
-2 Strength, +4 Dexterity, -2 Intelligence, -4 Charisma: Mites are quite agile, but utterly ugly and not necessarily the strongest, nor most intellectual, of adventurers.

Small: Mites are Small creatures and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on stealth checks.

Spiderlike: Mites have a base speed of only 20 ft., but may climb at their speed.

Subterranean Senses: Mites have darkvision 120 ft., low-light vision, and scent, but also have light sensitivity.

Vermin Empathy: This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A Mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing Mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind – a Mite can thus use this ability to influence and direct the actions of swarms with relative ease.

MITE

Alternate PC Race



Mite-y Magic: Mites have the following spell-like abilities; *Prestidigitation* (at-will) and *Doom* (1/day). The caster level for these effects is equal to the level of Mite's level. The DC for these spells is equal to 10 + the spell's level + the Mite's Wisdom modifier.

Hatred: Mites receive a +1 bonus to attack rolls against humanoid creatures of the dwarf or gnome subtypes due to special training against these hated foes.

Quick Fingers: Mites gain a +4 racial bonus on Slight of Hand skill checks.

Languages: Mites begin play speaking Undercommon. Mites with high Intelligence scores can choose from the following: Common, Dwarven, Gnome, Goblin, Orc, and Terran.

Age:

Adulthood	Barbarian, Rogue, Sorcerer, Summoner	Bard, Cavalier, Fighter, Inquisitor, Paladin, Ranger	Alchemist, Cleric, Druid, Monk, Oracle, Witch, Wizard
6 years	+1d4	+2d6	+2d8

Middle Age	Old	Venerable	Maximum Age
25 years	35 years	50 years	50 + 2d10

Height and Weight:

Base Height	Base Weight	Modifier	Weight Multiplier
2 ft. 5 in.	35 lb.	1d10	x1

Male Names: Dirc, Iogo, Cust, Bilo, Grudle, Mudge, Ptid, Yadu, Mzot

Female Names: Hrel, Apib, Cral, Fisa, Pnog, Spev, Bult, Ches, Vril

Alchemist: Mite Alchemists (or at least living ones) are quite rare, as when a Mite becomes interested in something quite as complicated, as well as deadly, as alchemy, they usually fall victim to their own experiments; thusly, those that *do* survive are highly respected.

Barbarian: Many young Mites attempt to follow the path of the barbarian, and while not the most successful members of this class, they unleash their full ferocity upon their hated foes, the land-grabbing Gnomes and Dwarves.

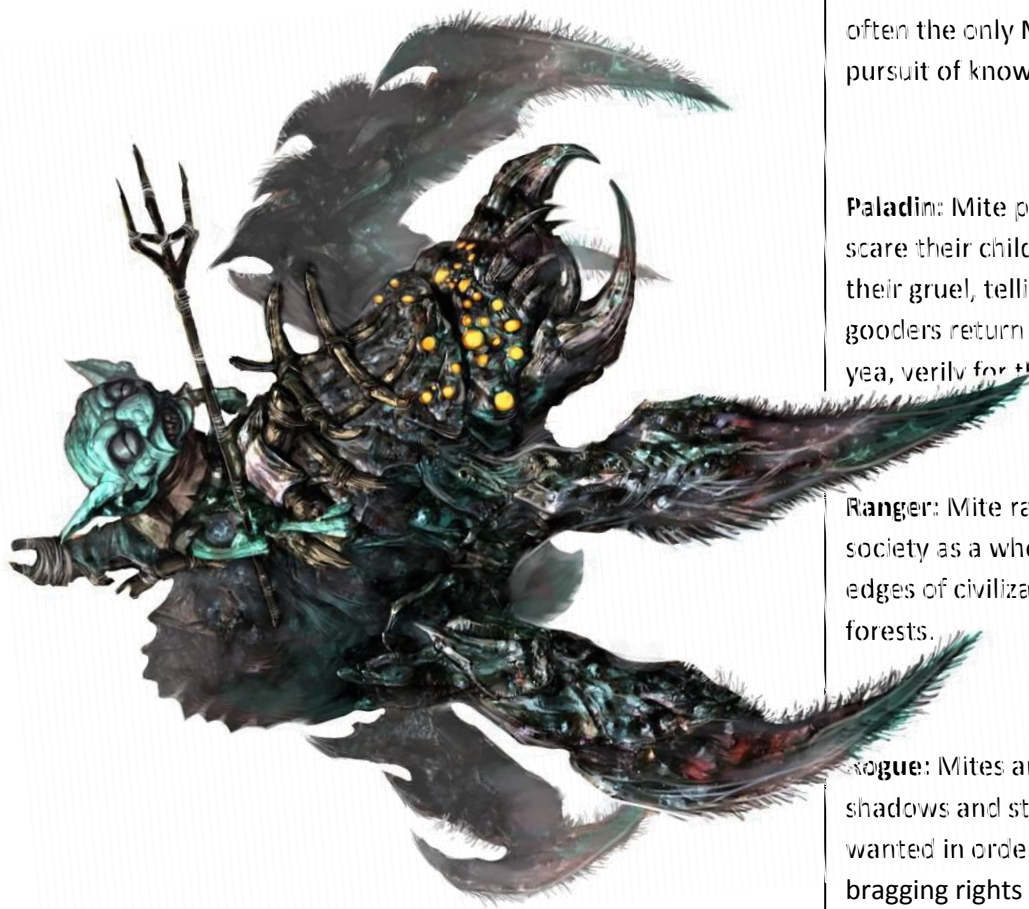
Bard: Mite songs are highly praised... by Mites, and often only by those whose hearing is already damaged, so many Mites *avoid* lending their voices to the tales of fallen heroes.

Cavalier: Mite cavaliers are generally outstanding(ly foolish) members of Mite society who pledge their lives to the eradication of their race's enemies and the conquering of yet more caverns in the name of the glorious Mite race.

Cleric: Mite clerics often pledge their allegiance to dark gods, hoping to garner favor with them in order to drive out the enemies of their lands, devoting the entirety of their miniscule brains to the continuation of their dark lord (or lady)'s goals.

Druid: Mite druids are rare, as many Mites find nature (besides the rocks and vermin of their homes) to be strange and detestable, causing Mite Druids to be shunned.

Fighter: Many Mite parents encourage their children to become Fighters, not because they think they'll be especially good at it, but because then the parents themselves won't be called to the frontline.



Inquisitor: Mite inquisitors are masters of doublespeak, twisting any given situation into an excuse to hunt down more Gnomes and Dwarves in the name of religious purity.

Monk: Monastic disciplines among the Mites are a very rare thing indeed, as melee combat generally is not very friendly to Mites, especially when they have to rely on their own weak paws.

Oracle: Mite oracles are highly respected, as they are often the only Mites who devote any time or energy to the pursuit of knowledge.

Paladin: Mite paladins are used by Mite-y mothers to scare their children into going to bed on time and eating their gruel, telling tales of how these traitorous do-gooders return to their home villages only to smite them yea, verily for their wicked ways.

Ranger: Mite rangers are outcasts from their kin, and from society as a whole, hiding in dark forests and skirting the edges of civilization and hunting simple game in the forests.

Rogue: Mites are natural-born rogues, flitting through shadows and sticking their hands where they aren't wanted in order to avoid danger and gain small bobbles for bragging rights among their simple-minded kin.

Sorcerer: Sorcerers are figures of much power in Mite society, often drawing upon their fey bloodlines to manifest spell-casting abilities at a young age.

Summoner: Mite summoners are often unaware of their full potential and are usually equally as surprised as their opponents when a strange new creature springs forth at their call. They are used extensively in the wars with the Gnomes and Dwarves, but generally don't last long, as they are forced to enter battle alone because their fellows are too frightened of their unpredictable powers.

Witch: Every Mite village usually has at least one witch, but they rarely leave the relative comfort of these settlements for fear of meeting another, and perhaps more powerful spell caster.

Wizard: Mite wizards invoke such awe in their compatriots, that they are often given full sovereignty of a section of caverns as soon as they enter it, although many of these rare magicians leave quickly after meeting with the rather chaotic and deadly atmosphere of what Mites call 'politics.'

