Level Adjustment +2** | • 3HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +3 Natural Armor bonus to AC  • Hunting Cry – All in a 30’ Cone take 2d4 Sonic damage (Fort½) and are Paralyzed for 1d4+1 rnds (FortNeg). DC is Constitution-based. Usable once every 2d4 rounds. A successful save make a creature immune to that Nycter’s cry for 24 hours. |
| T’kel  (DR317 p29) | +2 Dex  –2 Int | Monk | • Medium Size  • 30’ Movement.  • 20’ Swim speed. | • Monstrous Humanoid.  • Darkvision 60’.  • Natural Weapons – 2 claws (1d4). |
| Troglodyte  (MM p246) | –2 Dex  +4 Con  –2 Int | Cleric | • Medium Size  • 30’ Movement  • Darkvision 90’  • +4 Natural Armor bonus to AC  • Gains Feat: Multiattack.  • **Level Adjustment +2** | • 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Racial bonus on Hide checks  • +8 Racial bonus on Hide checks in underground or rocky surroundings.  • Natural Weapons – 2 claws (1d4) & 1 bite (1d4).  • Special Attacks – Stench |
| Wingwyrd  (gargoyles converted to the worship of the Silver Flame in Eberron) (5Nat p157) | +4 Str  +4 Dex  +6 Con  +6 Wis | Fighter | • Medium Size  • 40’ Movement, Fly 60’ (average)  • Darkvision 60’  • Damage Reduction 5/magic  • +2 Racial bonus on Hide, Listen, & Spot;  +8 Racial bonus on Hide checks in a city with Flamic architecture  • Spell Resistance of (11 + HD)  • **Level Adjustment +5** | • 3HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Natural Armor bonus to AC  • Freeze (Spot check vs. DC 20 to realize a non-moving wingwyrd is not a statue)  • Fiend Strike – natural weapons do +1d6 to Evil Outsiders  • Death Burst – when brought to –10 hp (or less), the wingwyrd’s body explodes, doing (1d6 per HD) Fire damage to all Evil Creatures adjacent to it  (Ref ½, DC 14). This destroys the body. |
| Witchknife  (MM3 p112)  (MM3Errata)+ | +6 Dex  +2 Int  +4 Wis  +4 Cha  –2 Con | Rogue | • Medium Size  • 30’ Movement  • Low-Light vision  • +1 Natural Armor bonus to AC  • Fire Resistance 5  • Vulnerability to Sonics (+50% damage).  • **Level Adjustment +3** | • 9HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Automatically proficient in Simple Weapons & Shields  • +2d6 Sneak Attack damage  • Psionics – DC is Charisma-based. At Will: *Command, Message, Silence* (self only). 1/day: *Greater Command.* |
| Yuan-Ti Pureblood  (MM p262) | +2 Dex  +2 Int  +2 Cha | Ranger | • Medium Size  • 30’ Movement  • Darkvision 60’  • Gains Feat: Alertness & Feat: Blind-Fight.  • **Level Adjustment +2** | • 4HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +1 Natural Armor bonus to AC  • Special Attacks – Spell-like Abilities  • Special Qualities – *Alternate Form, Detect Poison,* Spell Resistance of 14 + Class level |

## Aberration Races

| Aberration Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Mind Flayer  (MM p188) | +2 Str  +4 Dex  +2 Con  +8 Int  +6 Wis  +6 Cha | Wizard | • Medium Size  • 30’ Movement  • Darkvision 60’  • +3 Natural Armor bonus to AC  • **Level Adjustment +7** | • 8HD Aberration, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Natural Weapons – 2 tentacles (1d4).  • Special Attacks – Mind Blast*, Psionics,* Improved Grab, Extract.  • Special Quality – Spell Resistance of (25 + Class level), Telepathy 100’ |
| Quaraphon  (MM3 p128)  (MM3Errata)+ | +10 Str  +12 Con  +4 Wis  –4 Int | Barbarian | • Large Size  • 40’ Movement  • Darkvision 60’  • +7 Natural Armor bonus to AC  • Natural Weapons – Bite (1d6) & 2 Hooves (1d6)  • **Level Adjustment +5** | • 9HD Aberration, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Deafening Bellow – All creatures within 60’ take 2d6 Sonic damage (no save) and are Deafened for 1d6 rounds (FortNeg). DC is Constitution-based. Usable once per day. |

## Giant Races

| Giant Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Giant, Hill  (MM p124) | +14 Str  +8 Con  –2 Dex  –4 Int  –4 Cha | Barbarian | • Large Size  • 40’ Movement  • Low-light Vision  • +9 Natural Armor bonus to AC  • **Level Adjustment +4** | • 12HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Rock Throwing – range increment is 120’, base damage is 2d6.  • Rock Catching – Ref save to catch thrown rock. |
| Giant, Jungle  (SoX p78) | +10 Str  +18 Dex  +3 Con  +2 Wis  –4 Cha | Ranger | • Large Size  • 40’ Movement  • Low-light Vision  • +5 Natural Armor bonus to AC  • **Level Adjustment +5** | • 11HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Woodland Stride, at will  • *Entangle* & Snare at 11th lvl, 1/day.  • *Pass without Trace* & *Wood Shape* at 11th lvl, 3/day. |
| Giant, Sand  (MM3 p58) | +16 Str  +10 Dex  +10 Con  +6 Wis  +2 Cha | Fighter | • Large Size  • 40’ Movement, 10’ Burrow  • Low-light Vision  • +11 Natural Armor bonus to AC  • Weapon Familiarity – Sand Blaster is a Martial Weapon (instead of an Exotic Weapon)  • **Level Adjustment +4** | • 15HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Fire subtype, so immune to Fire and Vulnerable to Cold.  • *Meld into Stone* at 15th level, 1/day.  • *Statue* at 15th level, 1/day.  • Heat Shimmer – *Blur* at 15th level, at will as a Free Action |
| Giant, Stone  (MM p125) | +16 Str  +4 Dex  +8 Con  +2 Wis | Barbarian | • Large Size  • 40’ Movement  • Low-light Vision  • +11 Natural Armor bonus to AC  • **Level Adjustment +4** | • 14HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Rock Throwing – range increment is 120’, base damage is 2d8.  • Rock Catching – Ref save to catch thrown rock. |
| Half-Ogre  (RoD p97) | +6 Str  –2 Dex  +2 Con  –2 Int  –2 Cha | Barbarian | • Large Size  • 30’ Movement  • Darkvision 60’  • **Level Adjustment +2** | • +4 Natural Armor bonus to AC |
| Ogre  (MM p198) | +10 Str  –2 Dex  +4 Con  –4 Int  –4 Cha | Barbarian | • Large Size  • 30’ Movement  • Darkvision 60’  • **Level Adjustment +2** | • 4HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +5 Natural Armor bonus to AC  • Automatic proficiency with Simple & Martial Weapons, Light & Medium Armors, and Shields. |
| Ogre Mage  (MM p200) | +10 Str  +6 Con  +4 Int  +4 Wis  +6 Cha | Sorcerer | • Large Size  • 40’ Movement, Fly 40’ (good)  • Darkvision 60’  • **Level Adjustment +7** | • 5HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +5 Natural Armor bonus to AC  • Special Attacks – Spell-like Abilities  • Special Quality – Regeneration 5, Spell Resistance 19 |
| Ogre, Skullcrusher  (MM p116) | +14 Str  +6 Con  –2 Cha | Fighter | • Large Size  • 40’ Movement  • Low-Light vision  • Darkvision 60’  • Gain Feat: Improved Grapple and  Feat: Two-Weapon Fighting  • +2 Natural Armor bonus to AC  • **Level Adjustment +3** | • 8HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Automatic proficiency with Simple & Martial Weapons, All Armors, and Shields.  • Rock Throwing – Receives a +1 Racial bonus on attack rolls when throwing rocks. Typically throw Small-sized rocks (50 pounds), which do 2d6 damage, have a range increment of 100’ and a maximum distance of 5 range increments. |
| Troll  (MM p248) | +12 Str  +4 Dex  +12 Con  –4 Int  –2 Wis  –4 Cha | Fighter | • Large Size  • 30’ Movement  • Low-light Vision  • Darkvision 60’  • +5 Natural Armor bonus to AC  • **Level Adjustment +5** | • 6HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Natural Weapons – 2 claws (1d6) & 1 bite (1d6).  • Special Attacks – Rend  • Special Qualities – Regeneration 5, Scent |
| Troll, Crystalline  (MM3 p178) | +12 Str  +4 Dex  +12 Con  –4 Int  –2 Wis  –2 Cha | Fighter | • Large Size  • 30’ Movement  • Low-light Vision  • Darkvision 60’  • +7 Natural Armor bonus to AC  • Immune to Acid damage  • **Level Adjustment +5** | • 10HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Natural Weapons – 2 Claws (1d6) & 1 Bite (1d6).  • Rend – If both claws hit the same foe, the Crystalline Troll does extra damage: 2d6 + 1½ Strength mod.  • Regeneration 5 (Sonics do normal damage).  • Vulnerability to Sonics (+50% damage).  • Scent special ability |

## Planetouched Races

| Planetouched Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Aasimar  (descended from a Good Outsider)  (MM p209) (RoD p92) | +2 Wis  +2 Cha | Paladin | • Medium Size  • 30’ Movement  • Darkvision 60’  • **Level Adjustment +1** | • Outsider (native)  • Acid, Cold, & Electricity Resistance 5  • *Daylight* (1/day) at Character level.  • +2 Racial bonus on Listen & Spot checks |
| Azerblood  (descended from an Azer and a Dwarf)  (DR350 p50) | +2 Str  +2 Con  –2 Char | Fighter | • Medium size  • 30’ Movement  • Darkvision 60’  • Fire Resistance 10  • *Heat Metal* (1/day) at Character level. DC is Charisma-based.  • Forged – +(1 + 1 per 5 levels) bonus on saves vs. Heat & Fire spells.  • Stability – +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground.  • **Level Adjustment +1** | • Outsider (native, dwarf)  • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  • +1 Racial bonus on attack rolls vs. Salamanders and Mephits (Fire, Magma, & Steam only)  • +4 Dodge bonus to AC vs. Giants  • +2 Racial bonus on Appraise checks for fire, metal, & stone  • +2 Racial bonus on Craft checks for fire, metal, & stone  • +2 Racial bonus on saves vs. Poison  • +2 Racial bonus on saves vs. Spells & Spell-like Effects |
| Celadrin  (descended from a Firre Eladrin & an Elf)  (DR350 p52) | +2 Dex  +2 Cha  –2 Con | Bard | • Medium Size  • 30’ movement  • Darkvision 60’  • Fire Resistance 10  • Immunity to magic sleep  • +4 Racial bonus on Perform (sing) checks.  • +2 Racial bonus on Listen, Search, & Spot checks.  • **Level Adjustment +1** | • Outsider (native, elf)  • Automatic proficiency with all straight Bows  • Automatic proficiency with Longsword and Rapier  • Fiery Gaze – *Scorching Ray*, 1/day at Character level  • Melodious Voice – +(1 + 1 per 5 levels) Racial bonus Diplomacy checks to improve a creature’s attitude and on Wild Empathy checks.  • Automatic Search check if a Celadrin passes within 5’ of a secret or concealed door |
| Chaond  (descended from a Chaotic Outsider) (MM2 p170)  (3.5up p36)+ | — | First class counts as their favored class | • Medium Size  • 30’ Movement  • Darkvision 60’  • **Level Adjustment +1** | • Outsider (native)  • Acid & Cold Resistance 5  • *Shatter* (1/day) at Character level.  • +2 Racial bonus on Escape Artist & Tumble checks |
| D’hin’ni  (descended from a Djinn and a Lightfoot Halfing)  (DR351 p54) | +2 Dex  +2 Cha  –2 Wis | Sorcerer | • Small size  • 20’ movement  • Darkvision 60’  • +2 Racial bonus on attacks with thrown weapons & slings  • +1 Racial bonus on all saves  • **Level Adjustment +1** | • Outsider (native, hafling)  • +2 Racial bonus on Climb, Jump, Listen, & Move Silently checks  • Air Mastery – airborne creatures receive a –1 penalty on attack & damage rolls against a D’hin’ni  • *Prestidigitation*, at will.  • *Gust of Wind* –or– *Whispering Wind* –or– *Wind Wall*, 1/day at Character level. DC is Charisma-based. |
| Glimmerfolk  (descended from an Outsider from the Plane of Radiance) (DR321 p71) | +2 Dex  –2 Str | Ranger | • Medium Size  • 30’ Movement  • Outsider (native)  • Low-light Vision  • +2 Racial bonus on Perform checks  • +4 Racial bonus on saves vs. spells of the (shadow) subschool or with the [darkness] descriptor.  • Immune to Pattern effects, such as *Color Spray* and *Hypnotic Pattern*. | • Has 3 Nimlis, which are 2” diameter floating globes of light that stay within 1’ of the Glimmerfolk. Each gives off light as bright as a Candle. The Glimmerfolk receives a –2 penalty per Nimli on Hide checks. As a Standard Action, a Glimmerfolk may discharge one or more Nimlis to activate a Spell-like Ability:  1 Nimli – *Dancing Lights*, *Daze*, or *Flare*  2 Nimlis – *Color Spray* or *Magic Missile*  3 Nimlis – *Mirror Image*  Discharged Nimlis reappear after 8 hours of rest. |
| Tiefling  (descended from an Evil Outsider)  (MM p209) (RoD p107) | +2 Dex  +2 Int  –2 Cha | Rogue | • Medium Size  • 30’ Movement  • Outsider (native)  • Darkvision 60’  • **Level Adjustment +1** | • Fire, Cold, & Electricity Resistance 5  • *Darkness* (1/day) at Character level.  • +2 Racial bonus on Bluff & Hide checks |
| Worghest  (descended from a Barghest and a Goblin)  (DR350 p56) | +2 Str  +2 Dex  –2 Cha | Ranger | • Medium size  • 30’ Movement  • Darkvision 60’  • Low-light Vision  • +4 Racial bonus on Move Silently checks.  • Scent ability  • Feat: Track.  • **Level Adjustment +2** | • Outsider (native, goblinoid, shapechanger)  • Shape Change – able to change to / from the form of a Wolf as a Standard Action. When in Wolf form, the Worghest gains a Bite attack and Improved Trip on a successful Bite attack.  • Feed – if the Worghest spends a Full Round Action to consume a corpse, the following occur:  - the Worghest gains the benefit of *Death Knell*, caster level equals corps’ HD  - any spell that brings a creature back to life that requires a body does not work & spells that do not need a body (e.g., *Resurrection*) have only a 50% chance of working (roll once per corpse). |
| Zenythr  (descended from a Lawful Outsider) (MM2 p171)  (3.5up p36)+ | — | Monk | • Medium Size  • 30’ Movement  • Outsider (native)  • Darkvision 60’  • **Level Adjustment +1** | • Electrical, Fire, & Sonic Resistance 5  • *True Strike* (1/day) at character level.  • +2 Racial bonus on Balance & Survival checks |

## Outsider Races

| Outsider Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Azer  (MM p22) | +2 Str  +2 Dex  +2 Con  +2 Wis  –2 Cha | Fighter | • Medium Size  • 30’ Movement  • Darkvision 60’  • Low-light Vision  • **Level Adjustment +5** | • 2HD Outsider, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +6 Natural Armor bonus to AC  • Special Attacks – Heat  • Special Quality – Immunity to Fire, Spell Resistance of 13 + Class level, Vulnerability to Cold. |
| Diabolus  (DR327 p62) | — | Sorcerer | • Medium Size  • 30’ Movement  • Darkvision 60’  • +2 Racial bonus on saves vs. spells & spell-like abilities  • Weapon Familiarity – Trident is a Martial weapon  • **Level Adjustment +5** | • Outsider (native, chaotic).  • Tail Slash – 1d4 + poison (Sickened for 2d4 rnd / — / DC is Constitution-based)  • +2 Racial bonus on Intimidate checks vs. Animals & Humanoids.  • –2 penalty on Diplomacy, Handle Animal, Perform & Sense Motive checks. |
| Gloaming  (Und p12) | +2 Dex  +2 Cha  –2 Str  –2 Wis | Sorcerer | • Small Size  • 20’ Movement  • 40’ Fly (Average maneuverability)  • Darkvision 60’  • Low-Light Vision  • Light Blindness – daylight blinds the Gloaming for 1 round; then is Dazzled. Eligible for Feat: Daylight Adaptation.  • **Level Adjustment +2** | • Outsider (native).  • Cast Illusion(shadow) spells & effects at +1 Caster lvl  • Luminescence – may adjust the glow generated by its body anywhere from being equivalent to a torch down to nothing as a Standard Action. If killed, any glowing fades within 10 minutes.  • Gain Feat: Portal Sensitive.  • +2 Racial bonus on saves vs. Illusion(shadow).  • +4 Racial bonus on saves vs. Psionic abilities.  • +4 Racial bonus on Move Silently checks. |
| Hound Archon  (MM p18) | +4 Str  +2 Con  +2 Wis  +2 Cha | Ranger | • Medium Size  • 40’ Movement  • Darkvision 60’  • Low-light Vision  • +9 Natural Armor bonus to AC  • **Level Adjustment +5** | • 6HD Outsider, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Special Attacks – Spell-like Abilities  • Special Quality – Change Shape, Damage Reduction 10/evil, Scent, Spell Resistance of 16 + Class level Aura of Menace, Immunity to Electricity & Petrification, +4 Racial bonus on save vs. Poison, *Magic Circle against Evil*, Teleport, Tongues. |
| Janni  (MM p116) | +6 Str  +4 Dex  +2 Con  +4 Int  +4 Wis  +2 Cha | Rogue | • Medium Size  • 30’ Movement, Fly 20’ (perfect)  • Darkvision 60’  • +1 Natural Armor bonus to AC  • Gains Feat: Improved Initiative.  • **Level Adjustment +5** | • 6HD Outsider (native), which grants skill points, Feats, BAB, & Base Save Bonuses.  • Special Attacks – *Change Size*, spell-like abilities  • Special Quality – Elemental Endurance, *Plane Shift*, Resistance to Fire 10, Telepathy 100’ |
| Lumi  (MM3 p98)  (MM3Errata)+ | +2 Str  +4 Con  +4 Wis  –2 Dex | Cleric | • Medium Size  • 30’ Movement  • Darkvision 60’  • Gains Feat: Improved Initiative.  • +2 Racial bonus to Search, Sense Motive, & Spot checks.  • Spell-Like Abilities –  At Will: *Disrupt Undead*, *Light.* 3/day: *Cure Light Wounds, Glitterdust*.  • **Level Adjustment +2** | • 2HD Outsider, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Body of Light – Gives off 5’ radius of light at all times, which cannot be voluntarily suppressed. Immune to death spells & effects, energy drain, and negative energy effects (i.e., *Inflict Wounds*).  • Clear Vision – Cannot be Blinded or Dazzled. Immune to *Color Spray, Rainbow Patter, Searing Light, Sunbeam, Sunburst*, etc.  • Floating Head – Head floats a few inches above its shoulders & it can rotate all the way around. Cannot be strangled, suffocated, decapitated, and attackers flanking the Lumi do not receive +2 to hit |
| Rakshasa  (MM p212) | +2 Str  +4 Dex  +6 Con  +2 Int  +2 Wis  +6 Cha | Sorcerer | • Medium Size  • 40’ Movement  • Darkvision 60’  • +7 Natural Armor bonus to AC  • +4 Racial bonus on Bluff & Disguise checks.  • +10 bonus to Disguise checks if using its shapechanging ability.  • **Level Adjustment +7** | • 7HD Outsider(native), which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Circumstance bonus on Bluff & Disguise checks if it is reading its opponent’s mind.  • Natural Weapons – two Claws (1d4) & a Bite (1d6).  • Special Attacks – Spells  • Special Quality – Change Shape, Damage Reduction 15/good and piercing, SR 27+Class lvl |
| Rakshasa, Naztharune  (MM3 p136)  (MM3Errata)+ | +4 Str  +10 Dex  +8 Con  +4 Int  +4 Cha | Rogue | • Medium Size  • 40’ Movement  • Darkvision 60’  • +5 Natural Armor bonus to AC  • +4 Racial bonus on Bluff & Disguise checks.  • Natural Weapons – two Claws (1d4).  • Damage Reduction 15 / good and piercing  • Spell Resistance 21 + Class levels  • Improved Evasion – On a successful Reflex save, take no damage, otherwise take ½ damage.  • Hide in Plain Sight – Can make a Hide check while being observed if there are shadows within 10’.  • **Level Adjustment +5** | • 11HD Outsider(native), which grants skill points, Feats, BAB, & Base Save Bonuses.  • *Detect Thoughts,* as a Free Action. DC is Charisma-based.  • +4 Circumstance bonus on Bluff & Disguise checks if it is reading its opponent’s mind.  • Uncanny Dodge – Does not loose Dex bonus to AC when Flat-Footed.  • Improved Uncanny Dodge – Cannot be Flanked except by a Rogue of at least 15th level.  • Shadow Jump – *Dimension Door* from one region of shadow to another. Either one 20’ jump or two 10’ jumps per day.  • Change Shape – Change into any Humanoid as a Standard Action.  • +10 bonus to Disguise checks if using its change self ability. |
| Stonechild  (RoS p92) | +8 Str  +8 Con  +2 Int  –2 Cha | Fighter | • Medium Size  • 30’ Movement  • Darkvision 60’  • +4 Natural Armor bonus to AC  • **Level Adjustment +4** | • 2HD Outsider, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Immunity to Acid and Poison.  • *Magic Stone*, 3/day as a 3rd level caster. |
| Windrazor  (MM4 p179) | +2 Str  +4 Dex  +2 Wis  –2 Int  –4 Cha | Ranger | • Small Size  • 10’ Movement, Climb 10’, Fly 40 / good  • Darkvision 60’  • Improved Low-light Vision (4x)  • Gain Feat: Improved Critical (claw) and Feat: Improved Critical (bite)  • **Level Adjustment +2** | • 2HD Outsider, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Natural Weapons – two Claws (1d4) & a Bite (1d6).  • Rend – if both claws hit, the Windrazor does an extra 2d4+2 damage.  • Fearsome Critical – when a Windrazor confirms a critical hit, all creatures within 10’ become Shaken (WillNeg, DC is Charisma based). This is a Mind Affecting, Fear Effect. |
| Windscythe  (MM4 p179) | +10 Str  +2 Dex  +4 Dex  –2 Int  –2 Cha | Fighter | • Large Size  • 10’ Movement, Climb 10’, Fly 60 / ave.  • Darkvision 60’  • Improved Low-light Vision (4x)  • Augmented Critical (claws) – a Windscythe’s claws threaten a critical on 18–20.  • **Level Adjustment +5** | • 8HD Outsider, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Natural Weapons – two Claws (1d6) & a Bite (1d8).  • Rend – if both claws hit, the Windscythe does an extra 2d6+7 damage.  • Fearsome Critical – when a Windscythe confirms a critical hit, all creatures within 10’ become Shaken (WillNeg, DC is Charisma based). This is a Mind Affecting, Fear Effect. |

## Fey Races

| Fey Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Domovoi  (Frost p122) | +4 Dex  +2 Con  +4 Int  +6 Wis  +6 Cha  –2 Str | Rogue | • Small Size  • 20’ Movement  • Low-light Vision  • +2 Natural Armor bonus to AC  • **Level Adjustment +2** | • 2HD Fey (fire), which grants skill points, Feats, BAB, & Base Save Bonuses.  • Slippery – +2 Racial bonus to Escape Artist & Grapple checks  • Spell-Like Abilities. Cast at 3rd level.  at will: *Produce Flame, Pyrotechnics* (smoke only)  3/day: *Flaming Sphere* |
| Gruwaar  (DR317 p25) | +2 Dex  +2 Cha  –2 Str  –2 Wis | Rogue | • Small Size  • 20’ Movement (30’ if can run on all fours with no more than Light Armor and/or Light Encumbrance)  • Darkvision 60’ | • Fey.  • +2 Racial bonus on Hide, Move Silently, & Sleight of Hand checks.  • Two 1d3 Claw attacks.  • *Disguise Self*, 1/day at caster level 1. |
| Killoren (RotW p102) | — | Druid | • Medium Size  • 30’ Movement  • Low-light Vision  • Immunity to Magic Sleep spells & effects  • +2 Racial bonus on saves vs. Enchantments  • +2 Racial bonus on Handle Animal & Survival checks  • Cold Iron Anathema – attempts to wield a weapon containing Cold Iron have a –2 attack penalty | • Fey.  • Manifest Nature’s Might – by meditation for 10 min. in the morning, the Killoren may choose of the following Aspects for the remainder of the day:  Aspect of the Ancient:  +4 Racial bonus on saves vs. Enchantments Racial bonus on Know(nature) equal to HD  Aspect of the Destroyer: Smite, 1/hour, up to Charisma modifier timers per day. +(Charisma mod) to attack, +HD to damage. Only works on Aberrations, Construct, Humanoids, Oozes, Outsiders, & Undead.  Aspect of the Hunter: +2 Racial bonus on Hide & Move Silently checks.  +2 Racial bonus on Listen & Spot checks.  +2 Racial bonus on Initiative checks. |
| Pixie  (MM p236) | –4 Str  +8 Dex  +6 Int  +4 Wis  +6 Cha | Sorcerer | • Small Size  • 20’ Movement, Fly 60’ (good)  • Low-light Vision  • Gains Feat: Dodge.  • **Level Adjustment +4** (or **+6** if the Pixie can cast *Otto’s Irresistible Dance)* | • Fey.  • +1 Natural Armor bonus to AC  • +2 Racial bonus on Listen, Search, & Spot checks  • Special Quality – Damage Reduction 10/cold iron, Greater Invisibility, Spell Resistance of 15 + Class level. |
| Satyr  (MM p219) | +2 Dex  +2 Con  +2 Int  +2 Wis  +2 Cha | Bard | • Medium Size  • 40’ Movement  • Low-light Vision  • +4 Natural Armor bonus to AC  • Gains Feat: Alertness.  • **Level Adjustment +2** | • 5HD Fey, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +4 Racial bonus on Hide, Listen, Move Silently, Perform, & Spot checks  • Natural Weapons – head butt (1d6).  • Special Attacks – Pipes  • Special Quality –Damage Reduction 5/cold iron |
| Uldra  (Frost p38) | +2 Con  +2 Wis  –2 Str | Druid | • Small Size  • 20’ Movement  • Low-light Vision  • Darkvision  • Cold Resistance 5  • +2 Racial bonus on Knowledge (nature) checks  • **Level Adjustment +1** | • Fey.  • Knowledge (nature) and Speak Language are always in-class skills.  • Frosty Touch – as a Free Action, the Uldra can cause his/her hands or any weapon held to become so cold that its does +1 point of Cold damage  • Spell-Like Abilities  3/day: *Ray of Frost*  1/day: *Speak with Animals, Touch of Fatigue* |

## Dragon Races

| Dragon Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Bozak  (DR315 p42) | +2 Str  +2 Int  +2 Cha | Sorcerer | • Medium Size  • 30’ Movement  • Low-light Vision  • Darkvision 60’  • Natural Weapon – 1d6 Bite & two 1d4 Claws  • Gain Feat: Run.  • Spell Resistance 14 + Class level.  • +8 Natural Armor bonus to AC  • Immunity to magical Sleep effects, Paralysis, & Disease.  • Has the spell casting ability of a 4th level Sorcerer. Any Sorcerer levels gain stack with these.  • **Level Adjustment +3** | • 4HD Dragon, which grants skill points, Feats, BAB, & Base Save Bonuses.  • Death Throws – on the round a Bozak dies, its body explodes in a cloud of dust & bone. Everyone in a 10’ radius Burst takes 1d6 damage (Ref½, DC is Constitution based).  • Glide – able to negate falling damage & can move horizontally 4x the distance it moves vertically. Has Clumsy maneuverability.  • Inspired by Dragons –gains a +1 Morale bonus on attacks & saves when under a Dragon’s command.  • Low Metabolism – only requires 1/10th the amount of food & water a Human would require.  • Automatic proficiency in Natural Weapons, Simple Weapons, Longsword, Short Sword, Longbow, Light Armor, & Shields. |
| Dracotaur  (MM3 p42)  (MM3Errata)+ | +8 Str  +2 Dex  +6 Con  +2 Int  +2 Cha | Sorcerer | • Large Size  • 50’ Movement  • Low-light Vision  • Darkvision 60’  • Automatic proficiency in Natural Weapons, Simple Weapons, & Light Armor.  • Natural Weapon – 1d8 Bite & 1d8 Tail Slap  • **Level Adjustment +5** | • 3HD Dragon, which grants skill points, Feats, BAB, & Base Save Bonuses.  • +5 Natural Armor bonus to AC  • Immunity to magical Sleep effects & Paralysis  • Spit Fire – on a ranged touch attack, does 2d6 Fire damage on a direct hit & 1d4 to all in a 5’ radius splash, then immediately goes out. Range increment of 20’ and usable once per minute. |

## Plant Races

| Plant Races | Ability Mods | Favored Class | Racial Features |  |
| --- | --- | --- | --- | --- |
| Adu’ja  (DR317 p22) | +2 Wis  +2 Cha  –2 Str | Druid | • Medium Size  • 30’ Movement  • Low-light vision.  • Woodland Stride, as the Druid class ability.  • +4 Racial bonus on Diplomacy, Perform, & Survival checks.  • –4 penalty on Bluff & Sense Motive checks.  • Survival is always an in-class skill.  • **Level Adjustment +2** | • Plant creature.  • Photosynthesis – only consume ¼th as much as a Human as long as it has 4 hours of direct sunlight each day. Without sunlight, must consume as much as a Human.  • Photoregeneration – if allowed to rest in the sunlight with 1 gallon of water for a day, heals 2x Character level. Otherwise heals normally. Able to regrow severed limbs in one month (2 weeks with bed rest)  • Vulnerability to Fire – +50% damage from fire.  • *Speak with Plants*, 1/day at caster level 1. |

# Skipped Races

## Psionic Races

The following Psionic Races are included for completeness, but are not detailed.

Empty Vessels   
(Eb p290)

Githyanki   
(MM p127)

Githzerai   
(MM p129)

Half-Giant   
(SoX p016)

Kalashtar   
(Eb p16)

Synad   
(DR314 p64)

## Dark Sun Races

The following races are included for completeness, but are not detailed.

Note: Most have Psionic abilities.

Aarakocra, Dark Sun   
(DR319 p19)

Dwarf, Dark Sun   
(DR319 p20)

Elan, Dark Sun   
(DR319 p21)

Elf, Dark Sun   
(DR319 p22)

Half-Elf, Dark Sun   
(DR319 p23)

Half-Giant, Dark Sun   
(DR319 p24)

Halfling, Dark Sun   
(DR319 p25)

Human, Dark Sun   
(DR319 p26)

Maenad, Dark Sun   
(DR319 p26)

Mul, Dark Sun   
(DR319 p26)

Pterran, Dark Sun   
(DR319 p28)

Thri-Keen, Dark Sun   
(DR319 p29)

## Spelljammer Races

The following races are included for completeness, but are not detailed.

Giff   
(DR339 p26)

Insectare   
(DR339 p28)

Scro   
(DR339 p30)

## Warcraft III Races

The following races are included for completeness, but are not detailed.

Dwarf, Exiled   
(DR320 p85)

Elf, Declining   
(DR320 p86)

Gnome, Techno   
(DR320 p86)

Halfling, Unsheltered   
(DR320 p86)

Human, Complacent   
(DR320 p88)

## Bas-Lag Races

The following races are included for completeness, but are not detailed.

Cactacae   
(DR352 p42)

Garuda   
(DR352 p52)

Khepri   
(DR352 p44)

Remade   
(DR352 p45)

Vodyanoi   
(DR352 p48)

# Racial Tables

## Racial Aging Table

|  | | Aging Effects | | | | | Random Starting Ages – add to Adulthood | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Race | Reference | Adulthood | Middle Age[[4]](#footnote-4) | Old[[5]](#footnote-5) | Venerable[[6]](#footnote-6) | Maximum Age | Barbarian  Rogue  Sorcerer | Bard  Fighter  Paladin  Ranger | Cleric  Druid  Monk  Wizard |
| Aasimar | (RoD p110) | 15 | 45 | 68 | 90 | +3d20 | +1d6 | +1d8 | +2d8 |
| Adu’ja | (DR317 p27) | 150 | 300 | 450 | 600 | +6d% | +3d10 | +5d10 | +7d10 |
| Asherati | (Sand p43) | 20 | 45 | 62 | 89 | +3d10 | +1d4 | +1d6 | +2d6 |
| Aventi | (Storm p46) | 15 | 35 | 53 | 70 | +2d20 | +1d4 | +1d6 | +2d6 |
| Bhuka | (Sand p43) | 14 | 25 | 37 | 49 | +2d10 | +1d4 | +2d4 | +3d6 |
| Catfolk | (RotW p106) | 14 | 35 | 53 | 70 | +2d10 | +1d4 | +1d6 | +2d6 |
| Centaur | (RotW p106) | 30 | 75 | 112 | 150 | +3d% | +2d6 | +4d6 | +6d6 |
| Changeling | (Eb p27) | 15 | 35 | 50 | 70 | +2d20 | +1d4 | +1d6 | +2d6 |
| Chitine | (Und p21) | 15 | 40 | 60 | 80 | +2d20 | +1d4 | +1d6 | +2d6 |
| Cyclops | (DR323 p92) | 20 | 50 | 75 | 100 | +5d20 | +2d4 | +3d6 | +4d6 |
| Deep Imaskari | (Und p21) | 20 | 44 | 110 | 150 | +4d% | +4d6 | +6d6 | +3d6 |
| Darfellan | (Storm p46) | 14 | 35 | 53 | 65 | +2d10 | +1d4 | +1d6 | +2d6 |
| Doppelganger | (RoD p110) | 15 | 35 | 53 | 70 | +2d20 | +1d4 | +1d6 | +2d6 |
| Drow | (Und p21) | 110 | 175 | 263 | 350 | +4d% | +4d6 | +6d6 | +10d6 |
| Duergar | (Und p21) | 40 | 125 | 188 | 250 | +2d% | +3d6 | +5d6 | +7d6 |
| Dwarf | (PH p109) | 40 | 125 | 188 | 250 | +2d% | +3d6 | +5d6 | +7d6 |
| Elf | (PH p109) | 110 | 175 | 263 | 350 | +4d% | +4d6 | +6d6 | +10d6 |
| Gloaming | (Und p21) | 13 | 100 | 200 | 300 | +2d% | +1d4 | +1d4 | +2d4 |
| Gnoll | (RotW p106) | 14 | 35 | 53 | 70 | +2d10 | +1d4 | +1d6 | +2d6 |
| Gnome | (PH p109) | 40 | 100 | 150 | 200 | +3d% | +4d6 | +6d6 | +9d6 |
| Golmoid | (DR317 p27) | 18 | 38 | 57 | 76 | +2d12 | +1d6 | +2d6 | +3d6 |
| Grimlock | (Und p21) | 12 | 30 | 45 | 60 | +2d12 | +1d4 | +1d6 | +2d4 |
| Grippli | (DR324 p87) | 30 | 70 | 105 | 140 | +4d20 | +2d6 | +4d6 | +6d6 |
| Gruwaar | (DR317 p27) | 40 | 70 | 105 | 140 | +3d20 | +2d6 | +3d6 | +4d6 |
| Hadozee | (Storm p46) | 13 | 35 | 53 | 70 | +2d20 | +1d3 | +1d4 | +1d6 |
| Half-Elf | (PH p109) | 20 | 62 | 93 | 125 | +3d20 | +1d6 | +2d6 | +3d6 |
| Halfling | (PH p109) | 20 | 50 | 75 | 100 | +5d20 | +2d4 | +3d6 | +4d6 |
| Half-Ogre | (RoD p110) | 14 | 30 | 45 | 60 | +2d12 | +1d4 | +1d6 | +2d6 |
| Half-Orc | (PH p109) | 14 | 30 | 45 | 60 | +2d10 | +1d4 | +1d6 | +2d6 |
| Human | (PH p109) | 15 | 35 | 53 | 70 | +2d20 | +1d4 | +1d6 | +2d6 |
| Illumian | (RoD p55) | 20 | 50 | 75 | 100 | +4d20 | +2d4 | +3d6 | +4d6 |
| Killoren | (RotW p106) | 10 | 30 | 100[[7]](#footnote-7) | n/a | n/a | +1d4 | +1d6 | +2d6 |
| Kobold | (RotD p39) | 6 | 60 | 90 | 120 | +Cha mod | +1d3 | +1d4 | +2d4 |
| Kuo-Toa | (Und p21) | 10 | 30 | 50 | 60 | +2d10 | +2d6 | +1d6 | +3d6 |
| Lupin | (DR325 p87) | 14 | 30 | 45 | 60 | +2d10 | +1d4 | +1d6 | +2d6 |
| Mephling | (Planar p10) | 50 | 100 | 150 | 200 | +2d20 | +4d4 | +4d6 | +6d6 |
| Mongrelfolk | (RoD p110) | 15 | 35 | 53 | 70 | +2d20 | +1d4 | +1d6 | +2d6 |
| Neanderthal | (Frost p40) | 14 | 35 | 50 | 65 | +2d10 | +1d4 | +1d6 | +3d6 |
| Raptoran | (RotW p106) | 20 | 100 | 200 | 250 | +3d10 | +1d6 | +2d6 | +3d6 |
| Sea Kin | (RoD p110) | 17 | 40 | 63 | 85 | +3d20 | +1d4 | +1d6 | +2d6 |
| Sharakim | (RoD p110) | 16 | 30 | 45 | 60 | +2d20 | +1d4 | +1d6 | +2d6 |
| Shifter | (Eb p27) | 20 | 40 | 60 | 80 | +2d20 | +1d6 | +1d8 | +2d8 |
| Shifter, Saurian | (DR328 p62) | 20 | 40 | 60 | 80 | +2d20 | +1d6 | +1d8 | +2d8 |
| Skulk | (RoD p110) | 15 | 35 | 53 | 70 | +2d20 | +1d4 | +1d6 | +2d6 |
| Slyth | (Und p21) | 30 | 60 | 90 | 120 | +2d20 | +3d6 | +2d6 | +4d6 |
| Svirfneblin | (Und p21) | 20 | 80 | 120 | 160 | +2d% | +2d4 | +3d6 | +4d6 |
| T’kel | (DR317 p27) | 12 | 28 | 42 | 56 | +2d10 | +1d4 | +1d6 | +2d6 |
| Tiefling | (RoD p110) | 15 | 45 | 68 | 90 | +3d20 | +1d6 | +1d8 | +2d8 |
| Uldra | (Frost p40) | 100 | 175 | 263 | 350 | +2d% | +3d6 | +5d6 | +8d6 |
| Underfolk | (RoD p110) | 15 | 35 | 53 | 70 | +2d20 | +1d4 | +1d6 | +2d6 |
| Varag | (MM4 p171) | 8 | 16 | 24 | 32 | +2d8 | +1d3 | +1d4 | +2d4 |
| Warforged | (Eb p27) | 0 | 150 | — | — | — | +1d12 | +1d6 | +1d4 |

## Racial Height / Weight Table

|  | | Male | | | | Female | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Race | Reference | Base Height | Height Mod. | Base Weight | Weight Mod. | Base Height | Height Mod. | Base Weight | Weight Mod |
| Aasimar | (RoD p110) | 4’ 10” | +2d10 | 120 lbs. | x (2d4) lb. | 4’ 5” | +2d10 | 85 lbs. | x (2d4) lb. |
| Adu’ja | (DR317 p27) | 4’ 10” | +2d10 | 140 lbs. | x (2d6) lb. | –same– | –same– | –same– | –same– |
| Asherati | (Sand p44) | 5’ 0” | +2d10 | 70 lbs. | x (2d4) lb. | 4’ 9” | +2d10 | 65 lbs. | x (2d4) lb. |
| Aventi | (Storm p46) | 4’ 10” | +2d10 | 120 lbs. | x (2d4) lb. | 4’ 5” | +2d10 | 85 lbs. | x (2d4) lb. |
| Bhuka | (Sand p44) | 4’ 0” | +2d10 | 30 lbs. | x (1d4) lb. | 3’ 9” | +2d10 | 25 lbs. | x (2d4) lb. |
| Catfolk | (RotW p106) | 4’ 10” | +2d10 | 120 lbs. | x (2d4) lb. | 4’ 5” | +2d10 | 85 lbs. | x (2d4) lb. |
| Centaur | (RotW p106) | 6’ 5” | +2d6 | 2,050 lbs. | x (4d6) lb. | 6’ 2” | +2d6 | 1,900 lbs. | x (4d6) lb. |
| Changeling | (Eb p27) | 5’ 1” | +2d4 | 115 lbs. | x (2d4) lb. | –same– | –same– | –same– | –same– |
| Chitine | (Und p21) | 3’ 1” | +2d8 | 67 lbs. | x (1d4) lb. | 2’ 8” | +2d8 | 47 lbs. | x (1d4) lb. |
| Cyclops | (DR323 p92) | 6’ 10” | +2d6 | 210 lbs. | x (2d6) lb. | 6’ 5” | +2d6 | 190 lbs. | x (2d6) lb. |
| Darfellan | (Storm p46) | 4’ 5” | +2d4 | 120 lbs. | x (2d6) lb. | 4’ 5” | +2d4 | 100 lbs. | x (2d6) lb. |
| Deep Imaskari | (Und p21) | 4’ 10” | +2d10 | 126 lbs. | x (1d6) lb. | 4’ 4” | +2d10 | 86 lbs. | x (1d6) lb. |
| Doppelganger | (RoD p110) | 4’ 8” | +2d10 | 100 lbs. | x (2d4) lb. | –same– | –same– | –same– | –same– |
| Drow | (Und p21) | 4’ 4” | +2d6 | 110 lbs. | x (1d6) lb. | 4’ 6” | +2d6 | 90 lbs. | x (1d6) lb. |
| Duergar | (Und p21) | 4’ 1” | +2d4 | 110 lbs. | x (2d4) lb. | 3’ 7” | +2d4 | 80 lbs. | x (2d4) lb. |
| Dwarf | (PH p109) | 3’ 9” | +2d4 | 130 lbs. | x (2d6) lb. | 3’ 7” | +2d4 | 100 lbs. | x (2d6) lb. |
| Elf | (PH p109) | 4’ 5” | +2d6 | 85 lbs. | x (1d6) lb. | 4’ 5” | +2d6 | 80 lbs. | x (1d6) lb. |
| Gloaming | (Und p21) | 2’ 6” | +1d4 | 25 lbs. | x 1 lbs. | 2’ 6” | +1d4 | 25 lbs. | x 1 lbs. |
| Gnoll | (RotW p106) | 5’ 4” | +2d12 | 200 lbs. | x (2d6) lb. | 5’ 2” | +2d12 | 180 lbs. | x (2d6) lb. |
| Gnome | (PH p109) | 3’ 0” | +2d4 | 40 lbs. | x 1 lbs. | 2’ 10” | +2d4 | 35 lbs. | x 1 lbs. |
| Golmoid | (DR317 p27) | 6’ 10” | +2d4 | 260 lbs. | x (2d6) lb. | –same– | –same– | –same– | –same– |
| Grimlock | (Und p21) | 4’ 5” | +2d12 | 140 lbs. | x (1d6) lb. | 3’ 9” | +2d10 | 140 lbs. | x (1d6) lb. |
| Grippli | (DR324 p87) | 1’ 10” | +2d4 | 20 lbs. | x 1 lbs. | 1’ 7” | +2d6 | 15 lbs. | x 1 lbs. |
| Gruwaar | (DR317 p27) | 3’ 0” | +2d6 | 25 lbs. | x 1 lb. | 2’ 8” | +2d6 | 20 lbs. | x 1 lb. |
| Hadozee | (Storm p46) | 5’ 0” | +2d8 | 150 lbs. | x (2d4) lb. | 4’ 10” | +2d4 | 120 lbs. | x (2d4) lb. |
| Half-Elf | (PH p109) | 4’ 7” | +2d8 | 100 lbs. | x (2d4) lb. | 4’ 5” | +2d8 | 80 lbs. | x (2d4) lb. |
| Halfling | (PH p109) | 2’ 8” | +2d4 | 30 lbs. | x 1 lbs. | 2’ 6” | +2d4 | 25 lbs. | x 1 lbs. |
| Half-Ogre | (RoD p110) | 6’ 10” | +2d12 | 250 lbs. | x (3d8) lb. | 6’ 5” | +2d12 | 210 lbs. | x (3d8) lb. |
| Half-Orc | (PH p109) | 4’ 10” | +2d12 | 150 lbs. | x (2d6) lb. | 4’ 5” | +2d12 | 110 lbs. | x (2d6) lb. |
| Human | (PH p109) | 4’ 10” | +2d10 | 120 lbs. | x (2d4) lb. | 4’ 5” | +2d10 | 85 lbs. | x (2d4) lb. |
| Illumian | (RoD p55) | 4’ 11” | +2d10 | 110 lbs. | x (2d4) lb. | 4’ 6” | +2d10 | 80 lbs. | x (2d4) lb. |
| Killoren | (RotW p106) | 5’ 0” | +2d6 | 100 lbs. | x (2d4) lb. | 5’ 0” | +2d6 | 90 lbs. | x (2d4) lb. |
| Kobold | (RotD p39) | 2’ 1” | +2d4 | 40 lbs. | x 1 lbs. | 1’ 10” | +2d4 | 30 lbs. | x 1 lbs. |
| Kuo-Toa | (Und p21) | 4’ 9” | +2d4 | 85 lbs. | x (1d4) lb. | 4’ 11” | +2d6 | 90 lbs. | x (1d4) lb. |
| Lupin | (DR325 p87) | 4’ 10” | +2d8 | 120 lbs. | x (2d4) lb. | 4’ 5” | +2d8 | 85 lbs. | x (2d4) lb. |
| Mephling | (Planar p10) | 2’ 7” | +2d4 | 25 lbs. | x 1 lbs. | 2’ 9” | +2d4 | 30 lbs. | x 1 lbs. |
| Mongrelfolk | (RoD p110) | 4’ 4” | +2d6 | 100 lbs. | x (2d6) lb. | 4’ 3” | +2d6 | 85 lbs. | x (2d4) lb. |
| Neanderthal | (Frost p41) | 6’ 6” | +2d8 | 200 lbs. | x (2d4) lb. | 6’ 0” | +2d8 | 150 lbs. | x (2d4) lb. |
| Raptoran | (RotW p106) | 5’ 2” | +2d10 | 100 lbs. | x (2d4) lb. | 5’ 2” | +2d10 | 100 lbs. | x (2d4) lb. |
| Sea Kin | (RoD p110) | 4’ 10” | +2d10 | 120 lbs. | x (2d4) lb. | 4’ 5” | +2d10 | 110 lbs. | x (2d6) lb. |
| Sharakim | (RoD p110) | 4’ 10” | +2d10 | 150 lbs. | x (2d6) lb. | 4’ 5” | +2d10 | 85 lbs. | x (2d4) lb. |
| Shifter | (Eb p27) | 4’ 7” | +2d8 | 100 lbs. | x (2d4) lb. | 4’ 5” | +2d8 | 85 lbs. | x (2d4) lb. |
| Shifter, Saurian | (DR328 p62) | 5’ 0” | +2d12 | 120 lbs. | x (2d4) lb. | 5’ 0” | +2d12 | 120 lbs. | x (2d4) lb. |
| Skulk | (RoD p110) | 4’ 10” | +2d10 | 105 lbs. | x (2d4) lb. | 4’ 5” | +2d10 | 70 lbs. | x (2d4) lb. |
| Slyth | (Und p21) | 5’ 2” | +2d10 | 135 lbs. | x (2d6) lb. | 4’ 6” | +2d10 | 100 lbs. | x (2d6) lb. |
| Svirfneblin | (Und p21) | 3’ 2” | +1d6 | 37 lbs. | x (1d4) lb. | 2’ 8” | +1d6 | 32 lbs. | x (1d4) lb. |
| T’kel | (DR317 p27) | 4’ 7” | +2d8 | 190 lbs. | x (2d4) lb. | 6’ 3” | +2d10 | 190 lbs. | x (2d4) lb. |
| Tiefling | (RoD p110) | 4’ 10” | +2d10 | 120 lbs. | x (2d4) lb. | 4’ 5” | +2d10 | 85 lbs. | x (2d4) lb. |
| Uldra | (Frost p41) | 2’ 4” | +2d4 | 25 lbs. | x (1d4) lb. | 2’ 2” | +2d4 | 20 lbs. | x (1d4) lb. |
| Underfolk | (RoD p110) | 4’ 5” | +2d6 | 85 lbs. | x (1d6) lb. | 4’ 4” | +2d6 | 80 lbs. | x (1d6) lb. |
| Varag | (MM4 p171) | 5’ 11” | +2d12 | 230 lbs. | x (2d6) lb. | 5’ 7” | +2d12 | 200 lbs. | x (2d6) lb. |
| Warforged, Adamantine | (Eb p27) (wWarforged)+ | 5’ 10” | +2d6 | 320 lbs. | x 6 lb. | –same– | –same– | –same– | –same– |
| Warforged, Composite | (Eb p27) | 5’ 10” | +2d6 | 270 lbs. | x 4 lb. | –same– | –same– | –same– | –same– |
| Warforged, Darkwood or Mithral | (Eb p27) (wWarforged)+ | 5’ 10” | +2d6 | 180 lbs. | x 2 lb. | –same– | –same– | –same– | –same– |
| Warforged, Unarmored | (Eb p27)  (wWarforged)+ | 5’ 10” | +2d6 | 225 lbs. | x 3 lb. | –same– | –same– | –same– | –same– |

## Languages by Race

|  |  |  |  |
| --- | --- | --- | --- |
| Language | Ref | Typical Speakers | Alphabet |
| Abyssal | (PH p82) | Demons, Chaotic Evil Outsiders | Infernal |
| Aquan | (PH p82) | Water-Based Creatures | Elven |
| Auran | (PH p82) | Air-Based Creatures | Draconic |
| Celestial | (PH p82) | Good Outsiders | Celestial |
| Common | (PH p82) | Humans, Halflings, Half-Elves, Half-Orcs | Common |
| Draconic | (PH p82) | Kobolds, Troglodytes, Lizardfolk, Dragons | Draconic |
| Drow Sign | (Und p11) | Drow | — |
| Druidic | (PH p82) | Druids only | Druidic |
| Dwarven | (PH p82) | Dwarves | Dwarven |
| Elven | (PH p82) | Elves | Elven |
| Giant | (PH p82) | Ogres, Giants | Dwarven |
| Gnome | (PH p82) | Gnomes | Dwarven |
| Goblin | (PH p82) | Goblins, Hobgoblins, Bugbears | Dwarven |
| Gnoll | (PH p82) | Gnolls | Common |
| Halfling | (PH p82) | Halflings | Common |
| Ignan | (PH p82) | Fire-Based Creatures | Draconic |
| Infernal | (PH p82) | Devils, Lawful Evil Outsiders | Infernal |
| Orc | (PH p82) | Orcs | Dwarven |
| Sylvan | (PH p82) | Dryads, Brownies, Leprechauns | Elven |
| Terran | (PH p82) | Xorns, Earth-based Creatures | Dwarven |
| Undercommon | (PH p82) | Drow | Elven |

| Race | Abyssal | Aquan | Auran | Celestial | Common | Draconic | Dwarven | Elven | Giant | Gnoll | Gnome | Goblin | Halfling | Ignan | Infernal | Orc | Sylvan | Terran | Undercommon | other |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Adu’ja |  |  |  |  | B | B |  | A |  |  | B |  | B |  |  |  | A |  |  |  |
| Catfolk |  |  |  |  | A | B |  |  |  | B |  |  | B |  |  |  | B |  |  | Feline |
| Centaur |  |  |  |  | B |  |  | A |  |  | B |  | B |  |  |  | A |  |  |  |
| Chitine |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | A | by region |
| Drow | B | B |  |  | A | B |  | A |  |  | B | B |  |  |  |  |  |  | A | Kuo-Toan  Drow Sign |
| Dwarves |  |  |  |  | A |  | A |  | B |  | B | B |  |  |  | B |  | B |  |  |
| Elves |  |  |  |  | A | B |  | A |  | B | B | B |  |  |  | B | B |  |  |  |
| Gnoll |  |  |  |  | B | B |  | B |  | A |  | B |  |  |  | B |  |  |  |  |
| Gnome |  |  |  |  | A | B | B | B | B |  | A | B |  |  |  | B |  |  |  |  |
| Golmoid |  |  |  |  | A |  | B |  |  |  | A |  | B |  |  |  |  | B |  |  |
| Gruwaar | B |  |  |  | A |  | B | B |  |  | B |  |  |  |  | A |  | B | A |  |
| Half-Elves | B | B | B | B | A | B | B | A | B | B | B | B | B | B | B | B | B | B | B |  |
| Halflings |  |  |  |  | A |  | B | B |  |  | B | B | A |  |  | B |  |  |  |  |
| Half-Orcs | B |  |  |  | A | B |  |  | B | B |  | B |  |  |  | A |  |  |  |  |
| Human | B | B | B | B | A | B | B | B | B | B | B | B | B | B | B | B | B | B | B |  |
| Killoren |  | B | B |  | A |  |  | B |  |  | B |  |  | B |  |  | A | B |  |  |
| Mephling, Air |  | B | A |  | A |  |  |  |  |  |  |  |  | B |  |  |  | B |  |  |
| Mephling, Earth |  | B | B |  | A |  |  |  |  |  |  |  |  | B |  |  |  | A |  |  |
| Mephling, Fire |  | B | B |  | A |  |  |  |  |  |  |  |  | A |  |  |  | B |  |  |
| Mephling, Water |  | A | B |  | A |  |  |  |  |  |  |  |  | B |  |  |  | B |  |  |
| Neanderthal |  |  |  |  | A |  | B |  | B |  |  |  |  |  |  | B |  |  |  |  |
| Norker |  |  |  |  | A | B |  |  | B | B |  | A |  |  |  | B |  |  |  |  |
| Phanaton |  |  |  |  |  |  |  | A |  |  |  | B |  |  |  |  | B |  |  | Phanaton |
| Raptoran |  |  |  |  | A | B |  | B |  |  | B | B |  |  |  | B | B |  |  | Tuilvilanuue |
| T’kel |  |  |  |  | B | A |  | B |  |  |  |  |  |  |  |  | B |  |  |  |
| Uldra | B | B | B | B | A | B | B | B | B | B | B | B | B | B | B | B | A | B | B |  |
| Xvart |  |  |  |  | A | B |  | B | B | B |  | A |  |  |  | B |  |  |  |  |

## Favored Class by Race

| Class | Race |
| --- | --- |
| any | Half-Elf (base, Aquatic, Arctic, Desert, Fire, Jungle), Human (base, Aquatic, Aventi), Illumian, Underfolk |
| Barbarian | Cyclops (Feral-Kind), Darfellan, Dragonkin, Feral Gargun, Giant (Hill, Stone), Goatfolk, Goblin (Forestkith), Goblin (Forestkith, Jungle, Vril), Goliath, Grimlock, Halfling (Jungle), Half-Ogre, Half-Orc (base, Aquatic, Arctic, Desert, Jungle, Scab-Lands, Water), Minotaur, Neanderthal, Ogre, Orc (base, Aquatic, Arctic, Desert, Jungle, Water), Quaraphon |
| Bard | Gnome (Rock, Air, Aquatic, Arctic, Desert, Forest, Ice, Jungle), Mephling (Air), Satyr |
| Cleric | Drow (female), Lumi, Raptoran, Tortle, Troglodyte |
| Druid | Adu’ja, Bhuka, Crucian, Dwarf (Dream), Elf (Painted), Killoren, Lizardfolk, Mephling (Earth), Nycter, Sea Kin, Slyth, Uldra |
| Fighter | Azer. Dwarf (Hill, Mountain, Aquatic, Arctic, Badlands, Deep, Desert, Earth, Gold, Gray), Elf (Aquatic), Gargoyle, Giant (Sand), Golmoid, Hobgoblin (base, Fire), Ogre (Skullcrusher), Rakshasa (Naztharune), Stonechild, Troll (base, Crystalline), Warforged, Warforged (base, Charger), Windscythe, Wingsyrd, Xvart |
| Monk | Armand, Harssaf , Mephling (Water), T’kel, Zenythr |
| Paladin | Aasimar |
| Ranger | Catfolk, Centaur, Dwarf (Jungle), Elf (Wood), Flind, Glimmerfolk, Gnoll, Grippli, Halfling (Arctic), Hound Archon, Lizardfolk (Poison Dusk), Lupin, Shifter (base, Saurian), Windrazor, Yuan-Ti Pureblood |
| Rogue | Asherati, Bugbear, Changeling, Chitine, Doppelganger, Gnome (Deep), Goblin (base, Air, Aquatic, Arctic, Desert), Gruwaar, Hadozee, Halfling (Lightfoot, Aquatic, Tallfellow, Deep, Desert, Water), Janni, Kenku, Kobold (Desert), Kuo-Toa, Mongrelfolk, Norker, Phanaton, Skulk, Tiefling, Warforged (Scout), Witchknife |
| Scout | Varag |
| Sorcerer | Bozak, Death-Touched, Diabolus, Dracotaur , Elf (Wild), Gloaming, Gnome (Chaos), Hound Archon, Kobold (base, Aquatic, Arctic, Earth, Jungle), Mephling (Fire), Ogre Mage, Pixie, Rakshasa |
| Warlock | Elf (Umbragen) |
| Wizard | Cyclops (Menta), Deep Imaskari, Drow (male), Elf (High, Arctic, Desert, Fire, Ghost, Gray, Jungle, Snow), Half-Human, Mind Flayer, Sharakim |

## Level Adjustment by Race

| Level Adj | Race |
| --- | --- |
| –2 | Xvart |
| +1 | Aasimar, Bugbear, Catfolk, Chaond, Death-Touched, Dwarf (Gray), Elf (Ghost), Feral Gargun, Frost Folk, Gnoll, Gnome (Chaos), Goatfolk,  Goblin (Forestkith), Goliath, Golmoid, Hobgoblin (base, Fire), Lizardfolk (base, Poison Dusk), Mephling (Air, Earth, Fire, Water), Sharakim, Skulk, Tiefling, Uldra, Zenythr |
| +2 | Adu’ja, Armand, Centaur, Chitine, Crucian, Domovoi, Dragonkin, Drow, Elf (Umbragen), Flind, Gloaming, Grimlock, Half-Ogre, Lumi, Minotaur, Nycter, Ogre, Satyr, Slyth, Troglodyte, Windrazor, Yuan-Ti Pureblood |
| +3 | Bozak, Gnome (Deep), Kuo-Toa, Ogre (Skullcrusher), Witchknife |
| +4 | Doppelganger, Giant (Hill, Sand, Stone), Harssaf, Pixie, Stonechild, Warforged (Charger) |
| +5 | Azer, Diabolus, Dracotaur, Gargoyle, Hound Archon, Janni, Quaraphon, Rakshasa (Naztharune), Troll (base, Crystalline), Windscythe, Wingwyrd |
| +6 | Pixie (with *Otto’s Irresistible Dance*) |
| +7 | Mindflayer, Ogre Mage, Rakshasa |

## Ability Modifier by Race

Humanoids with a Level Adjustment of +0 only

| Strength | Race |
| --- | --- |
| +4 | Orc (base, Aquatic, Arctic, Desert, Jungle, Water) |
| +2 | Cyclops (Feral-Kind), Darfellan, Dwarf (Aquatic, Arctic, Earth), Elf (Wood), Half-Orc (base, Aquatic, Arctic, Jungle, Scab-Lands, Water), Neanderthal |
| –2 | Elf (Aquatic, Desert, Gray), Gnome (Rock, Air, Aquatic, Arctic, Desert, Forest, Ice, Jungle, Wavecrest, Whisper), Goblin (base, Air, Aquatic, Arctic, Bhuka, Desert, Jungle), Grippli, Halfling (Lightfoot, Aquatic, Arctic, Deep, Desert, Jungle, Shoal, Tallfellow, Water), Kenku, Kobold (Arctic, Earth), Phanaton |
| –4 | Kobold (base, Aquatic, Desert, Jungle) |

| Dexterity | Race |
| --- | --- |
| +4 | Goblin (Air) |
| +2 | Elf (High, Aquatic, Arctic, Dark, Desert, Fire, Ghost, Gray, Jungle, Painted, Snow, Umbragen, Wild, Wood), Gnome (Air, Whisper),  Goblin (base, Bhuka, Desert, Jungle), Grippli, Hadozee, Halfling (Lightfoot, Aquatic, Arctic, Deep, Desert, Jungle, Shoal, Tallfellow, Water), Kenku, Kobold (base, Aquatic, Arctic, Desert, Jungle), Norker, Phanaton, Shifter (base, Saurian) |
| –2 | Cyclops (Menta, Feral-Kind), Darfellan, Deep Imaskari, Dwarf (Desert, Dream, Earth, Gold), Neanderthal, Tortle |
| –4 | Dwarf (Aquatic, Arctic) |

| Constitution | Race |
| --- | --- |
| +4 | Mongrelfolk |
| +2 | Cyclops (Menta, Feral-Kind), Dwarf (Hill, Mountain, Aquatic, Arctic, Badlands, Deep, Desert, Dream, Earth, Gold, Gray(lesser), Jungle, Seacliff), Gnome (Rock, Aquatic, Arctic, Desert, Forest, Ice, Jungle, Wavecrest, Whisper), Goblin (Aquatic, Arctic, Vril), Halfling (Water), Half-Orc (Desert), Neanderthal, Norker, Orc (Water), Tortle |
| –2 | Elf (High, Dark, Fire, Gray, Jungle, Umbragen, Wood), Goblin (Air), Kobold (base, Aquatic, Arctic), Phanaton |
| –4 | Elf (Ghost) |

| Intelligence | Race |
| --- | --- |
| +4 | — |
| +2 | Deep Imaskari, Elf (Dark, Fire, Ghost, Gray, Umbragen) |
| –2 | Cyclops (Feral-Kind), Elf (Aquatic, Painted, Wild, Wood), Goblin (Vril), Half-Orc (base, Aquatic, Arctic, Desert, Jungle, Scab-Lands, Water), Kobold (Jungle), Mongrelfolk, Neanderthal, Norker, Orc (base, Aquatic, Arctic, Desert, Jungle, Water), Shifter (base, Saurian) |
| –4 | — |

| Wisdom | Race |
| --- | --- |
| +4 | — |
| +2 | Tortle |
| –2 | Kobold (Arctic, Desert), Norker, Orc (base, Aquatic, Arctic, Desert, Jungle, Water) |
| –4 | — |

| Charisma | Race |
| --- | --- |
| +4 | — |
| +2 | Elf (Dark, Umbragen) |
| –2 | Dwarf (Hill, Mountain, Aquatic, Arctic, Badlands, Deep, Earth, Jungle, Seacliff), Elf (Fire, Snow), Gnome (Whisper), Goblin (base, Aquatic, Arctic, Desert, Jungle, Vril), Hadozee, Half-Orc (base, Aquatic, Arctic, Jungle, Scab-Lands, Water), Norker, Orc (base, Aquatic, Arctic, Desert, Jungle, Water), Shifter (base, Saurian), Tortle |
| –4 | Dwarf (Gray(lesser)), Mongrelfolk |

## Illumian Sigils

N = 1 at 1st level, 2 at all subsequent levels.

Downloadable Sigils are available at <http://www.wizards.com/default.asp?x=dnd/ag/20041217a>.

|  | Aesh  (vigor) | Hoon  (life) | Krau  (magic) | Naen  (mind) | Uur  (grace) | Vaul  (soul) |
| --- | --- | --- | --- | --- | --- | --- |
| base ability | +N on Strength checks & Strength-based skill checks | +N on Wisdom checks, Constitution check, Wisdom-based skill checks, & Constitution-based skill checks | +1 caster level on all spells & spell-like abilities (up to your character level) | +N on Intelligence checks & Intelligence-based skill checks | +N on Dexterity checks & Dexterity-based skill checks | +N on Charisma checks & Charisma-based skill checks |
| Improve Sigil feat | +N Insight bonus on damage roll of melee weapons with which you have Weapon Focus | +N Insight bonus on saves vs. death effects, death by massive damage, and to avoid nonlethal damage from the environment or suffocation | Choose N spells. These spells are cast at +1 spell level (as if effected by Heighten Spell). You may change these spells whenever you gain a new level of spells. | +N Insight bonus on saves vs. Illusions and against Language-dependent effects. | +N Insight bonus on ranged damage rolls when your target is denied his/her Dexterity bonus to AC | +N Insight bonus on saves vs. Mind-Effecting spells and abilities. |
| Aesh  (vigor) |  | Aeshhoon  Consume a Turn or Rebuke Attempt as a Swift Action to gain your Wisdom bonus as a damage bonus with any weapon with which you have Weapon Focus. Lasts for 1 round and is usable 2/day. | Aeshkrua  You can use your Strength score to determine your bonus spells. | Naenaesh  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast from those levels is treated as if it was prepared with Still Spell. Effect remains until the next time you prepare spells. | Aeshuur  If you inflict a Sneak Attack or a Critical hit on an opponent, you gain a +2 Dodge bonus to AC vs. the opponent until your next turn | Vaulaesh  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to the spell’s level on AC and damage rolls with weapons for which you have Weapon Focus. Lasts until the beginning of your next turn. Usable 2/day. |
| Hoon  (life) | Aeshhoon  Consume a Turn or Rebuke Attempt as a Swift Action to gain your Wisdom bonus as a damage bonus with any weapon with which you have Weapon Focus. Lasts for 1 round and is usable 2/day. |  | Hoonkrau  Consume a Turn Attempt to add 1d8 to a *Cure* spell –or– consume a Rebuke Attempt to add 1d8 to an *Inflict* spell. The target spell must be cast by the end of the following turn. This is a Swift Action that is usable 2/day. | Naenhoon  Consume one or more Turn or Rebuke Attempts as a Swift Action to apply a Metamagic you know without changing the spell’s level or casting time. The Metamagic level modifier is the number of attempts that are consumed. Usable 2/day. | Uurhoon  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to your Wisdom bonus on Reflex saves and your Dexterity bonus on Caster level checks to overcome Spell Resistance. Lasts for 1 minute per Spell level. | Hoonvaul  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain a bonus equal to the spell level on the following: Turn Check, Turn Damage Roll, Smite Attack Roll, –and– Smite Damage Roll. Usable 2/day. |
| Krau  (magic) | Aeshkrua  You can use your Strength score to determine your bonus spells. | Hoonkrau  Consume a Turn Attempt to add 1d8 to a *Cure* spell –or– consume a Rebuke Attempt to add 1d8 to an *Inflict* spell. The target spell must be cast by the end of the following turn. This is a Swift Action that is usable 2/day. |  | Naenkrau  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast have from those levels have +1 DC. Effect remains until the next time you prepare spells. | Uurkrau  You can use your Dexterity score to determine your bonus spells. | Vaulkrau  Expend a spell slot (but not one holding a prepared spell) as an Immediate Action to gain an Insight bonus equal to the spell level on your next saving throw. Must be used before the start of your next turn. Usable 2/day. |
| Naen  (mind) | Naenaesh  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast from those levels is treated as if it was prepared with Still Spell. Effect remains until the next time you prepare spells. | Naenhoon  Consume one or more Turn or Rebuke Attempts as a Swift Action to apply a Metamagic you know without changing the spell’s level or casting time. The Metamagic level modifier is the number of attempts that are consumed. Usable 2/day. | Naenkrau  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast have from those levels have +1 DC. Effect remains until the next time you prepare spells. |  | Uurnaen  When preparing spells, you may leave one 1st or 2nd level spell unprepared. Gain an Insight bonus equal to that spell level on attack rolls for Sneak Attacks and Unarmed Strike. Effect remains until the next time you prepare spells. | Vaulneaen  Expend a spell slot (but not one holding a prepared spell) as an Swift Action to cast a spell that you have Prepared with another spellcasting class that is the same level. Usable 2/day. |
| Uur  (grace) | Aeshuur  If you inflict a Sneak Attack or a Critical hit on an opponent, you gain a +2 Dodge bonus to AC vs. the opponent until your next turn | Uurhoon  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to your Wisdom bonus on Reflex saves and your Dexterity bonus on Caster level checks to overcome Spell Resistance. Lasts for 1 minute per Spell level. | Uurkrau  You can use your Dexterity score to determine your bonus spells. | Uurnaen  When preparing spells, you may leave one 1st or 2nd level spell unprepared. Gain an Insight bonus equal to that spell level on attack rolls for Sneak Attacks and Unarmed Strike. Effect remains until the next time you prepare spells. |  | Vauluur  Expend a spell slot (but not one holding a prepared spell) as an Swift Action to gain +1d6 per spell level on Unarmed Strike damage and Sneak Attack damage. Effect lasts until the beginning of your next turn. Usable 2/day. |
| Vaul  (soul) | Vaulaesh  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to the spell’s level on AC and damage rolls with weapons for which you have Weapon Focus. Lasts until the beginning of your next turn. Usable 2/day. | Hoonvaul  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain a bonus equal to the spell level on the following: Turn Check, Turn Damage Roll, Smite Attack Roll, –and– Smite Damage Roll. Usable 2/day. | Vaulkrau  Expend a spell slot (but not one holding a prepared spell) as an Immediate Action to gain an Insight bonus equal to the spell level on your next saving throw. Must be used before the start of your next turn. Usable 2/day. | Vaulneaen  Expend a spell slot (but not one holding a prepared spell) as an Swift Action to cast a spell that you have Prepared with another spellcasting class that is the same level. Usable 2/day. | Vauluur  Expend a spell slot (but not one holding a prepared spell) as an Swift Action to gain +1d6 per spell level on Unarmed Strike damage and Sneak Attack damage. Effect lasts until the beginning of your next turn. Usable 2/day. |  |

# Appendix

## Revision History

August 19, 2003 – Initial D&D 3.5 edition release.

Contains Player’s Handbook v.3.5, Dungeon Master’s Guide v.3.5, & Monster Manual v.3.5.

Also includes Monster Manual II, Manual of the Planes, & Fiend Folio, with relevant parts of the D&D v.3.5 Accessory Update.

Absorbed Races section of the deprecated ‘Basic Index’.

March 19, 2004 – Added Complete Warrior & the Book of Exalted Deeds.

Added Dragon #309 – Dragon #313.

Added Dungeon #107.

November 12, 2004 – Added Dragon #314 & #325.

Added Eberron Campaign Setting.

Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”

April 1, 2004 – Added Dragon #324, #326 – #329.

Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.

Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

September 7, 2005 – Added Races of Eberron & Complete Adventurer.

Added Dragon #330 – #335.

December 9, 2005 – Split off from Creature Index & reformatted.

Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark

Added Dragon #336 – #338.

April 14, 2006 – Added Dragon #339 – #343.

Added Dungeon #104 – #134.

February 28, 2007 – Added Dragon #315 – #323, #344 – #352.

Added Dungeon #135 – #144.

Added Frostburn, Sandstorm, & Stormwrack.

March 23, 2007 – Added Dragon #353 – #354.

## Key to Sourcebooks

|  |  |  |
| --- | --- | --- |
| PH | – | Player’s Handbook v.3.5 |
| DMG | – | Dungeon Master’s Guide v.3.5 |
| MM | – | Monster Manual v.3.5 |
| MM3 | – | Monster Manual |
|  |  |  |
| CWar | – | Complete Warrior |
| CDiv | – | Complete Divine |
| CArc | – | Complete Arcane |
| CAdv | – | Complete Adventurer |
|  |  |  |
| RoS | – | Races of Stone |
| RoD | – | Races of Destiny |
| RotW | – | Races of the Wild |
| RoE | – | Races of Eberron |
|  |  |  |
| BoED | – | Book of Exalted Deeds |
| UA | – | Unearthed Arcana |
|  |  |  |
| FR | – | Forgotten Realms Campaign Setting |
| MoF | – | Magic of Faerûn |
| LoD | – | Lords of Darkness |
| RoF | – | Races of Faerûn |
| SM | – | Silver Marches |
| Und | – | Underdark |
| PGF | – | Player’s Guide to Faerûn |
|  |  |  |
| Eb | – | Eberron Campaign Setting |
|  |  |  |
| DR### | – | Dragon Magazine (with issue number) |
| DU## | – | Dungeon Magazine (with issue number) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 3.5up | – | D&D v.3.5 Accessory Update | – | <http://www.wizards.com/dnd/files/DnD35_update_booklet.zip> |
| PH3.5e | – | Player’s Handbook v.3.5 Errata | – | <http://www.wizards.com/dnd/files/PHB_Errata09242003.zip> |
| PGFe | – | Player’s Guide to Faerûn Errata | – | <http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip> |
| CDivErrata | – | Complete Divine Errata | – | <http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip> |
| CArcErrata | – | Complete Arcane Errata | – | <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip> |
| EbErrata | – | Eberron Errata | – | http://www.wizards.com/dnd/files/Eberron\_Errata10222004.zip |
| MM3Errata | – | Monster Manual III Errata | – | http://www.wizards.com/dnd/files/MM3\_Errata07122006.zip |
| DU100w | – | Dungeon Magazine 100 Web Enhancement | – | <http://www.paizopublishing.com/dungeonissues/100/Dungeon100Enhancement.pdf> |
| wRotD1 | – | Races of the Dragon Web Enhancement #1 | – | <http://www.wizards.com/default.asp?x=dnd/we/20060127a> |
| wRotD2 | – | Races of the Dragon Web Enhancement #2 | – | http://www.wizards.com/default.asp?x=dnd/we/20060420a |
| wWarforged | – | Dragonshards – The Warforged | – | <http://www.wizards.com/default.asp?x=dnd/ebds/20050627a> |
| wVril | – | Drow of the Underdark Errata | – | http://www.wizards.com/default.asp?x=dnd/dnd/20070504a |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.

1. Small: +1 AC, +1 to hit, +4 on Hide checks, Must use smaller weapon, Lower carrying limits. [↑](#footnote-ref-1)
2. Editor’s note: I removed the improved proficiencies with Picks from any Kobold subrace that does not have a Racial bonus in Profession (miner). [↑](#footnote-ref-2)
3. Large: –1 AC, –1 to hit, –4 on Hide checks, May use large weapon, Greater carrying limits. [↑](#footnote-ref-3)
4. Middle Age: –1 Str, –1 Con, –1 Dex, +1 Int, +1 Wis, +1 Cha. [↑](#footnote-ref-4)
5. Old: –2 Str, –2 Con, –2 Dex, +1 Int, +1 Wis, +1 Cha. [↑](#footnote-ref-5)
6. Venerable: –3 Str, –3 Con, –3 Dex, +1 Int, +1 Wis, +1 Cha. [↑](#footnote-ref-6)
7. Killoren stop physically aging when they reach ‘Old’ age and do not die of old age. [↑](#footnote-ref-7)