

FANTASY RACES

HUMANS

Humans are the youngest species, but also very rash. They are neither the smartest or the strongest of any race, but they are the boldest and most daring. Life for a human can be short in a dangerous world, but short not in their victories. They emerged from the far west and have spread to the most prominent corners of the world. For that, they have very much become the dominant species.

Humans have caused the most trouble of all races; spawning ambitious villains whom terrorized the weak and the innocent, broke out into mass-scale wars, spread diseases, created forbidden magics and paganistic war machinations. Even so much as invented the rich and the poor to all of the world. Yet somehow, the humans have managed to thrive beyond all their negative values.

DESCRIPTION:

The common human stands about 6 feet tall, whereas females stand about 3 inches shorter. Most common humans have tan colored skin with brown hair and brown eyes. Most commoners, having not traveled, have a layer of weight on them, averaging at 180 lbs where as females go at about 120 lbs. Humans favor cooked meat from farm animals with healthier foods as a second. Most of their clothes are made out of linen or wool of beige to brownish undyed coloring.

RELATIONS:

Relations with other races are similar to relations to other nations. Humans have angered every race possible and even other human kingdoms with their ignorance, arrogance, selfishness, and their greed. Most relations with elves are somewhat aggressive, devious, trivial, and political. Meaning the elves have a keen dislike for humans, for their petty ways. Dwarves were constantly conned by humans in regards to mining and land rights in which they now keep a close eye on them and an axe ready. Gnomes, however, seem oblivious to human cruelty, as they are too deeply involved in their own inventions. Those that do pay attention are more in from the agricultural or political worlds that have nothing to do with trinkets. These groups despise humans.

ALIGNMENT:

Though Kings and politicians may have given humanity a terrible name, most humans are rather neutral in their affairs. This, however, does not mean there is a lack of evil.

Humans are the most radical acting and believing group of the races of the land and therefore the most likely to generate villainy and tyranny. Yet despite this, there have been many good people who come out of it.



LANDS:

Humans being the ultimate omnivores of the land, can live anywhere. From the frozen tundras to the desert wastes, they live. So adaptable are human kind that even the most prestigious races (other than Orcs) envy the humans for their rapid widespread nature and survivability.

RELIGION

Humans believe in just about anything there is to believe in. If there was a fake rock god, some would believe in that too. Because of the lack of widespread education, most sources of knowledge come from mages, profession specialists, merchants, the royalty, and religion; each with their own agendas. For most common folk, unless their relatives are

educated people, religion will be their most common source of knowledge.

RACIAL TRAITS

Humans have been the greatest generalists since the dawn of time. Their lack of focus and their desire to try anything grants humans no attribute specialties. However, humans have been known to be better at Evocation and Bladed weapons than most races. They are also most known for their blind religions, deceptive speechcraft, their medical practices, and their omni-lore survivability. Players will be given a choice between Speechcraft, Medical, Survival, or Religion to be granted a +2 bonus in.

ELVES

Elves are known to be calm and disciplined and are not easily moved by passions. They do not easily laugh, anger, or become miserable. Their long lives have taught them much and most of their emotional worlds dimmed halfway through to adult hood. Partially due to their long lifespan (though not entirely since many long-lived races act differently), elves have difficulty taking some matters as seriously as other races, but when threats they recognize do arise, elves are strong friends and allies to those whom they feel loyalty towards.

Most elves can be considered somewhat emotionally numb and takes serious events to even become serious themselves. Elves find a natural aversion to that which they see as uninteresting tasks. However, despite having stretched thin, they try to make the most of what little life they have left.

DESCRIPTION:

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

RELATIONS:

Elves don't take too kindly to human folk. They see themselves as superior to most other races, probably due to their long livelihood, their vast knowledge in the ancients and arcane, their fame for being skilled in combat, their elegance in which they constantly exhibit, and the riches brought to them from their long careers. They see dwarves completely opposite to themselves and most remarkably racist towards them and gnomes as the most foolish race.

ALIGNMENT:

Most elves prefer to remain neutral to the affairs of the human kind. They rather not get involved in unnecessary fights that threaten their long livelihood. But when they do, they are ever cautious to move and will not act upon impulse. Yet if forced to make a choice, elves will reluctantly, yet most oftenly, choose the good act as teachings of Ehlonna would have it.



LANDS:

Most elves reside in the forest. For that those are named the wood elves. Other elves have constructed homes in the mountain peaks and are called high elves. However, some elves have been driven underground and have come to be known as the dark elves.

RELIGION:

Elves have a variety of beliefs, but most elves worship Ehlonna, the mistress of the forest. It was she whom led the

first elves to the forest and taught them the ways to survive. For that, the elves have been forever grateful of Ehlonna and offer worship and gifts in return.

RACIAL TRAITS:

Elves have been known for their speed, but not their strength. For that, they gain a +2 attribute bonus to dexterity but suffer a -2 attribute penalty to their strength. Elves are especially talented with bows and are granted a +1 bonus aim to archery. They have very sharp eyes which enables to search and spot objects or beings with greater ease and can easily approach them without being heard. This gives elves a +2 bonus to the skills of stealth and perception.

DWARVES

Dwarves have been known to be strong, proud, crafty, hardy, and comical. They love their own species and are proud to be dwarf for the hardwork they endure, the richest they accumulate, the fine craftsmanship, and the tales of great wars they've succeeded. That and their comical, whimsical nature adds a touch of intrigue. Dwarves love meaty foods and great quantities of alcohol to add to the enjoyment of their lives.

Knowing a true dwarf is to know the quantity of cultural values of honor, their deep connection to the earth and stones, and the strong connections they have for each other. Most dwarven clans have a strong family line to them and a history that provided succession to that line. Dwarves are quick to anger and just as quick to make laugh. Their passions for life makes dwarves who they are.

DESCRIPTION

Dwarves are short but sturdy. They stand between 4 feet to 5 feet tall, and weigh at average at 175 pounds. They have long hair, sometimes braided, and very long beards. They are mostly seen as muscular as well as added weight to their bones, but can survive in starvation far longer than most other races. Though uncommon, the skinny, less muscular dwarves are known to be scholars and brains of the society and can be renown for such a quality.

RELATIONS

Dwarves are usually hermits and isolate themselves from most other races. They have a keen hatred for orcs and kobolds and are quick to raise an axe towards them. Humans, they share no love for because of their petty ways. Many mines and lands were lost to humans because of contracts and laws that swindled them out of it. There have been some resistances and wars but the trust towards

humans has been long gone. Elves, on the other hand, are more trust worthy, but their arrogance in their racial and supposed immortal supremacy makes them hard to withstand and listen to. They often insult or are insulting to dwarves by their snobby nature. Gnomes, however, are probably the only race dwarves have a liking to. They see gnomes as much compassion for their height as themselves and are always in awe with inventions they have created.



ALIGNMENT

Dwarves in general are good hearted people, but are rather neutral in their affairs. They keep to themselves but are more willingful to aid an unfortunate soul. Their cultural values and hardships in survival taught much compassion to the dwarves for the unfortunate and so their good natures get the best of their ways and judgements.

LANDS

Most dwarves reside in the great mountains where there is ore. Some do dwell in cities as typical blacksmiths, laborers,

or other hardworking professions. Others take to the roads in search of riches. But most commonly the mountains are the call of the dwarves where ever they may be. The lore for the glitter of unrefined gold, gems, and other precious metals is a constant draw for dwarves and their greedy natures sometimes gets them into trouble.

RELIGION

Moradin is the most common deity within the dwarven societies. It was he whom aided the first race of dwarves in the ways of the craft. Teaching blacksmiths how to refine iron and steel and shape it to their needs for weaponry and armor. The first dwarves have Moradin to thank for their defenses against the orcish hordes.

RACIAL TRAITS

Though dwarves have much weight on them, it does not make them less healthy than those with a thinner stature. Instead, dwarves are known to be very healthy people with a longer life span than most humans. The oldest dwarf is known to live up to two hundred years and have a strong system to ward of diseases and ailments. They are more athletic and can survive much better than the average person. And though they are healthier, their personalities sometimes rub off people the wrong ways and their quick aggressiveness adds fuel to that fire. Dwarves favor axe weapons, eventhough hammers are commonly favored as well. They do not dabble in magic and clergy often but when they do, they most favor abjuration and protective spells.

GNOMES

Gnomes are a quirky and curious bunch. They emerged from the depths of earth several thousand years ago and now they soar through the land, wandering curiously and mostly without thought of danger. Their keen interest in arcane arts and technological inventions have made gnomes renown especially when it comes to their creations.

For those not interested in advancements and scholarly affairs, they are endowed with the simplicities of agricultural and homestead life, but their curiosities never leave them. Gnomes are very familial and gossipy creatures. They like big families, funny tales, and insight into the intriguing affairs of their next door neighbours. Most matters for village gnomes are trivial in nature, but this simplicity of life is something they most cherish.

DESCRIPTION

Gnomes are the shortest of the brother humanoids. They stand about 3 feet to 4 feet tall and have truncated arms

and legs as a result. Their bodies seem to have more roundness in their features. Big round noses, rounder ears, clubbed fingers and toes, and much more circular heads than even dwarves. They have short sprouts of hair that can grow into long side burns and they are sometimes balding from the forehead.



RELATIONS

Gnomes are probably the least active geo-politically. They are not normally involved with the affairs of other races and too much involved with their own local curiosities to even care. They do not like warfare or viral land claims and mostly keep to themselves. With that, most relations towards gnomes are rather neutral with the exception of dwarves, whom tends to favor gnomish ingenuity.

ALIGNMENT

Gnomes are generally good natured, but like the other races are neutral in their affairs. They are too focused on their own curiosities to be involved in external events that do not involve them. But when an opportunity presents itself, their curiosities of outsiders might promote good actions.

LANDS

Gnomes have an ancient history from burrowing from the subterranean. Since their arrival on the surface, they prefer temperate regions than other places because of the favorable climate. They are not so willing to spread like humans to other regions like the snow or desert. They prefer the easy life, one that is ripe with life in areas that are not too hot or cold. However, it is said that they have long lost ancestors deep within the core of the earth, but that is just speculation.

RELIGION

There have been many gnomish deities, but one sparked more wonder and curiosity than most others. Nebelun, the hero-god of inventions and luck. The mere fact that Nebelun was once a mortal gnome whom ascended to godhood invokes wonder for other gnomes and the fact he was involved with so many tricks, unlikely schemes, and continuous mishaps that their fascination for this wandering deity solidified his place within the gnomish society.

RACIAL TRAITS

Gnomes are an intelligent and agile species whom are known for illusions, trinkets, and thievery. Their enormous intellectual capacity allowed them to dabble in inventions that most races have not thought of. But because of their carefree nature, they are not counter-insightful as to foresee dangers their inventions may cause, and thus lack wisdom. Gnomish priests are quite uncommon, but illusionists are not. Yet there are almost as many rogues as there are warriors in gnomish society, even though most are not involved in underworld activity. They tend to favor throwing weapons and sling stones, weapons that can be protected from a distance.

WARFORGED

The first of the warforged came from the world of Eberron by some means unknown even to them. Gnomish inventors took keen interest in them and so they were duplicated and constructed in Greyhawk. When their inventors died, the warforged began wandering the world in search of a purpose. They do not eat, sleep, or breathe and were once created for the sole purpose of war. When that war long ago ended, their lives had no purpose and so they seek a means to fulfill that purpose.

Warforged have been known to have souls. They are living constructs, but they do not know themselves as their creators do. They are not very talkative and they seem to

project no emotions. They do, however, still feel anger, pain, but cannot display any of that due to their metallic faces. Many are very naive and lack introspection while others are very inquisitive of the meaning of their own lives, even to the point of creating many philosophies regarding warforgism.



DESCRIPTION

Warforged stand between 6 feet to 7 feet tall. They are made up of metal, stone, and wood. The initial design depicted warforged covered in metal plates acting as an exoskeletal frame while softer wood is used as muscular fibres. Their pronounced metallic jaw line is one of the notable traits of a warforged which sets them apart from other constructs and their eyes always glow with magical emissions. Warforged seem sexless in form and are regarded as mono-gendered. They can be repaired continuously which grants them a limited form of immortality as long as an engineer's profession for repairability remains available.

RELATIONS

Warforged have a neutral disposition in most racial and political affairs. Being newcomers and living constructs, however, created its own alignment against fearful

observers. Most civilians are weary of these unknown constructs and will not readily interact with them. Wizards will be fascinated. Fanatical priests and cultists will see them as an abomination. Gnomes take a likeness to them. Dwarves and elves are rather indifferent. Druids will have a great dislike for Warforged, whom they view as not-from-nature.

ALIGNMENT

The warforged have a neutral disposition. They, however, can be swept away in other people's passions, hatreds, and ambitions, seeing as though the warforged have been known for their worldly naivety. Yet because warforged have no adolescence and thus little developmental education, they are usually, and mistakenly, expected to be fully morally informed and conforming to social norms, when it is clearly not the case with most warforged. Thus, many end up in trouble throughout their early years of existence.

LANDS

Warforged have no lands of origin other than being first created for war in another world called Eberron within the lands of Khorvaire. They wander from town to town, plains to plains, seeking a purpose to their own existences where none is apparent. They can exist in all climates, but prefer the comforts of temperate regions the most. Thus, they

are more commonly seen with humans than other races.

RELIGION

Worship, for many Warforged, is seen as a dilemma. Their existence was initially created to be servants of war and thus created to be commanded. Following a deity is like following a master who gives no commands and thus receives no answers to existential queries. Some warforged have chosen to offer worship anyways, but none have been granted clerical powers as of yet, due to the long divine debate within the deitic realms of whether or not warforged have souls. In Khorvaire, these questions are already answered. But since other realms must evolve in this inquisition, the warforged must wait until a deity has decided to grant them powers.

RACIAL TRAITS

The Warforged were initially designed to be bulky and powerful soldiers. Very little evolution came to their designs since their initial inception into the realm. They are well known for their feats of strength, due to their designs, but a lack of intelligence due to their invisible infancies is not apparent to the normal observer. They are known to be athletic and tinker with devices. They favor hammers, and when dabbling in the dark arcane arts, they favor alteration above others.

RACIAL TRAITS

Human, Generic	No Attribute Changes	
Bonus Skills	+1 Aim, Spell: Evocation +2 Speechcraft	+1 Aim: Blade Weapons +2 Medical
Elf, Sylvan	+2 Dexterity	-2 Strength
Bonus Skills	+1 Aim: Archery +2 Perception	+1 Aim, Spell: Divination +2 Stealth
Dwarf, Mountain	+2 Constitution	-2 Charisma
Bonus Skills	+1 Aim: Axe Weapons +2 Athletics	+1 Aim, Spell: Abjuration +2 Survival
Gnome, Tinker	+2 Intelligence	-2 Wisdom
Bonus Skills	+1 Aim, Spell: Illusion +2 Devices	+1 Aim: Projectiles +2 Thievery
Warforged, Bulk	+2 Strength,	-2 Intelligence
Bonus Skills	+1 Aim: Blunt Weapons +2 Devices	+1 Aim, Spell: Alteration +2 Athletics

Humans

- Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is **30 feet**.
- 1 extra ability** at 1st level.
- Automatic Language:** Common.
- Favored Class:** Any.

Dwarves

Also see the Dwarf monster listing.

- +2 Constitution, -2 Charisma.
- Medium:** As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, 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. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- 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.

- 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.
- +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.
- Automatic Languages:** Common and Dwarven.
- Bonus Languages: Giant, Gnome, Goblin, Orc, and Undercommon.
- Favored Class:** Fighter.

Elves

Also see the Elf monster listing.

- +2 Dexterity, -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.
- Automatic Languages:** Common and Elven.
- Favored Class:** Wizard.

Gnomes

Also see the Gnome monster listing.

- +2 Constitution, -2 Strength.
- Small:** As a Small creature, a gnome gains a +1 size bonus to Evasion AC, a +1 size bonus on attack rolls vs taller enemies, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is **20 feet**.
- Low-Light Vision:** A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on **saving throws** against illusions.
- Add +1 to the **Spell Aim Bonus** with illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial **bonus on attack rolls** against kobolds and goblinoids.
- +4 dodge **bonus to Evasion AC** 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.
- Automatic Languages:** Common and Gnome.
- Favored Class:** Bard.

Half-Elves

Also see the Half-Elf monster listing.

- 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.
- Elven Blood:** For all effects related to race, a half-elf is considered an elf.
- Automatic Languages:** Common and Elven.
- Favored Class:** Any.

Warforged

Also see the Warforged monster listing.

- +2 Strength, -2 Intelligence.
- Medium:** As Medium creatures, Warforged have no special bonuses or penalties due to their size.
- Warforged base land speed is **30 feet**.
- Automatic Languages:** Common.
- Composite Plating:** The plating used to build a warforged provides a +2 Deflection AC. This plating is not natural armor and does not stack with other effects that give an armor bonus. This composite plating occupies the same space on the body as a suit of armor or a robe, and thus a warforged cannot wear armor or magic robes. Warforged can be enchanted just as armor can be. The character must be present for the entire time it takes to enchant him. Composite plating also provides a warforged with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a warforged to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well.
- A warforged has a **natural weapon** in the form of a slam attack that deals 1d4 points of damage.
- Favored Class:** Fighter.
- Living Construct:** Warforged are constructs with the living construct subtype. A living construct is a created being given sentience and free will through powerful and complex creation enchantments. Warforged are living constructs that combine aspects of both constructs and living creatures, as detailed below.
- Unlike other constructs, a warforged **has a Constitution score**.
- Unlike other constructs, a warforged **does not**

have low-light vision or darkvision.

- Unlike other constructs, a warforged **is not immune to mind-affecting spells and abilities.**

- Immunity** to poison, sleep effects, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition.

- A warforged **cannot heal damage naturally.**

- Unlike other constructs, warforged are **subject to** critical hits, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

- As living constructs, warforged **can be affected by spells** that target living creatures as well as by those that target constructs. Damage dealt to a warforged can be healed by a cure light wounds spell or a repair light damage spell, for example, and a warforged is vulnerable to disable construct and harm. However, spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage **provide only half their normal effect** to a warforged.

- The unusual physical construction of warforged makes them **vulnerable to certain spells and effects** that normally don't affect living creatures. A warforged takes damage from heat metal and chill metal as if he were wearing metal armor. Likewise, a warforged is affected by repel metal or stone as if he were wearing metal armor. A warforged is repelled by repel wood. The iron in the body of a warforged makes him vulnerable to rusting grasp. The creature takes 2d6 points of damage from the spell (Reflex half; save DC 14 + caster's ability modifier). A warforged takes the same damage from a rust monster's touch (Reflex DC 17 half). Spells such as stone to flesh, stone shape, warp wood, and wood shape affect objects only, and thus cannot be used on the stone and wood parts of a warforged.

- A warforged **responds slightly differently** from other living creatures when reduced to 0 hit points. A warforged with 0 hit points is disabled, just like a

living creature. He can only take a single move action or standard action in each round, but strenuous activity does not risk further injury.

When his hit points are less than 0 and greater than -10, a warforged is inert. He is unconscious and helpless, and he cannot perform any actions.

However, an inert warforged **does not lose additional hit points** unless more damage is dealt to him, as with a living creature that is stable.

- As a living construct, a warforged **can be raised or resurrected.**

- A warforged **does not need to eat, sleep, or breathe**, but he can still benefit from the effects of consumable spells and magic items such as heroes' feast and potions.

- Although living constructs **do not need to sleep**, a warforged wizard must rest for 8 hours before preparing spells.

Halflings

Also see the Halfling monster listing.

- +2 Dexterity, -2 Strength.

- Small:** As a Small creature, a halfling gains a +1 size bonus to Evasion AC, a +1 size bonus on attack rolls, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.

- Halfling base land speed is **20 feet.**

- +2 **bonus on saving throws** against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.

- Automatic Languages:** Common and Halfling.

- Favored Class:** Rogue.