# 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 1 <sup>st</sup> level  4 extra skill points at 1 <sup>st</sup> level  1 extra skill point at following levels
Aventi (Storm p34)		any	• Medium size • 30' movement	Standard Vision  1 extra feat at 1** level  4 extra skill points at 1** 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	<ul> <li>Darkvision 60°</li> <li>+2 Racial bonus on Intimidate and Move Silently checks.</li> <li>Cold Resistance 5.</li> <li>Electricity Resistance 5.</li> <li>Chill Touch, 1/day at Character level.</li> <li>Level Adjustment +1</li> </ul>
Deep Imaskari (Und p9)	+2 Int -2 Dex	Wizard	Medium size     30' movement	<ul> <li>Low-Light Vision</li> <li>+4 bonus on Hide checks when underground</li> <li>Spell Clutch – may re-prepare one 1<sup>st</sup> level spell that he/she prepared and cast that day.</li> </ul>
Human, Aquatic (UA p8)		any	• Medium size • 30' movement	Standard Vision Low-Light Vision I extra feat at 1st level A extra skill points at 1st level I 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.

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Humanoid (human)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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 49), 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.  H2 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

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<u>Humanoid (human)</u>	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Sea Kin	_	Druid	Medium size	Low-Light Vision
(RoD p100)			• 30' movement	• Swim speed 30'.
				• 4 extra skill points at 1 <sup>st</sup> 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	+2 Str	Wizard	Medium size	Darkvision 30'
(RoD p102)	+2 Int		• 30' movement	• +1 Natural Armor bonus to AC.
	−2 Dex			• Shadow Affinity – in area of darkness or shadowy
	−2 Cha			illumination, +2 Racial bonus on Hide, Move Silently, Search, & Spot checks.
				• Light Sensitivity – receive a –1 penalty when in sunlight or <i>Daylight</i> .
				• +1 Racial bonus on attacks vs. Orcs & Half-Orcs.
				• Level Adjustment +1
Skulk (RoD p105)	+4 Dex -2 Wis	Rogue	Medium size     30' movement	2HD Humanoid (skulk), which grants skill points, Feats, BAB, & Base Save Bonuses.
	–4 Cha			• +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	_	any	Medium size	Darkvision 30'
(RoD p108)			• 30' movement	• 4 extra skill points at 1 <sup>st</sup> 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 – <u>Dazzled</u> when in sunlight or <i>Daylight</i> .

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## 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	<ul> <li>Low-Light Vision</li> <li>Immunity to magic sleep</li> <li>+2 Racial bonus on saves vs. Enchantments</li> <li>+1 Racial bonus on Listen, Search, &amp; Spot checks.</li> <li>Able to use "elf only" items</li> <li>+2 Racial bonus on Diplomacy &amp; Gather Information checks.</li> </ul>
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	<ul> <li>Low-Light Vision</li> <li>Immunity to magic sleep</li> <li>+2 Racial bonus on saves vs. Enchantments</li> <li>+1 Racial bonus on Listen, Search, &amp; Spot checks.</li> <li>Able to use "elf only" items</li> <li>+2 Racial bonus on Diplomacy &amp; Gather Information checks.</li> <li>Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure</li> <li>+2 Racial bonus on Survival checks</li> </ul>
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

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Humanoid (elf & human)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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	<ul> <li>Low-Light Vision</li> <li>Immunity to magic sleep</li> <li>+2 Racial bonus on saves vs. Enchantments</li> <li>+1 Racial bonus on Listen, Search, &amp; Spot checks.</li> <li>Able to use "elf only" items</li> <li>+2 Racial bonus on Diplomacy &amp; Gather Information checks.</li> <li>+2 Racial bonus on Bluff &amp; Sense Motive checks.</li> </ul>
Half-Human (child of an Elf & a Human raised in an Elf community) (DMG p171)	_	Wizard	• Medium size • 30' movement	<ul> <li>Low-Light Vision</li> <li>Immunity to magic sleep</li> <li>+2 Racial bonus on saves vs. Enchantments</li> <li>+1 Racial bonus on Listen, Search, &amp; Spot checks.</li> <li>Able to use "elf only" items</li> <li>Automatic proficiency with all straight Bows</li> <li>Automatic proficiency with Longsword and Rapier.</li> </ul>

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## 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	<ul> <li>Darkvision 60'</li> <li>Able to use "orc only" items</li> <li>+2 Racial bonus on Diplomacy &amp; Gather Information checks</li> <li>Have the (aquatic) subtype.</li> <li>Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins</li> <li>Swim speed of 20' &amp; can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can</li> </ul>
Half-Orc, Arctic (PH p18) (MM p204)	+2 Str -2 Int -2 Char	Barbarian	Medium size     30' movement	always Take 10  Darkvision 60° Low-Light Vision Able to use "orc only" items  Ale a 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 60²     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 <sup>2</sup> 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.

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## 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  1 A Dodge bonus to AC vs. Giants  1 Racial bonus on Appraise checks for metal & stone  1 Racial bonus on Craft checks for metal & stone  1 Racial bonus on saves vs. poison  1 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  1 A Dodge bonus to AC vs. Giants  1 Racial bonus on Appraise checks for metal & stone  1 Racial bonus on Craft checks for metal & stone  1 Racial bonus on Saves vs. poison  1 Racial bonus on saves vs. spells & spell-like effects  1 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.  Hacial bonus on attack rolls vs. Ores & Goblinoids Hacial bonus on attack rolls vs. Kobolds Hacial bonus on AC vs. Giants  Hacial bonus on Appraise checks for metal & stone and ice  Hacial bonus on Craft checks for metal & stone and ice  Hacial bonus on Saves vs. poison  Hacial bonus on saves vs. spells & spell-like effects  Cold Endurance — Hacial 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.

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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.     Stonecumning:     +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 that Dodge bonus to AC vs. Giants  1 Racial bonus on Appraise checks for metal & stone  1 Racial bonus on Craft checks for metal & stone  1 Racial bonus on Craft checks for metal & stone  1 Racial bonus on Saves vs. poison  1 Racial bonus on saves vs. spells & spell-like effects  Light Sensitivity: —I 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.  Hacial bonus on attack rolls vs. Ores & Goblinoids.  Hacial bonus on attack rolls vs. Dragons and Humanoid (reptilian).  Hacial bonus to AC vs. Giants.  Hacial bonus on Appraise checks for metal & stone.  Racial bonus on Appraise checks for metal & stone.  Racial bonus on Knowledge (architecture & engineering), Knowledge (dungeoneering), and Profession (miner).  Racial bonus on saves vs. poison.  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.

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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' 602  1 Racial bonus on attack rolls vs. Ores & Goblinoids  1 Racial bonus on Appraise checks for metal & stone  1 Racial bonus on Craft checks for metal & stone  1 Racial bonus on saves vs. poison  1 Racial bonus on saves vs. spells & spell like effects  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.	<ul> <li>Extraplanar (native to the Abyss)</li> <li>always Chaotic Evil</li> <li>Darkvision 120' 60'</li> <li>Weapon Familiarity – Dwarven Waraxes &amp; Dwarven Urgroshes are considered Martial Weapons.</li> <li>+1 Racial bonus on attack rolls vs. Orcs &amp; Goblinoids</li> <li>+4 Dodge bonus to AC vs. Giants</li> <li>+2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>+2 Racial bonus on Craft checks for metal &amp; stone</li> <li>+2 Racial bonus on saves vs. poison</li> <li>+2 Racial bonus on saves vs. spells &amp; spell-like effects</li> <li>Cold Resistance 10</li> <li>+4 Racial bonus on Move Silently checks</li> <li>Light Sensitivity – Dazzled in bright light &amp; the Daylight spell.</li> <li>Able to cast the following spells 1/day at Character level + 2 (minimum of 3<sup>rd</sup>): Chill Touch Obscuring Mist</li> <li>Level Adjustment +1</li> </ul>
Dwarf, Earth (a dwarf with an ancestor from the Elemental Plane of Earth) (UA p16)	+2 Str +2 Con -2 Dex -2 Char	Fighter	<ul> <li>Medium size</li> <li>20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load.</li> <li>Stonecunning: <ul> <li>+4 +2 Racial bonus to notice unusual stonework</li> <li>Automatic Search check if a Dwarf passes within 10' of unusual stonework</li> <li>Can search for stone-based traps as a Rogue</li> </ul> </li> <li>Stability - +8 +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground.</li> </ul>	<ul> <li>Darkvision 60'</li> <li>Weapon Familiarity – Dwarven Waraxes &amp; Dwarven Urgroshes are considered Martial Weapons.</li> <li>+1 Racial bonus on attack rolls vs. Ores &amp; Goblinoids</li> <li>+4 Dodge bonus to AC vs. Giants</li> <li>+4 +2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>+4 +2 Racial bonus on Craft checks for metal &amp; stone</li> <li>+2 Racial bonus on saves vs. poison</li> <li>+2 Racial bonus on saves vs. spells &amp; spell-like effects</li> <li>+1 Racial bonus on attacks vs. creatures with the (air) subtype.</li> <li>-2 penalty on all saving throws vs. the spell, spell-like abilities, &amp; supernatural abilities that have the (air) subtype or are generated by creatures with the (air) subtype.</li> </ul>

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Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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.     StoneIcecunning:     - +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.  Hacial bonus on attack rolls vs. Orcs & Goblinoids  Hacial bonus on Appraise checks for metal & stone ice, snow, & other frostfell materials  Hacial bonus on Craft checks for metal & stone ice, snow, & other frostfell materials  Hacial bonus on Saves vs. poison  Hacial bonus on saves vs. spells & spell-like effects  Hacial 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
Dwarf, Gold (DMG p171)	+2 Con <del>2 Char</del> -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.	<ul> <li>purposes of a prerequisite for classes &amp; other feats.</li> <li>Darkvision 60'</li> <li>+2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>+2 Racial bonus on Craft checks for metal &amp; stone</li> <li>+2 Racial bonus on saves vs. poison</li> <li>+2 Racial bonus on saves vs. spells &amp; spell-like effects</li> <li>+4 Dodge bonus to AC vs. Giants</li> <li>Weapon Familiarity – Dwarven Waraxes &amp; Dwarven Urgroshes are considered Martial Weapons.</li> <li>+1 Racial bonus on attack rolls vs. Aberrations</li> <li>+1 Racial bonus on attack rolls vs. Ores &amp; Goblinoids</li> </ul>
Dwarf, Gray (Duergar) (MM p91) (Und p11) (DR325 p66)+	+2 Con <del>2 Char</del> -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'  Hacial bonus on attack rolls vs. Orcs & Goblinoids Hacial bonus on Appraise checks for metal & stone Hacial bonus on Craft checks for metal & stone Hacial bonus on Saves vs. poison Hacial bonus on saves vs. poison Hacial bonus on saves vs. spells & spell-like effects Hacial bonus to AC vs. Giants Weapon Familiarity — Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons. Hacial bonus on Move Silently checks Hacial 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 3 <sup>rd</sup> ): Enlarge Person (self only) Invisibility (self only) Level Adjustment +1

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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' H Racial bonus on attack rolls vs. Orcs & Goblinoids Racial bonus on Appraise checks for metal & stone H Racial bonus on Craft checks for metal & stone H Racial bonus on Saves vs. poison R Racial bonus on saves vs. spells & spell-like effects H Dodge bonus to AC vs. Giants Weapon Familiarity Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons. R Racial bonus on Hide & Move Silently checks R Racial bonus on saves vs. Paralysis & Phantasms Light Sensitivity: —I to Attack rolls, Spot checks, & Search checks in bright light Able to cast the following spells 1/day at 2*Character level (minimum of 3 <sup>rd</sup> ): Enlarge Person (self only)
Dwarf, Jungle (UA p13)	+2 Con -2 Char	<del>Fighter</del> 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.     Hacial bonus on attack rolls vs. Ores & Goblinoids     Hacial bonus on Appraise checks for metal & stone     Pacial bonus on Craft checks for metal & stone     Hacial bonus on Saves vs. poison     Hacial 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	<del>Wizard</del> 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	<ul> <li>Low light Vision</li> <li>Improved Low-Light Vision (4x human in dim light)</li> <li>Automatic proficiency with all straight Bows</li> <li>Automatic proficiency with Longsword and Rapier</li> <li>Automatic proficiency with Trident, Longspear, &amp; Net</li> <li>Have the (aquatic) subtype.</li> <li>Gills able to survive out of water for 1 hour per Constitution point before suffocation begins</li> <li>Swim speed of 40' &amp; can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.</li> </ul>
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	<ul> <li>Low-light Vision</li> <li>Automatic proficiency with all straight Bows</li> <li>Automatic proficiency with Longsword and Rapier</li> <li>+2 Racial bonus to saves vs. Enchantments</li> <li>Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure</li> <li>+2 Racial bonus on one Craft skill (chosen at character creation time).</li> <li>+2 Racial bonus on Survival.</li> </ul>
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	<ul> <li>Low light Vision</li> <li>Darkvision 120'</li> <li>Light Blindness – daylight blinds the drow for         <ul> <li>1 round; then a –1 to Attack rolls, Spot checks, &amp; Search checks in bright light</li> <li>+2 Racial bonus to saves vs. Enchantments</li> </ul> </li> <li>Automatic proficiency with all straight Bows</li> <li>Automatic proficiency with Longsword and Rapier</li> <li>Automatic proficiency with Hand-Crossbows, Rapier, &amp; Shortsword.</li> <li>+2 Racial bonus on Will save vs. spells &amp; spell-like abilities</li> <li>Spell Resistance of (11 + Character level)</li> <li>Cast the following spells 1/day at Character level:</li></ul>

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Humanoid (elf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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  Teach of Entires
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	<ul> <li>Low-light Vision</li> <li>Automatic proficiency with all straight Short Bows</li> <li>Automatic proficiency with Longsword Scimitar and Rapier</li> <li>+2 Racial bonus to saves vs. Enchantments</li> <li>+2 Racial bonus on Handle Animal and Ride checks.</li> </ul>
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

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Humanoid (elf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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	<del>Wizard</del> 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	<ul> <li>Low light Vision</li> <li>Darkvision 120'</li> <li>Light Blindness: daylight blinds the drow for 1 round;         <ul> <li>1 to Attack rolls, Spot checks, &amp; Search checks in bright light</li> <li>+2 Racial bonus on Hide and Move Silently checks.</li> </ul> </li> <li>Spell Resistance of (11 + Character level)</li> <li>Cast the following spells 1/day at Character level:         <ul> <li>Dancing Lights</li> <li>Darkness</li> <li>Faerie Fire</li> </ul> </li> <li>Level Adjustment +2</li> </ul>
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	<del>Wizard</del> 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

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## 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  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 1 <sup>st</sup> level:
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	<ul> <li>+2 Racial bonus on save vs. Illusions</li> <li>+1 DC to any Illusion spell cast</li> <li>+1 Racial bonus on attack vs. Kobolds &amp; Goblinoids.</li> <li>Able to cast the following spells 1/day at 1<sup>st</sup> level:  Dancing Lights Ghost Sound Prestidigitation Speak with Animals (burrowing mammals only)</li> <li>+1 Racial bonus on attacks vs. creatures with the (earth) subtype.</li> <li>-2 penalty on all saving throws vs. the spell, spell-like abilities, &amp; supernatural abilities that have the (earth) subtype or are generated by creatures with the (earth) subtype.</li> <li>Breathless – does not need to breath, so is immune to drowning, suffocation, &amp; attacks that require inhalation.</li> <li>+4 Dodge bonus to AC vs. creatures of at least Large size which have the (earth) subtype.</li> </ul>
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	<ul> <li>+2 Racial bonus on save vs. Illusions</li> <li>+1 DC to any Illusion spell cast</li> <li>+1 Racial bonus on attack vs. Kobolds &amp; Goblinoids.</li> <li>+2 Racial bonus on Craft(Alchemy) checks</li> <li>Able to cast the following spells 1/day at 1st level:     Dancing Lights     Ghost Sound     Prestidigitation     Speak with Animals (burrowing mammals only)</li> <li>Well-Traveled – +2 Racial bonus on Sense Motive     and Gather Information checks.</li> <li>Have the (aquatic) subtype.</li> <li>Able to breath water. Able to survive out of water for     2 rounds per Constitution point before suffocation     begins</li> <li>Swim speed of 20' &amp; can "run" when swimming in a     straight line. +8 Racial bonus to Swim checks. Can     always Take 10.</li> </ul>
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.

<sup>&</sup>lt;sup>1</sup> Small: +1 AC, +1 to hit, +4 on Hide checks, Must use smaller weapon, Lower carrying limits.

Humanoid (gnome)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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 east     *+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 11
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.	• Level Adjustment +1  • 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** 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)
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.	Level Adjustment +3     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 1st level     /2 Character level:     Daze     Resistance     Lullaby     Dancing Lights     Ghost Sound     Prestidigitation     Speak with Animals (burrowing mammals only)

Humanoid (gnome)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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     +3 Able to cast the following spells 1/day at 1st level:
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 3 <sup>rd</sup> 1 <sup>rd</sup> 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	<ul> <li>+1 Racial bonus on attack vs. Kobolds &amp; Goblinoids.</li> <li>+1 Racial bonus on attack vs. Orcs &amp; Reptilian humanoids.</li> <li>+4 Racial bonus on Hide checks</li> <li>+8 Racial bonus on Hide checks in wooded areas.</li> <li>Pass without Trace (self only), always on.</li> <li>Able to cast the following spells 1/day at 1st level:  Dancing Lights  Ghost Sound  Prestidigitation  Speak with Animals (burrowing mammals only)</li> </ul>
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 1 <sup>st</sup> level:  Dancing Lights Ghost Sound Prestidigitation Ray of Frost Speak with Animals (arctic burrowing mammals only)

Humanoid (gnome)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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     +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 east • +2 Racial bonus on Craft(Alchemy) checks • +2 Racial bonus on Spot checks • +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)

# 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 size  20' movement  1 Racial bonus on attacks with thrown weapons & slings  1 Racial bonus on all saves  1 Morale bonus on saves vs. fear  1 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	Ranger	Small size 20' movement  1 Racial bonus on attacks with thrown weapons & slings  1 Racial bonus on all saves  1 Racial bonus on saves vs. fear  1 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  1 Morale bonus on saves vs. fear  1 Racial bonus on Listen checks	Darkvision 60'     Standard Vision     +2 Racial bonus on Climb, Jump, & Move Silently cheeks     +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  H Racial bonus on attacks with thrown weapons & slings  H Racial bonus on all saves  H Rorale bonus on saves vs. fear  H 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	<ul> <li>Standard Vision</li> <li>+2 Racial bonus on Climb, Jump, &amp; Move Silently checks</li> <li>+2 Racial bonus on Fortitude saves vs. Poison.</li> <li>Poison Use – a Jungle Halfling never accidentally poisons herself/himself when wielding a poisoned weapon</li> <li>Automatic proficiency with Throwing Axe, Handaxe, and Shortbow.</li> </ul>

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Humanoid (halfling)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
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	<ul> <li>Standard Vision</li> <li>+2 Racial bonus on Climb, Jump, &amp; Move Silently checks</li> <li>Aquatic subtype</li> <li>Amphibious – able to breath air or water at will</li> <li>Swim speed of 20° &amp; can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.</li> </ul>
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 1 Racial bonus on saves vs. fear 1 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	Ranger	Small size 20' movement  Hacial bonus on attacks with thrown weapons & slings  Hacial bonus on all saves  Hacial bonus on saves vs. fear  Hacial 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  1 Morale bonus on saves vs. fear  1 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.	<ul> <li>+2 Racial bonus on Bluff, Intimidate, and Sense Motive checks.</li> <li>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.</li> </ul>
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.	<ul> <li>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: <ul> <li>Beasthide - +2 Constitution &amp; +2 Natural Armor.</li> <li>Broadwing - +2 Dexterity &amp; can reduce falling damage by 40'.</li> <li>Junglerunner - +2 Strength &amp; Land speed +20'.</li> <li>Longtooth - +2 Strength &amp; a Bite attack that does 1d6 + 1 per 4 levels.</li> <li>Raptorleap - +2 Strength &amp; +4 on Jump checks, and always treated as having a 'running start'.</li> <li>Razorclaws - +2 Strength &amp; two Claw attacks that do 1d4 + 1 per 4 levels.</li> <li>Widetail - +2 Constitution &amp; one Tail Slap attack that does 1d6 + 1 per 4 levels.</li> </ul> </li> </ul>
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.

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## Goblinoid Races

Humanoid (goblinoid)	Ability Mods	Favored Class	Racial Features	
Bugbear (MM p29)	+4 Str +2 Dex +2 Con -2 Cha	Rogue	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>+3 Natural Armor bonus to AC</li> </ul>	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'	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>+4 Racial bonus on Ride checks.</li> </ul>
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'	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>+4 Racial bonus on Ride checks.</li> <li>+1 Racial bonus on attacks vs. creatures with the (earth) subtype.</li> <li>-2 penalty on all saving throws vs. the spell, spell-like abilities, &amp; supernatural abilities that have the (earth) subtype or are generated by creatures with</li> </ul>
				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'	<ul> <li>+2 +4 Racial bonus on Move Silently checks.</li> <li>+2 +4 Racial bonus on Ride checks.</li> <li>+2 Racial bonus on Disable Device &amp; Sleight of Hand checks.</li> <li>Have the (aquatic) subtype.</li> <li>Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins</li> <li>Swim speed of 30' &amp; can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can charge Takes 10</li> </ul>
Goblin, Arctic (UAp9)	-2 Str +2 Dex +2 Con -2 Cha	Rogue	• Small Size • 30' Movement • Darkvision 60' • Low-Light Vision	always Take 10.  + 44 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.	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>+4 Racial bonus on Ride checks.</li> <li>+2 Racial bonus Constitution checks &amp; Fortitude saves to resist the harmful effects of heat &amp; dehydration.</li> <li>Sure Feet – able to travel over 'shallow sand' as normal terrain &amp; 'deep sand' as 'shallow sand'.</li> <li>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.</li> </ul>
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.

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<u>Humanoid</u> (goblinoid)	Ability Mods	Favored Class	Racial Features	
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	<ul> <li>+4 Racial bonus on Move Silently checks in forest</li> <li>Weapon Familiarity – treat Nets as Martial weapons</li> <li>Tree Shape – <i>Tree Shape</i> at 12<sup>th</sup>. Usually activated at dawn to avoid sunlight. Cannot be dismissed. Ends when the Forestkith Goblin takes damage or the sun sets.</li> <li>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.</li> <li>Level Adjustment +1</li> </ul>
Goblin, Jungle (UA p14)	-2 Str +2 Dex -2 Cha	Rogue Barbarian	• Small Size • 30' Movement • Darkvision 60' • Low-Light Vision	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>+4 Racial bonus on Ride checks.</li> <li>+4 Racial bonus on Jump.</li> <li>Climb speed 20'. Climb checks based on Dexterity, not Strength (as usual).</li> </ul>
Goblin, Snow (Frost p136)	+2 Dex -2 Int -2 Cha	Rogue Fighter	• Small Size • 30' Movement • 20' Climb speed • Darkvision 60'	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>+4 Racial bonus on Ride checks.</li> <li>+4 Racial bonus on Intimidate.</li> <li>Level Adjustment +1</li> </ul>
Hobgoblin (MM p153) (DR309 p52)+	+2 Dex +2 Con	Fighter	<ul><li> Medium Size</li><li> 30' Movement</li><li> Darkvision 60'</li></ul>	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>Level Adjustment +1</li> </ul>
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	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>+1 Racial bonus on attacks vs. creatures with the (water) subtype.</li> <li>-2 penalty on all saving throws vs. the spell, spell-like abilities, &amp; supernatural abilities that have the (water) subtype or are generated by creatures with the (water) subtype.</li> <li>Resistance to Fire 5.</li> <li>Level Adjustment +1</li> </ul>
Norker (DR343 p53)	+2 Dex +2 Con -2 Int -2 Wis -2 Cha	Rogue	<ul> <li>Small Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>+5 Natural Armor bonus to AC</li> </ul>	<ul> <li>+4 Racial bonus on Move Silently checks.</li> <li>Natural Weapon – 1 bite (1d4).</li> </ul>
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*

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## Reptilian Races

<u>Humanoid</u>	Ability	Favored	Racial Features	
(reptilian)	Mods	Class		
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	<ul> <li>Also has the (dragonblood) subtype.</li> <li>Natural Weapons – 2 claws (1d3) &amp; 1 bite (1d3).</li> <li>Automatic proficiency with Light &amp; Heavy Picks.</li> <li>Weapon Familiarity – Greatpick is considered a</li> </ul>
			Craft (trapmaking) always in-class	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'  11 Natural Armor bonus to AC  42 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks.  Light Sensitivity: —I to Attack rolls, Spot checks, & Search checks in bright light Craft (trapmaking) always in-class	<ul> <li>Also has the (dragonblood, aquatic) subtypes.</li> <li>Natural Weapons – 2 claws (1d3) &amp; 1 bite (1d3).</li> <li>Automatic proficiency with Light &amp; Heavy Picks.</li> <li>Weapon Familiarity – Greatpick is considered a Martial Weapon.</li> <li>Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins</li> <li>Swim speed of 40° &amp; can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.</li> </ul>
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	<ul> <li>Also has the (dragonblood) subtype.</li> <li>Natural Weapons – 2 claws (1d3) &amp; 1 bite (1d3).</li> <li>Automatic proficiency with Light &amp; Heavy Picks.</li> <li>Weapon Familiarity – Greatpick is considered a Martial Weapon.</li> <li>+4 Racial bonus on Craft(trapmaking), Profession(miner), &amp; Search checks.</li> <li>Craft (trapmaking) always in-class</li> <li>Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.</li> </ul>
Kobold, Desert (UA p13) (RotD p39)+ (wRotD2)+	-4 Str +2 Dex -2 Con -2 Wis	Sorecrer 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.  +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	<ul> <li>Also has the (dragonblood) subtype.</li> <li>Natural Weapons – 2 claws (1d3) &amp; 1 bite (1d3).</li> <li>Automatic proficiency with Light &amp; Heavy Picks.</li> <li>Weapon Familiarity – Greatpick is considered a Martial Weapon.</li> <li>+1 Racial bonus on attacks vs. creatures with the (air) subtype.</li> <li>-2 penalty on all saving throws vs. the spell, spell-like abilities, &amp; supernatural abilities that have the (air) subtype or are generated by creatures with the (air) subtype.</li> <li>Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground.</li> </ul>

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<sup>&</sup>lt;sup>2</sup> Editor's note: I removed the improved proficiencies with Picks from any Kobold subrace that does not have a Racial bonus in Profession (miner).

Humanoid (reptilian)	Ability Mods	Favored Class	Racial Features	
Kobold, Jungle (UA p15) (RotD p39)+ (wRotD2)+	-4 Str +2 Dex -2 Con -2 Int	Sorcerer	Small Size  30' Movement  Darkvision 60'  11 Natural Armor bonus to AC  Craft (trapmaking) always in-class  Light Sensitivity: —1 to Attack rolls, Spot checks, & Search checks in bright light	<ul> <li>Also has the (dragonblood) subtype.</li> <li>Natural Weapons – 2 claws (1d3) &amp; 1 bite (1d3).</li> <li>Automatic proficiency with Light &amp; Heavy Picks.</li> <li>Weapon Familiarity — Greatpick is considered a Martial Weapon.<sup>2</sup></li> <li>+4 Racial bonus on Craft(trapmaking), Profession(miner), &amp; Search checks.</li> <li>+2 Racial bonus on Climb checks &amp; the Climb check is based on Dexterity instead of Strength.</li> <li>Altitude Adaptation – always adapted to high altitudes.</li> </ul>
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	<ul> <li>2HD Humanoid (reptilian), which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Natural Weapons – 2 claws (1d4) &amp; 1 bite (1d4).</li> <li>Automatic proficiency with all Simple Weapons &amp; Shields</li> <li>Hold Breath for 4 x Constitution</li> </ul>
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	<ul> <li>Natural Weapons – 2 claws (1d3) &amp; 1 bite (1d3).</li> <li>+4 Racial bonus on Balance, Jump, Swim checks</li> <li>Weapon Familiarity – Bolos &amp; Nets are treated as Martial weapons (instead of Exotic).</li> <li>As long as most of the skin is exposed, a Poison Dusk Lizardfolk receives a +5 Racial bonus on Hide.</li> </ul>

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#### 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	<ul> <li>Darkvision 60°</li> <li>Light Sensitivity: –1 to Attack rolls, Spot checks, &amp; Search checks in bright light</li> </ul>
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	<ul> <li>Have the (aquatic) subtype.</li> <li>Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins</li> <li>Swim speed of 30' &amp; can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.</li> </ul>
Orc, Arctic (UA p10)	+4 Str -2 Int -2 Wis -2 Cha	Barbarian	Medium Size     30' Movement	<ul> <li>Darkvision 60<sup>2</sup></li> <li>Low-Light Vision</li> <li>Light Sensitivity: 1 to Attack rolls, Spot checks, &amp; Search checks in bright light</li> <li>Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.</li> <li>+2 Racial bonus on Handle Animal checks.</li> </ul>
Orc, Desert (UA p13)	+4 Str -2 Int -2 Wis -2 Cha	Barbarian	• Medium Size • 30' Movement	<ul> <li>Darkvision 60'</li> <li>Low-Light Vision</li> <li>Light Sensitivity: 1 to Attack rolls, Spot checks, &amp; Search checks in bright light</li> <li>Heat Endurance - +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure.</li> <li>Gain Feat: Endurance.</li> </ul>
Orc, Jungle (UA p15)	+4 Str -2 Int -2 Wis -2 Cha	Barbarian	Medium Size     30' Movement	<ul> <li>Darkvision 60°</li> <li>Low-Light Vision</li> <li>Light Sensitivity: –1 to Attack rolls, Spot checks, &amp; Search checks in bright light</li> <li>+2 Racial bonus on Heal and Survival checks.</li> </ul>
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	<ul> <li>Darkvision 60'</li> <li>Light Sensitivity: –1 to Attack rolls, Spot checks, &amp; Search checks in bright light</li> <li>+1 Racial bonus on attacks vs. creatures with the (fire) subtype.</li> <li>-2 penalty on all saving throws vs. the spell, spell-like abilities, &amp; supernatural abilities that have the (fire) subtype or are generated by creatures with the (fire) subtype.</li> <li>Natural Swimmer – has a natural swim speed of 20'.</li> </ul>

# 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'	<ul> <li>2HD Humanoid (gnoll), which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+1 Natural Armor bonus to AC</li> <li>Level Adjustment +1</li> </ul>
Flind (MM3 p62)	+6 Str +2 Dex +4 Con	Ranger	• Medium Size • 30' Movement • Darkvision 60'	<ul> <li>2HD Humanoid (gnoll), which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+2 Natural Armor bonus to AC</li> <li>Weapon Familiarity – Flindbars are Martial weapons (instead of Exotic weapons).</li> <li>Level Adjustment +2</li> </ul>

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# Extraplanar Races

<u>Humanoid</u> (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	<ul> <li>Humanoid (extraplanar)</li> <li>Breath Weapon – 1d8 Piercing (grit &amp; 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).</li> <li>Level Adjustment +1</li> </ul>
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	<ul> <li>Humanoid (extraplanar)</li> <li>Breath Weapon – 1d8 Bludgeoning (pebbles) damage in a 15' Cone (Ref½, DC is Constitution-based).         Usable 1/day at 1<sup>st</sup> level, +1 time per day per 4 levels (but must wait 1d4 rounds between uses).</li> <li>Level Adjustment +1</li> </ul>
Mephling, Fire (Planar p10)	+2 Dex +2 Cha -2 Int	Sorcerer	Small Size     30' Movement     Casts [fire] spells at +1 level	<ul> <li>Humanoid (extraplanar)</li> <li>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).</li> <li>Level Adjustment +1</li> </ul>
Mephling, Water (Planar p10)	+2 Con +2 Cha -2 Int	Monk	• Small Size • 30' Movement • Swim 30' • Casts [water] spells at +1 level	<ul> <li>Humanoid (extraplanar)</li> <li>Breath Weapon – 1d8 Acid damage in a 15' Cone (Ref½, DC is Constitution-based). Usable 1/day at 1<sup>st</sup> level, +1 time per day per 4 levels (but must wait 1d4 rounds between uses).</li> <li>Level Adjustment +1</li> </ul>

# Cyclops Races

Humanoid (cyclops)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Cyclops, Menta (DR323 p92)	+2 Con -2 Dex	Wizard	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>Single Eye – receives a –2 penalty on ranged attacks, Search checks &amp; Spot checks.</li> </ul>	• Future Sight – <i>Augury</i> 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	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>Single Eye – receives a –2 penalty on ranged attacks, Search checks &amp; Spot checks.</li> </ul>	Glimpse the Future – +1 Insight bonus on Initiative checks & Reflex saves.

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#### 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 ¼ <sup>th</sup> 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.	<ul> <li>Humanoid (asherati)</li> <li>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.</li> <li>Body Lamp – an Asherati may make his/her body glow at will, providing a 60' radius of Bright Illumination &amp; Shadowy Illumination out to 120'. This allows the Asherati to see solid objects within 60' while Sandswimming. Other creatures can see the sand glow.</li> <li>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).</li> </ul>
Catfolk (cat-like humanoids) (RotW p92)	+4 Dex +2 Cha	Ranger	Medium Size     40' Movement     Level Adjustment +1	<ul> <li>Humanoid (catfolk)</li> <li>Low-Light Vision</li> <li>+2 Racial bonus on Listen and Move Silently checks.</li> <li>+1 Natural Armor bonus to AC.</li> </ul>
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'	<ul> <li>Humanoid (darfellan)</li> <li>Hold Breath – able to hold breath for 8 x Constitution score (96 rounds for a typical Darfellan)</li> <li>Natural Attack – 1d6 Bite</li> <li>Racial Hatred – +2 Racal bonus on attack &amp; damage vs. Sahuagin</li> </ul>
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	<ul> <li>Humanoid (golmoid)</li> <li>+2 Natural Armor bonus to AC.</li> <li>+2 Racial bonus on Craft checks.</li> <li>+4 Racial bonus on saves vs. Enchantments.</li> </ul>
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)  Hacial bonus on attacks vs. Vermin.  Hacial bonus to AC vs. Animals and Vermin.  Hacial bonus on Climb & Jump checks. All Jumps are treated as having a 'running start'.  Hacial 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)	<ul> <li>Humanoid (kenku)</li> <li>Great Ally – When on the giving or receiving side of an Aid Other check, the Kenku receives +3 (vs. +2) &amp; when attacking a foe that is Flanked by an ally, the Kenku receives +4 (vs. +2).</li> <li>Mimicry – Able to Mimic sounds, voices, &amp; accents. Bluff vs. Sense Motive check to trick someone.</li> </ul>

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Other Humanoids	Ability Mods	Favored Class	Racial Features	
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.	<ul> <li>Humanoid (raptoran)</li> <li>Low-Light Vision</li> <li>Wing-Aided Movement – +10 Racial bonus on Jump checks.</li> <li>Pact with Wind Lords – cast [air] spells at +1 Caster level.</li> <li>+1 Racial bonus on Climb and Spot checks.</li> <li>Unerring Direction – always know which way is North.</li> <li>Weapon Familiarity – treat the Footbow as a Martial weapon, instead of an Exotic Weapon</li> </ul>
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	<ul> <li>Humanoid (tortle)</li> <li>Low-Light Vision</li> <li>+3 Natural Armor bonus to AC</li> </ul>
Xvart (DR339 p64)	+2 Dex -2 Str -2 Con	Fighter	<ul> <li>Small Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>+2 Racial bonus on Move Silently checks.</li> </ul>	<ul> <li>Humanoid (xvart)</li> <li>Speak with Animals (rates &amp; bats only), 1/day. Works with the Dire version of the indicated creatures.</li> <li>Level Adjustment -2</li> </ul>

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#### **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	<ul> <li>Living Construct</li> <li>Immune to Poison, Sleep, Paralysis, Disease, Nausea, Fatigue, Exhaustion, Sickening, and Energy Drain.</li> <li>Does not Eat, Sleep, or Breath.</li> <li>Does <u>not</u> naturally heal.</li> <li>At 0 hp, is Disabled (as usual). From -1 to -9 hp, is Inert (i.e., Unconscious, but stable)</li> <li>Conj(healing) spells only heal ½ hp.</li> <li>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, &amp; sculpting. A Warforged may repair itself.</li> <li>This check cannot be done untrained(EbErrata)</li> </ul>	<ul> <li>Large size<sup>3</sup></li> <li>30' movement</li> <li>4HD Construct, which grants hit-points, skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+8 Armor bonus to AC, &amp; 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</li> <li>Moderate Fortification - 75% chance of Critical Hit or Sneak Attack bonus damage being negated.</li> <li>Natural weapons grant two 1d8 Slam attack that are treated as adamantine.</li> <li>Gains Feat: Powerful Charge as a Racial feat.</li> <li>Level Adjustment +4</li> </ul>
Warforged (Eb p20) (RoE p7) (MM3 p190) (wWarforged)+	+2 Con -2 Wis -2 Cha	Fighter	<same></same>	<ul> <li>Medium size</li> <li>30' movement</li> <li>+2 Armor bonus to AC, but 5% Arcane failure chance</li> <li>Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated.</li> <li>Natural weapons provide a 1d4 Slam attack.</li> </ul>
Warforged Scout (MM3 p193)	+2 Dex -2 Str -2 Wis -2 Cha	Rogue	<same></same>	<ul> <li>Small size</li> <li>20' movement</li> <li>+2 Armor bonus to AC, but 5% Arcane failure chance</li> <li>Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated.</li> <li>Natural weapons provide a 1d3 Slam attack.</li> </ul>

Note: <u>Underline</u> 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
<u>Unarmored</u>	_	+0	_	_	_	_	_
Composite (i.e., default plating type)		+2	_	_	5%	Light	_
Ironwood	Light Armor	+3	+4	-3	20%	Light	2 / slashing
<u>Ironwood</u> + <u>Improved Damage Reduction</u>	Light Armor	+3	+4	-3	20%	Light	4 / slashing
<u>Mithral</u>	Light Armor	+5	+5	-2	15%	Light	_
<u>Mithral</u> + <u>Mithral Fluidity</u>	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

<sup>3</sup> Large: -1 AC, -1 to hit, -4 on Hide checks, May use large weapon, Greater carrying limits.

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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>	<ul> <li>Living Construct</li> <li>Immune to Poison, Sleep, Paralysis, Disease, Nausea, Fatigue, Exhaustion, Sickening, and Energy Drain.</li> <li>Does not Eat, Sleep, or Breath.</li> <li>Does not naturally heal.</li> <li>At 0 hp, is Disabled (as usual). From -1 to -9 hp, is Inert (i.e., Unconscious, but stable)</li> <li>Conj(healing) spells only heal ½ hp.</li> </ul>	• 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 2 <sup>nd</sup> round of combat that you did not initiate, though you may still act on the 1 <sup>st</sup> 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	<ul> <li>Small Size</li> <li>20' Movement, Burrow 10'</li> <li>Darkvision 60'</li> <li>Natural Weapon – one Claw (1d4)</li> <li>Stability – +4 bonus to resist being Bull Rushed or Tripped.</li> <li>Level Adjustment +2</li> </ul>	<ul> <li>5HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+4 Natural Armor bonus to AC</li> <li>Defensive Stance – Activated as a Move Action. Gains a +2 bonus on Attack rolls, +2 Resistance bonus on all saves, &amp; a +4 Dodge bonus to AC. Stance ends when the Armand moves.</li> </ul>
Centaur (MM p32) (RotW p95)	+8 Str +4 Dex +4 Con -2 Int +2 Wis	Ranger	<ul> <li>Large Size</li> <li>50' Movement</li> <li>Darkvision 60'</li> <li>Level Adjustment +2</li> </ul>	<ul> <li>4HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+3 Natural Armor bonus to AC</li> </ul>
Chitine (Und p7)	+2 Dex +2 Con +2 Int -4 Cha	Rogue	<ul> <li>Small Size</li> <li>30' Land Movement</li> <li>20' Climbing Movement</li> <li>Darkvision 60'</li> <li>+4 bonus on Grapple checks.</li> <li>+4 bonus to avoid being Disarmed.</li> <li>Level Adjustment +2</li> </ul>	<ul> <li>2HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Sensitive to Sunlight – Dazzled when in sunlight or Daylight.</li> <li>Weapon Familiarity – Shortswords are considered Simple Weapons.</li> <li>Gain Feat: Multiweapon Fighting.</li> </ul>
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	<ul> <li>4HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+10 bonus to Disguise checks if using its shapechanging ability.</li> <li>+4 Circumstance bonus on Bluff &amp; Disguise checks if it is reading its opponent's mind.</li> <li>Special Attacks – Detect Thoughts</li> <li>Special Quality – Change Shape, Immunity to Sleep &amp; Charm effects</li> </ul>
Dragonkin (Den p151)	+8 Str +2 Dex +2 Con +4 Wis +2 Cha	Barbarian	<ul> <li>Large Size</li> <li>20' Movement</li> <li>Fly 40' with Good maneuverability</li> <li>Darkvision 60'</li> <li>+7 Natural Armor bonus to AC</li> <li>Level Adjustment +2</li> </ul>	<ul> <li>7HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>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.</li> <li>Detect Magic, at will. Cast as a Sorcerer of (HD) lvl.</li> </ul>
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	<ul> <li>2HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>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.</li> <li>Mountain Movement – treat standing long jumps and high jumps as if there was a running start –and– may make an accelerated climb without penalty.</li> </ul>
Frost Folk (Frost p130)	+4 Str +2 Dex +2 Con -2 Cha	Barbarian	<ul> <li>• Medium Size</li> <li>• 30' Movement</li> <li>• Darkvision 60'</li> <li>• +2 Natural Armor bonus to AC.</li> <li>• +4 Racial bonus on Hide checks in snow/ice</li> <li>• Level Adjustment +1</li> </ul>	<ul> <li>4HD Monstrous Humanoid (cold), which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Snowsight – vision never obscured by snow.</li> <li>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.</li> </ul>
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	<ul> <li>4HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+4 Natural Armor bonus to AC</li> <li>Freeze (Spot check vs. DC 20 to realize a non-moving gargoyle is not a statue)</li> </ul>

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Monstrous Humanoids Races	Ability Mods	Favored Class	Racial Features	
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	<ul> <li>• 3HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>• 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.</li> <li>• Proficient with Greataxe &amp; Simple weapons</li> </ul>
Goliath (RoS p56)  Grimlock (MM p140) (Und p13)	+4 Str -2 Dex +2 Con +4 Str +2 Dex +2 Con	Barbarian  Barbarian	Medium Size     30' Movement     +2 Racial bonus on Sense Motives checks.     Acclimated – do not take penalties due to high altitude     Level Adjustment +1     Medium Size     30' Movement     Blindsight 40'	<ul> <li>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.</li> <li>Mountain Movement – treat standing long jumps and high jumps as if there was a running start –and– may make an accelerated climb without penalty.</li> <li>2HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+10 Racial bonus on Hide checks when underground</li> </ul>
	-2 Wis -4 Cha		+4 Natural Armor bonus to AC     Automatic proficiency with Battle Axe     Level Adjustment +2	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	<ul> <li>6HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Sand Form – As a Standard Action, can transform his/her body to sand (equivalent to <i>Gaseous Form</i> except cannot fly, but can slither along the ground).</li> <li>Flaming Aura – As a Free Action, the Harssaf can be surrounded by heat. Anyone within 5' takes 1d6 Fire damage per round &amp; any metal weapons wielded by the Harssaf do +1d6 Fire damage.</li> <li>Sand Pulse – Once per day as a Standard Action, all creatures in a 30' radius around the Harssaf take 3d6 damage (Ref/2) and are Blinded for 5 rounds (RefNeg). DC is Constitution-based. Harssafs are</li> </ul>
Kuo-Toa (Und p16)	+2 Str +2 Con +2 Int +4 Wis -2 Ca	Rogue	<ul> <li>Spell Resistance of 17 + Class level</li> <li>Level Adjustment +4</li> <li>Medium Size</li> <li>20' Movement, 50' Swim</li> <li>Amphibious.</li> <li>Darkvision 30'</li> <li>Keen Sight – no penalty to see a moving Invisible or Ethereal creatures / objects</li> <li>+6 Natural Armor bonus to AC.</li> <li>Electricity Resistance 10.</li> <li>Immune to Poison and Paralysis.</li> <li>Slippery – do not stick to normal or magical webs.</li> <li>Weapon Familiarity – treat Pincer Staff as a Martial weapon.</li> <li>Level Adjustment +3</li> </ul>	<ul> <li>• 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>• Light Blindness – daylight blinds the Gloaming for 1 round; then is Dazzled.</li> <li>• Lightning Bolt – by working together, two or more Kuo-Toa Clerics may cast <i>Lightning Bolt</i> 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.</li> <li>• 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</li> </ul>
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	<ul> <li>off the shield takes a Strength check vs. DC 20.</li> <li>Acute Sense of Smell <ul> <li>+2 bonus on Survival checks to follow tracks.</li> <li>+5 Racial bonus on Spot checks that oppose Disguise checks of a 'known individual' within 5'.</li> <li>Can pinpoint an Invisible or Hidden creature within 5' with a Wisdom check vs. DC 20.</li> <li>Detects a Lycanthrope within 30' on a Wisdom check vs. DC 10. (60' downwind, 15' upwind).</li> <li>-2 penalty on saves vs. odor-based attacks (such as Stinking Cloud or the stench of a Ghast).</li> </ul> </li> </ul>

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Monstrous Humanoids Races	Ability Mods	Favored Class	Racial Features	
Minotaur (MM p189)	+8 Str +4 Con -4 Int -2 Cha	Barbarian	<ul> <li>Large Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>+5 Natural Armor bonus to AC</li> <li>Natural Weapons – gore (1d8).</li> <li>Level Adjustment +2</li> </ul>	<ul> <li>6HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+4 Racial bonus on Search, Spot, &amp; Listen checks.</li> <li>Automatic proficiency with all Simple Weapons &amp; Greataxe</li> <li>Special Attacks – Powerful Charge</li> <li>Special Quality – Natural Cunning, Scent</li> </ul>
Nycter (MM3 p112) (MM3Errata)+	+4 Dex +2 Wis -2 Str -2 Cha	Druid	<ul> <li>Small Size</li> <li>20' Movement, Fly 40' (Good maneuv.)</li> <li>Darkvision 60'</li> <li>Blindsense 60'</li> <li>+4 Racial bonus on Spot and Listen check (lost if Blindsense is negated).</li> <li>Level Adjustment +2</li> </ul>	<ul> <li>• 3HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>• +3 Natural Armor bonus to AC</li> <li>• 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.</li> </ul>
T'kel (DR317 p29)	+2 Dex -2 Int	Monk	<ul><li>Medium Size</li><li>30' Movement.</li><li>20' Swim speed.</li></ul>	<ul> <li>Monstrous Humanoid.</li> <li>Darkvision 60'.</li> <li>Natural Weapons – 2 claws (1d4).</li> </ul>
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	<ul> <li>2HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+4 Racial bonus on Hide checks</li> <li>+8 Racial bonus on Hide checks in underground or rocky surroundings.</li> <li>Natural Weapons – 2 claws (1d4) &amp; 1 bite (1d4).</li> <li>Special Attacks – Stench</li> </ul>
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	<ul> <li>3HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+4 Natural Armor bonus to AC</li> <li>Freeze (Spot check vs. DC 20 to realize a nonmoving wingwyrd is not a statue)</li> <li>Fiend Strike – natural weapons do +1d6 to Evil Outsiders</li> <li>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.</li> </ul>
Witchknife (MM3 p112) (MM3Errata)+	+6 Dex +2 Int +4 Wis +4 Cha -2 Con	Rogue	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Low-Light vision</li> <li>+1 Natural Armor bonus to AC</li> <li>Fire Resistance 5</li> <li>Vulnerability to Sonics (+50% damage).</li> <li>Level Adjustment +3</li> </ul>	<ul> <li>9HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Automatically proficient in Simple Weapons &amp; Shields</li> <li>+2d6 Sneak Attack damage</li> <li>Psionics – DC is Charisma-based.         At Will: Command, Message, Silence (self only). 1/day: Greater Command.     </li> </ul>
Yuan-Ti Pureblood (MM p262)	+2 Dex +2 Int +2 Cha	Ranger	<ul> <li>• Medium Size</li> <li>• 30' Movement</li> <li>• Darkvision 60'</li> <li>• Gains <u>Feat: Alertness</u> &amp; <u>Feat: Blind-Fight.</u></li> <li>• Level Adjustment +2</li> </ul>	<ul> <li>4HD Monstrous Humanoid, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+1 Natural Armor bonus to AC</li> <li>Special Attacks – Spell-like Abilities</li> <li>Special Qualities – Alternate Form, Detect Poison, Spell Resistance of 14 + Class level</li> </ul>

## 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	<ul> <li>8HD Aberration, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Natural Weapons – 2 tentacles (1d4).</li> <li>Special Attacks – Mind Blast, <i>Psionics</i>, Improved Grab, Extract.</li> <li>Special Quality – Spell Resistance of (25 + Class level), Telepathy 100'</li> </ul>
Quaraphon (MM3 p128) (MM3Errata)+	+10 Str +12 Con +4 Wis -4 Int	Barbarian	<ul> <li>Large Size</li> <li>40' Movement</li> <li>Darkvision 60'</li> <li>+7 Natural Armor bonus to AC</li> <li>Natural Weapons – Bite (1d6) &amp; 2 Hooves (1d6)</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>9HD Aberration, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>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.</li> </ul>

# 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	<ul> <li>Large Size</li> <li>40' Movement</li> <li>Low-light Vision</li> <li>+9 Natural Armor bonus to AC</li> <li>Level Adjustment +4</li> </ul>	<ul> <li>12HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Rock Throwing – range increment is 120', base damage is 2d6.</li> <li>Rock Catching – Ref save to catch thrown rock.</li> </ul>
Giant, Jungle (SoX p78)	+10 Str +18 Dex +3 Con +2 Wis -4 Cha	Ranger	<ul> <li>Large Size</li> <li>40' Movement</li> <li>Low-light Vision</li> <li>+5 Natural Armor bonus to AC</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>11HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Woodland Stride, at will</li> <li>Entangle &amp; Snare at 11<sup>th</sup> lvl, 1/day.</li> <li>Pass without Trace &amp; Wood Shape at 11<sup>th</sup> lvl, 3/day.</li> </ul>
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	<ul> <li>15HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Fire subtype, so immune to Fire and Vulnerable to Cold.</li> <li>Meld into Stone at 15<sup>th</sup> level, 1/day.</li> <li>Statue at 15<sup>th</sup> level, 1/day.</li> <li>Heat Shimmer – Blur at 15<sup>th</sup> level, at will as a Free Action</li> </ul>
Giant, Stone (MM p125)	+16 Str +4 Dex +8 Con +2 Wis	Barbarian	<ul> <li>Large Size</li> <li>40' Movement</li> <li>Low-light Vision</li> <li>+11 Natural Armor bonus to AC</li> <li>Level Adjustment +4</li> </ul>	<ul> <li>14HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Rock Throwing – range increment is 120', base damage is 2d8.</li> <li>Rock Catching – Ref save to catch thrown rock.</li> </ul>
Half-Ogre (RoD p97)	+6 Str -2 Dex +2 Con -2 Int -2 Cha	Barbarian	<ul> <li>Large Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>Level Adjustment +2</li> </ul>	• +4 Natural Armor bonus to AC
Ogre (MM p198)	+10 Str -2 Dex +4 Con -4 Int -4 Cha	Barbarian	<ul> <li>Large Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>Level Adjustment +2</li> </ul>	<ul> <li>4HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+5 Natural Armor bonus to AC</li> <li>Automatic proficiency with Simple &amp; Martial Weapons, Light &amp; Medium Armors, and Shields.</li> </ul>

Giant Races	Ability Mods	Favored Class	Racial Features	
Ogre Mage (MM p200)	+10 Str +6 Con +4 Int +4 Wis +6 Cha	Sorcerer	<ul> <li>Large Size</li> <li>40' Movement, Fly 40' (good)</li> <li>Darkvision 60'</li> <li>Level Adjustment +7</li> </ul>	<ul> <li>5HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+5 Natural Armor bonus to AC</li> <li>Special Attacks – Spell-like Abilities</li> <li>Special Quality – Regeneration 5, Spell Resistance 19</li> </ul>
Ogre, Skullcrusher (MM p116)	+14 Str +6 Con -2 Cha	Fighter	<ul> <li>Large Size</li> <li>40' Movement</li> <li>Low-Light vision</li> <li>Darkvision 60'</li> <li>Gain Feat: Improved Grapple and Feat: Two-Weapon Fighting</li> <li>+2 Natural Armor bonus to AC</li> <li>Level Adjustment +3</li> </ul>	<ul> <li>8HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Automatic proficiency with Simple &amp; Martial Weapons, All Armors, and Shields.</li> <li>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.</li> </ul>
Troll (MM p248)	+12 Str +4 Dex +12 Con -4 Int -2 Wis -4 Cha	Fighter	<ul> <li>Large Size</li> <li>30' Movement</li> <li>Low-light Vision</li> <li>Darkvision 60'</li> <li>+5 Natural Armor bonus to AC</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>6HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Natural Weapons – 2 claws (1d6) &amp; 1 bite (1d6).</li> <li>Special Attacks – Rend</li> <li>Special Qualities – Regeneration 5, Scent</li> </ul>
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	<ul> <li>• 10HD Giant, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>• Natural Weapons – 2 Claws (1d6) &amp; 1 Bite (1d6).</li> <li>• Rend – If both claws hit the same foe, the Crystalline Troll does extra damage: 2d6 + 1½ Strength mod.</li> <li>• Regeneration 5 (Sonics do normal damage).</li> <li>• Vulnerability to Sonics (+50% damage).</li> <li>• Scent special ability</li> </ul>

# 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	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>Level Adjustment +1</li> </ul>	<ul> <li>Outsider (native)</li> <li>Acid, Cold, &amp; Electricity Resistance 5</li> <li>Daylight (1/day) at Character level.</li> <li>+2 Racial bonus on Listen &amp; Spot checks</li> </ul>
Azerblood (descended from an Azer and a Dwarf) (DR350 p50)	+2 Str +2 Con -2 Char	Fighter	<ul> <li>Medium size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>Fire Resistance 10</li> <li>Heat Metal (1/day) at Character level. DC is Charisma-based.</li> <li>Forged - +(1 + 1 per 5 levels) bonus on saves vs. Heat &amp; Fire spells.</li> <li>Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground.</li> <li>Level Adjustment +1</li> </ul>	Outsider (native, dwarf) Weapon Familiarity – Dwarven Waraxes & Dwarven Urgroshes are considered Martial Weapons.  Hacial bonus on attack rolls vs. Salamanders and Mephits (Fire, Magma, & Steam only)  Hacial bonus to AC vs. Giants  Hacial bonus on Appraise checks for fire, metal, & stone  Hacial bonus on Craft checks for fire, metal, & stone  Hacial bonus on saves vs. Poison  Hacial 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	<ul> <li>Medium Size</li> <li>30' movement</li> <li>Darkvision 60'</li> <li>Fire Resistance 10</li> <li>Immunity to magic sleep</li> <li>+4 Racial bonus on Perform (sing) checks.</li> <li>+2 Racial bonus on Listen, Search, &amp; Spot checks.</li> <li>Level Adjustment +1</li> </ul>	<ul> <li>Outsider (native, elf)</li> <li>Automatic proficiency with all straight Bows</li> <li>Automatic proficiency with Longsword and Rapier</li> <li>Fiery Gaze – Scorching Ray, 1/day at Character level</li> <li>Melodious Voice – +(1 + 1 per 5 levels) Racial bonus Diplomacy checks to improve a creature's attitude and on Wild Empathy checks.</li> <li>Automatic Search check if a Celadrin passes within 5' of a secret or concealed door</li> </ul>

Planetouched Races	Ability Mods	Favored Class	Racial Features	
Chaond (descended from a Chaotic Outsider) (MM2 p170) (3.5up p36)+  D'hin'ni (descended from a Djinn and a	+2 Dex +2 Cha -2 Wis	First class counts as their favored class Sorcerer	Medium Size     30' Movement     Darkvision 60'     Level Adjustment +1      Small size     20' movement     Darkvision 60'	Outsider (native) Acid & Cold Resistance 5 Shatter (1/day) at Character level. +2 Racial bonus on Escape Artist & Tumble checks Outsider (native, hafling) +2 Racial bonus on Climb, Jump, Listen, & Move Silently checks
Lightfoot Halfing) (DR351 p54)			+2 Racial bonus on attacks with thrown weapons & slings     +1 Racial bonus on all saves     Level Adjustment +1	<ul> <li>Air Mastery – airborne creatures receive a –1 penalty on attack &amp; damage rolls against a D'hin'ni</li> <li>Prestidigitation, at will.</li> <li>Gust of Wind –or– Whispering Wind –or– Wind Wall, 1/day at Character level. DC is Charisma-based.</li> </ul>
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.	<ul> <li>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: <ol> <li>Nimli - Dancing Lights, Daze, or Flare</li> <li>Nimlis - Color Spray or Magic Missile</li> <li>Nimlis - Mirror Image</li> </ol> </li> <li>Discharged Nimlis reappear after 8 hours of rest.</li> </ul>
Tiefling (descended from an Evil Outsider) (MM p209) (RoD p107)	+2 Dex +2 Int -2 Cha	Rogue	<ul> <li>• Medium Size</li> <li>• 30' Movement</li> <li>• Outsider (native)</li> <li>• Darkvision 60'</li> <li>• Level Adjustment +1</li> </ul>	<ul> <li>Fire, Cold, &amp; Electricity Resistance 5</li> <li>Darkness (1/day) at Character level.</li> <li>+2 Racial bonus on Bluff &amp; Hide checks</li> </ul>
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	<ul> <li>Outsider (native, goblinoid, shapechanger)</li> <li>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.</li> <li>Feed – if the Worghest spends a Full Round Action to consume a corpse, the following occur: <ul> <li>the Worghest gains the benefit of <i>Death Knell</i>, caster level equals corps' HD</li> <li>any spell that brings a creature back to life that requires a body does not work &amp; spells that do not need a body (e.g., <i>Resurrection</i>) have only a 50% chance of working (roll once per corpse).</li> </ul> </li> </ul>
Zenythr (descended from a Lawful Outsider) (MM2 p171) (3.5up p36)+	_	Monk	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Outsider (native)</li> <li>Darkvision 60'</li> <li>Level Adjustment +1</li> </ul>	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 Sorcerer	Medium Size     30' Movement     Darkvision 60'     Low-light Vision     Level Adjustment +5      Medium Size	<ul> <li>2HD Outsider, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+6 Natural Armor bonus to AC</li> <li>Special Attacks – Heat</li> <li>Special Quality – Immunity to Fire, Spell Resistance of 13 + Class level, Vulnerability to Cold.</li> <li>Outsider (native, chaotic).</li> </ul>
(DR327 p62)		Sorcerer	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>+2 Racial bonus on saves vs. spells &amp; spell-like abilities</li> <li>Weapon Familiarity – Trident is a Martial weapon</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>Outsider (native, chaotic).</li> <li>Tail Slash – 1d4 + poison (Sickened for 2d4 rnd / — / DC is Constitution-based)</li> <li>+2 Racial bonus on Intimidate checks vs. Animals &amp; Humanoids.</li> <li>-2 penalty on Diplomacy, Handle Animal, Perform &amp; Sense Motive checks.</li> </ul>
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	<ul> <li>Outsider (native).</li> <li>Cast Illusion(shadow) spells &amp; effects at +1 Caster lvl</li> <li>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.</li> <li>Gain Feat: Portal Sensitive.</li> <li>+2 Racial bonus on saves vs. Illusion(shadow).</li> <li>+4 Racial bonus on Saves vs. Psionic abilities.</li> <li>+4 Racial bonus on Move Silently checks.</li> </ul>
Hound Archon (MM p18)	+4 Str +2 Con +2 Wis +2 Cha	Ranger	<ul> <li>Medium Size</li> <li>40' Movement</li> <li>Darkvision 60'</li> <li>Low-light Vision</li> <li>+9 Natural Armor bonus to AC</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>6HD Outsider, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Special Attacks – Spell-like Abilities</li> <li>Special Quality – Change Shape, Damage Reduction 10/evil, Scent, Spell Resistance of 16 + Class level Aura of Menace, Immunity to Electricity &amp; Petrification, +4 Racial bonus on save vs. Poison, Magic Circle against Evil, Teleport, Tongues.</li> </ul>
Janni (MM p116)	+6 Str +4 Dex +2 Con +4 Int +4 Wis +2 Cha	Rogue	<ul> <li>Medium Size</li> <li>30' Movement, Fly 20' (perfect)</li> <li>Darkvision 60'</li> <li>+1 Natural Armor bonus to AC</li> <li>Gains Feat: Improved Initiative.</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>6HD Outsider (native), which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Special Attacks – <i>Change Size</i>, spell-like abilities</li> <li>Special Quality – Elemental Endurance, <i>Plane Shift</i>, Resistance to Fire 10, Telepathy 100'</li> </ul>
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	<ul> <li>2HD Outsider, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Body of Light – Gives off 5' radius of light at all times, which cannot be voluntarily suppressed. Immune to death spells &amp; effects, energy drain, and negative energy effects (i.e., Inflict Wounds).</li> <li>Clear Vision – Cannot be Blinded or Dazzled. Immune to Color Spray, Rainbow Patter, Searing Light, Sunbeam, Sunburst, etc.</li> <li>Floating Head – Head floats a few inches above its shoulders &amp; it can rotate all the way around. Cannot be strangled, suffocated, decapitated, and attackers flanking the Lumi do not receive +2 to hit</li> </ul>
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	<ul> <li>7HD Outsider(native), which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>+4 Circumstance bonus on Bluff &amp; Disguise checks if it is reading its opponent's mind.</li> <li>Natural Weapons – two Claws (1d4) &amp; a Bite (1d6).</li> <li>Special Attacks – Spells</li> <li>Special Quality – Change Shape, Damage Reduction 15/good and piercing, SR 27+Class Ivl</li> </ul>

Outsider Races	Ability Mods	Favored Class	Racial Features	
Rakshasa, Naztharune (MM3 p136) (MM3Errata)+	+4 Str +10 Dex +8 Con +4 Int +4 Cha	Rogue	Nedium 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	<ul> <li>11HD Outsider(native), which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Detect Thoughts, as a Free Action. DC is Charismabased.</li> <li>+4 Circumstance bonus on Bluff &amp; Disguise checks if it is reading its opponent's mind.</li> <li>Uncanny Dodge – Does not loose Dex bonus to AC when Flat-Footed.</li> <li>Improved Uncanny Dodge – Cannot be Flanked except by a Rogue of at least 15<sup>th</sup> level.</li> <li>Shadow Jump – Dimension Door from one region of shadow to another. Either one 20' jump or two 10' jumps per day.</li> <li>Change Shape – Change into any Humanoid as a Standard Action.</li> <li>+10 bonus to Disguise checks if using its change self ability.</li> </ul>
Stonechild (RoS p92)	+8 Str +8 Con +2 Int -2 Cha	Fighter	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Darkvision 60'</li> <li>+4 Natural Armor bonus to AC</li> <li>Level Adjustment +4</li> </ul>	<ul> <li>2HD Outsider, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Immunity to Acid and Poison.</li> <li>Magic Stone, 3/day as a 3<sup>rd</sup> level caster.</li> </ul>
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	<ul> <li>2HD Outsider, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Natural Weapons – two Claws (1d4) &amp; a Bite (1d6).</li> <li>Rend – if both claws hit, the Windrazor does an extra 2d4+2 damage.</li> <li>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.</li> </ul>
Windscythe (MM4 p179)	+10 Str +2 Dex +4 Dex -2 Int -2 Cha	Fighter	<ul> <li>Large Size</li> <li>10' Movement, Climb 10', Fly 60 / ave.</li> <li>Darkvision 60'</li> <li>Improved Low-light Vision (4x)</li> <li>Augmented Critical (claws) – a Windscythe's claws threaten a critical on 18–20.</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>8HD Outsider, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Natural Weapons – two Claws (1d6) &amp; a Bite (1d8).</li> <li>Rend – if both claws hit, the Windscythe does an extra 2d6+7 damage.</li> <li>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.</li> </ul>

# 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 3 <sup>rd</sup> 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'	<ul> <li>Fey.</li> <li>+2 Racial bonus on Hide, Move Silently, &amp; Sleight of Hand checks.</li> <li>Two 1d3 Claw attacks.</li> <li>Disguise Self, 1/day at caster level 1.</li> </ul>		
Killoren (RotW pl02)		Druid	<ul> <li>Medium Size</li> <li>30' Movement</li> <li>Low-light Vision</li> <li>Immunity to Magic Sleep spells &amp; effects</li> <li>+2 Racial bonus on saves vs. Enchantments</li> <li>+2 Racial bonus on Handle Animal &amp; Survival checks</li> <li>Cold Iron Anathema – attempts to wield a weapon containing Cold Iron have a –2 attack penalty</li> </ul>	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, Humanoid: Oozes, Outsiders, & Undead.      Aspect of the Hunter:     +2 Racial bonus on Hide & Move Silently checks.     +2 Racial bonus on Initiative checks.     +2 Racial bonus on Initiative checks.		
Pixie (MM p236)	-4 Str +8 Dex +6 Int +4 Wis +6 Cha	Sorcerer	<ul> <li>Small Size</li> <li>20' Movement, Fly 60' (good)</li> <li>Low-light Vision</li> <li>Gains Feat: Dodge.</li> <li>Level Adjustment +4 (or +6 if the Pixie can cast Otto's Irresistible Dance)</li> </ul>	<ul> <li>Fey.</li> <li>+1 Natural Armor bonus to AC</li> <li>+2 Racial bonus on Listen, Search, &amp; Spot checks</li> <li>Special Quality – Damage Reduction 10/cold iron, Greater Invisibility, Spell Resistance of 15 + Class level.</li> </ul>		
Satyr (MM p219)	+2 Dex +2 Con +2 Int +2 Wis +2 Cha	Bard	<ul> <li>Medium Size</li> <li>40' Movement</li> <li>Low-light Vision</li> <li>+4 Natural Armor bonus to AC</li> <li>Gains Feat: Alertness.</li> <li>Level Adjustment +2</li> </ul>	* 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

<u>Dragon Races</u>	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	<ul> <li>4HD Dragon, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>Death Throws – on the round a Bozak dies, its body explodes in a cloud of dust &amp; bone. Everyone in a 10' radius Burst takes 1d6 damage (Ref½, DC is Constitution based).</li> <li>Glide – able to negate falling damage &amp; can move horizontally 4x the distance it moves vertically. Has Clumsy maneuverability.</li> <li>Inspired by Dragons –gains a +1 Morale bonus on attacks &amp; saves when under a Dragon's command.</li> <li>Low Metabolism – only requires ½10 th the amount of food &amp; water a Human would require.</li> <li>Automatic proficiency in Natural Weapons, Simple Weapons, Longsword, Short Sword, Longbow, Light Armor, &amp; Shields.</li> </ul>
Dracotaur (MM3 p42) (MM3Errata)+	+8 Str +2 Dex +6 Con +2 Int +2 Cha	Sorcerer	<ul> <li>Large Size</li> <li>50' Movement</li> <li>Low-light Vision</li> <li>Darkvision 60'</li> <li>Automatic proficiency in Natural Weapons, Simple Weapons, &amp; Light Armor.</li> <li>Natural Weapon – 1d8 Bite &amp; 1d8 Tail Slap</li> <li>Level Adjustment +5</li> </ul>	<ul> <li>• 3HD Dragon, which grants skill points, Feats, BAB, &amp; Base Save Bonuses.</li> <li>• +5 Natural Armor bonus to AC</li> <li>• Immunity to magical Sleep effects &amp; Paralysis</li> <li>• Spit Fire – on a ranged touch attack, does 2d6 Fire damage on a direct hit &amp; 1d4 to all in a 5' radius splash, then immediately goes out. Range increment of 20' and usable once per minute.</li> </ul>

# 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	<ul> <li>Plant creature.</li> <li>Photosynthesis – only consume 1/4th 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.</li> <li>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)</li> <li>Vulnerability to Fire – +50% damage from fire.</li> <li>Speak with Plants, 1/day at caster level 1st.</li> </ul>

#### **Skipped Races**

#### Psionic Races

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

 $\begin{array}{ccc} Empty \ Vessels & Githzerai & Kalashtar \\ (Eb \, p290) & (MM \, p129) & (Eb \, p16) \\ Githyanki & Half-Giant & Synad \\ (MM \, p127) & (SoX \, p016) & (DR314 \, p64) \end{array}$ 

## 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 Insectare Scro (DR339 p26) (DR339 p28) (DR339 p30)

#### Warcraft III Races

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

 
 Dwarf, Exiled (DR320 p85)
 Gnome, Techno (DR320 p86)
 Human, Complacent (DR320 p88)

 Elf, Declining (DR320 p86)
 Halfling, Unsheltered (DR320 p86)
 (DR320 p86)

#### Bas-Lag Races

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

 Cactacae
 Khepri
 Vodyanoi

 (DR352 p42)
 (DR352 p44)
 (DR352 p48)

 Garuda
 Remade
 (DR352 p45)

Skipped Races Page 45

## Racial Tables

## Racial Aging Table

		Aging Effects					Random Start	Random Starting Ages – add to Adulthood			
Race	Ref	Adulthood	Middle Age <sup>4</sup>	Old <sup>5</sup>	Venerable <sup>6</sup>	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	1007	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		

Middle Age: -1 Str, -1 Con, -1 Dex, +1 Int, +1 Wis, +1 Cha.
Old: -2 Str, -2 Con, -2 Dex, +1 Int, +1 Wis, +1 Cha.
Venerable: -3 Str, -3 Con, -3 Dex, +1 Int, +1 Wis, +1 Cha.
Killoren stop physically aging when they reach 'Old' age and do not die of old age.

				Aging Effects		Random Starting Ages – add to Adulthood					
Race	Ref	Adulthood	Middle Age <sup>4</sup>	Old <sup>5</sup>	Venerable <sup>6</sup>	Maximum Age	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard		
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

			Ma	ıle		Female					
Race	Ref	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.		

			Ma	ile		Female					
Race	Ref	at - Base Height I Height Mod I		Base Weight	Weight Mod.	Base Height	Height Mod.	Base Weight	Weight Mod		
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

Language	Ref	Typical Speakers	Alphabet
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					В	В		Α			В		В				Α			
Catfolk					Α	В				В			В				В			Feline
Centaur					В			Α			В		В				Α			
Chitine																			Α	by region
Drow	В	В			A	В		A			В	В							A	Kuo-Toan Drow Sign
Dwarves					Α		Α		В		В	В				В		В		
Elves					Α	В		Α		В	В	В				В	В			
Gnoll					В	В		В		Α		В				В				
Gnome					Α	В	В	В	В		Α	В				В				
Golmoid					Α		В				Α		В					В		
Gruwaar	В				Α		В	В			В					A		В	Α	
Half-Elves	В	В	В	В	Α	В	В	Α	В	В	В	В	В	В	В	В	В	В	В	
Halflings					Α		В	В			В	В	Α			В				
Half-Orcs	В				Α	В			В	В		В				A				
Human	В	В	В	В	Α	В	В	В	В	В	В	В	В	В	В	В	В	В	В	
Killoren		В	В		Α			В			В			В			Α	В		
Mephling, Air		В	A		A									В				В		
Mephling, Earth		В	В		A									В				A		
Mephling, Fire		В	В		A									A				В		
Mephling, Water		A	В		A									В				В		
Neanderthal					A		В		В							В				
Norker					A	В			В	В		Α				В				
Phanaton								Α				В					В			Phanaton
Raptoran					A	В		В			В	В				В	В			Tuilvilanuue
T'kel					В	Α		В									В			
Uldra	В	В	В	В	Α	В	В	В	В	В	В	В	В	В	В	В	Α	В	В	
Xvart					Α	В		В	В	В		Α				В				

# 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), 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), 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), 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), 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

 $N=1 \ at \ 1^{st} \ level, 2 \ at \ all \ subsequent \ levels.$  Downloadable Sigils are available at  $\frac{http://www.wizards.com/default.asp?x=dnd/ag/20041217a}{http://www.wizards.com/default.asp?x=dnd/ag/20041217a}.$ 

	Aesh	Hoon	Krau	Naen	Uur	Vaul
	(vigor)	(life)	(magic)	(mind)	(grace)	(soul)
		不	Ŧ	1	H	
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.
	\	Aeshhoon	Aeshkrua	Naenaesh	Aeshuur	Vaulaesh
		% ₩	<b>%</b> ⊈	₹ %	% Ã	₫ %
Aesh (vigor)		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.	You can use your Strength score to determine your bonus spells.	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.	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	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.
	Aeshhoon		Hoonkrau	Naenhoon	Uurhoon	Hoonvaul
	% ₩		₩ ⊈	以米	<i>₽</i> <b>*</b>	* • • • • • • • • • • • • • • • • • •
Hoon (life)	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.		Consume a Tum 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.	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.	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.	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.
	Aeshkrua	Hoonkrau	$\overline{}$	Naenkrau	Uurkrau	Vaulkrau
	% ⊈	₩ ⊈		<b>₹</b>	₽₹	<b>∮</b> ⊈
Krau (magic)	You can use your Strength score to determine your bonus spells.	Consume a Tum 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.		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.	You can use your Dexterity score to determine your bonus spells.	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.

	Aesh (vigor)	Hoon (life)	Krau (magic)	Naen (mind)	Uur (grace)	Vaul (soul)
	1/2	**	⊈	民	A	0
Naen (mind)	Naenaesh  R 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  R 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.		When preparing spells, you may leave one 1 <sup>st</sup> or 2 <sup>nd</sup> 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.	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  Aeshuur  Acshuur  Acshuur  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  To to can use your  Dexterity score to determine your bonus spells.	When preparing spells, you may leave one 1 <sup>st</sup> or 2 <sup>nd</sup> 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.		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)	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.	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.	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.	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.

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

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

Added Dragon #336 - #338.

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

Added Dungeon #104 - #134.

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

Added Dungeon #135 - #144.

Added Frostburn, Sandstorm, & Stormwrack.

October 1, 2007 - Added Dragon #353 - #363.

Added Dungeon #145 - #150.

#### Key to Sourcebooks

PH	_	Player's Handbook v.3.5		Drow	_	Drow of the Underdark		
PH2	_	Player's Handbook 2		BoED		Book of Exalted Deeds		
DMG	_	Dungeon Master's Guide v.3.5		FF	_	Fiend Folio		
DMG2	_	Dungeon Master's Guide 2		ua Ua	_	Unearthed Arcana		
MM	_	Monster Manual v.3.5		UA	_	Uneartned Arcana		
MM2	_	Monster Manual II		Frost	_	Frostburn		
MM3	_	Monster Manual III		Storm	_	Stormwrack		
MM4	_	Monster Manual IV		Sand	_	Sandstorm		
MM5	_	Monster Manual V		FID.				
CWar		Complete Woming		FR	-	Forgotten Realms Campaign Setting		
Cwar	_	Complete Warrior		MoF	-	Magic of Faerûn		
	_	Complete Divine		LoD	_	Lords of Darkness		
CArc	_	Complete Arcane		RoF	_	Races of Faerûn		
CAdv	-	Complete Adventurer		SM	_	Silver Marches		
CSco	-	Complete Scoundrel		Und	_	Underdark		
RoS	_	Races of Stone		PGF	_	Player's Guide to Faerûn		
RoD	_	Races of Destiny		Eb	_	Eberron Campaign Setting		
RotW	_	Races of the Wild		PGE	_	Player's Guide to Eberron		
RoE	_	Races of Eberron		FoE	_	Faiths of Eberron		
RotD	_	Races of the Dragon		RoE	_	Races of Eberron		
~				SoX	_	Secrets of Xen'drik		
Den	-	Draconomicon		5Nat	_	Five Nations		
LM	-	Libris Mortis						
LoM	-	Lords of Madness		DR###	_	Dragon Magazine (with issue number)		
HotA	-	Fiendish Codex 1: Hoards of the Abyss				(e.g., DR343 is Dragon Magazine #343)		
Tot9H	-	Fiendish Codex 2: Tyrants of the 9 Hells		DU##	-	Dungeon Magazine (with issue number)		
2.5		D0D 254 H 1		1		1 1/61 /D D25 1 1 1 11 / 1		
3.5up	-	D&D v.3.5 Accessory Update	_			Ind/files/DnD35 update booklet.zip		
PH3.5e	-	Player's Handbook v.3.5 Errata	_	http://www.wizards.com/dnd/files/PHB_Errata09242003.zip				
MM3Errata	-	Monster Manual III Errata	-	http://www.wizards.com/dnd/files/MM3_Errata07122006.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				
CAdvErrata	_	Complete Adventurer Errata	_	http://www.wizards.com/dnd/files/CompleteAdventurer Errata08022005.zip				

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DR334Errata Dragon 344 Errata http://paizo.com/dragonissues/344/DR344 Supplement.pdf EbErrata Eberron Errata http://www.wizards.com/dnd/files/Eberron Errata10222004.zip http://www.wizards.com/default.asp?x=dnd/we/20070228a wCity1 Cityscape Web Enhancement #1 http://www.wizards.com/default.asp?x=dnd/we/20070314a wCity3 Cityscape Web Enhancement #3 http://www.wizards.com/default.asp?x=dnd/we/20060127a wRotD1 Races of the Dragon Web Enhancement #1 http://www.wizards.com/default.asp?x=dnd/we/20060420a Races of the Dragon Web Enhancement #2 wRotD2 http://www.wizards.com/default.asp?x=dnd/ls/20060918a wLivingSpell1 WotC Living Spells, part 1 of 4 wLivingSpell2 -WotC Living Spells, part 2 of 4 http://www.wizards.com/default.asp?x=dnd/ls/20061002a wLivingSpell3 -WotC Living Spells, part 3 of 4 http://www.wizards.com/default.asp?x=dnd/ls/20061026a wLivingSpell4 -WotC Living Spells, part 4 of 4 http://www.wizards.com/default.asp?x=dnd/ls/20070115a wWarforged Dragonshards - The Warforged http://www.wizards.com/default.asp?x=dnd/ebds/20050627a http://www.wizards.com/dnd/files/Noble\_House.zip wWaterdeep Waterdeep Web Enhancement wTot9H Tyrants of the 9 Hell's Web Enhancement http://www.wizards.com/dnd/files/WE FC2.zip

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

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