

HUMAN RACIAL TRAITS

- Medium: As Medium Creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra general bonus feat at first level. Humans are quick to master specialized tasks and are varied in their talents.
- 1 regional feat during the character creation process. It is not unusual for humans to learn a trade or some other secrets of the region she was raised in.
- 4 extra skill points at 1st level and 1 additional skill point at each level. Humans are quite versatile and capable. (The 4 skill at 1st level are added on as a bonus, not multiplied in; see page 62 in the Player's Handbook)
- Automatic Language: Common and Regional. Bonus Languages: Any (other than secret languages, such as Druidic). See other racial lists for common languages or the Speak Language skill (page 82 in the Player's Handbook) for a more comprehensive list. Humans mingle with all kinds of other folk and thus can learn any language in an area.
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, her highest level class does not count.

DWARVEN RACIAL TRAITS

- +2 Strength, +2 Constitution, -2 Intelligence, -4 Charisma. Dwarves are stout and tough and all seem to be extremely reserved.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 30 feet. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Dwarves can discern color out to 30 feet but beyond that it is black and white. Dwarves can function fine with no light at all as well.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven double-hammers, dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the

ground).

- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- Appraise is considered a class skill, no matter what class(es) the dwarf has levels in. The maximum skill rank allowable in Appraise is equal to your character level plus five.
- +2 racial bonus on Craft checks that are related to stone or metal. Craft (Stonemasonry) is considered a class skill, no matter what class(es) the dwarf has levels in.
- 1 regional feat during the character creation process. It is not unusual for dwarves to learn a trade or some other secrets of the region she was raised in.
- Automatic Languages: Common and Dwarven. Bonus Languages: Regional, Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

ELVEN RACIAL TRAITS

- +2 Dexterity, +2 Intelligence or Charisma, -2 Constitution
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Weapon Familiarity: Elves may treat Elven Double bows as martial weapons, rather than exotic weapons.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Knowledge (Arcana) is considered a class skill, no matter what class(es) the elf has levels in. The maximum skill rank allowable in Knowledge (Arcana) is equal to your character level plus five.
- Superb Craftsmen: Elves have a +2 to all craft skill checks. Anything produced by elves has one and half times the hardness and hit points it would have normally. All elven craftsmanship fetches twice its original asking price due to its superior workmanship and its awesome beauty. Elven masterwork items fetch

twice the masterwork price.

- Reverie: Elves do not sleep. However each night they require four hours in a trance like state in which they reflect upon their life and other peoples lives that they have touched in a special way.
- 1 regional feat during the character creation process. It is not unusual for elves to learn a trade or some other secrets of the region she was raised in.
- Automatic Languages: Common, Elven and Regional. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard or Noble. A multiclass elven wizards' or noble class does not count when determining whether she takes an experience point penalty for multiclassing.

- Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he takes an experience point penalty.

HALF-ELVEN RACIAL TRAITS

- +2 Intelligence
- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonuses on Listen, Search, and Spot checks. A half-elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- +2 racial bonuses on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- 1 regional feat during the character creation process. It is not unusual for half-elves to learn a trade or some other secrets of the region she was raised in.
- Automatic Languages: Common, Elven and Regional. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

HALF-ORC RACIAL TRAITS

- +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma. A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.
- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-Orcs can see in the dark up to 60 feet. Half-Orcs (and orcs) can discern color out to 30 feet but beyond that it is black and white. Dwarves can function fine with no light at all as well.
- For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Regional, Draconic, Giant, Gnoll, Goblin,