

Savage Species Redux

By Erdamon[©]

This is an attempt to redo the rules in Savage Species to make non-standard or monster races more playable. Many races have abilities that would be very powerful early in the game, but might not be as powerful in mid to late game. This lead to some races having a large LA (level adjustment) to balance the early game that would cripple them in mid to late game.

Instead I have changed it so that a monster race will now level a number of ML (monster levels) equal to its CR. Then it will begin leveling normal classes according to the standard rules. The special abilities of the class will be spread over these ML and some LA. While a monster race is inside this LA it will suffer a 40% exp penalty. Once out of the LA it will gain standard exp.

To balance casting classes with melee classes spell casting gained from normal class leveling will be modified by the races base HD. For every class level gained added one extra level until you reach the races HD. For example, a 1st level succubus wizard would be treated as 2nd level for determining spell progression, CL, etc. While a 4th level succubus wizard would be treated as an 8th level wizard.

Note that monster races of CR1 or less are assessed no monster levels just a LA.

Level	Base Exp	New Exp
1	0	0
2	1000	1667
3	3000	5000
4	6000	10000
5	10000	16667
6	15000	25000
7	21000	35000
8	27000	45000
9	36000	60000
10	45000	75000
11	55000	91667
12	66000	110000
13	78000	130000
14	91000	151667
15	105000	175000
16	120000	200000
17	136000	226667
18	153000	255000
19	171000	285000
20	190000	316667
Exp Penalty		40

Elf - Dark (Drow)

Medium Humanoid (Elf)

+2 Dex -2 Con

Immunity to sleep spells and effects

Darkvision 60'

Light Blindness: blinded for first round in bright sunlight, dazed for subsequent rounds (-1 to attack, spot, and search checks)

+2 racial saving throw bonus against enchantments spells or effects

+2 racial bonus to will saves against spells or spell-like abilities

Weapon Proficiency: hand crossbow, rapier, short sword

+2 racial bonus to listen, search, and spot checks

Automatic Languages: Common, Elf, Undercommon

Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin, Kuo-Toan

Favored Class: Wizard (Male) or Cleric (Female)

Level	Experience	HD	BAB	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	0				by Class				
2	1,667				by Class				+2 Int, drow powers 1/day
3	5,000				by Class				+2 Cha, darkvision 120', spell resistance

Drow Powers (Spell-Like Abilities): *dancing lights*, *darkness*, *faerie fire* (caster level equals class levels)

Spell Resistance: 11 + class levels

Gnome - Deep (Svirfneblin)

Small Humanoid (Gnome)

-2 Str, +2 Dex, +2 Wis, -4 Cha

Immunity to sleep spells and effects

Base Land Speed: 20'

Darkvision 60', Low-light vision

+2 racial saving throw bonus against illusions

+1 stackable racial bonus to saving throws against illusions cast by gnomes

Racial Enemy: +1 racial bonus to attack rolls against kobolds and goblinoids (goblins, hobgoblins, bugbears)

Stonecunning: +2 bonus on search checks against unusual stonework

Weapon Familiarity: Gnome hooked hammers are considered martial weapons

+2 racial bonus to listen, craft (alchemy), hide (+4 underground) checks

Automatic Languages: Common, Gnome, Undercommon

Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc

Favored Class: Rogue

Level	Experience	HD	BAB	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	0				by Class				
2	1,667				by Class				+2 dodge, svirfneblin powers 1/day
3	5,000				by Class				darkvision 120', nondetection
4	10,000				by Class				+2 dodge, +2 on all saving throws, spell resistance

Svirfneblin Powers (Spell-Like Abilities): *blindness* (DC 13), *blur*, *disguise self* (caster level equals class levels)

Nondetection (SU): continuous *nondetection* ability as the spell

Spell Resistance: 11 + class levels

Half-Ogre

Medium Giant (Ogre)

+2 Str -2 Dex, +2 Con, -2 Int, -2 Wis, -2 Cha

Darkvision 60'

Automatic Languages: Common, Giant

Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin, Kuo-Toan

Favored Class: Barbarian

Level	Experience	HD	BAB	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	0				by Class				
2	1,667				by Class				+2 Str, +2 natural armor
3	5,000				by Class				+2 Str
4	10,000				by Class				large size, +2 natural armor

Hobgoblin

Medium Humanoid (Goblinoid) (MM.153)

+2 Dex

Base Land Speed: 30'

Darkvision 60'

+4 racial bonus to move silently checks

Automatic Languages: Common, Goblin

Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc

Favored Class: Fighter

Level	Experience	HD	BAB	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	0				by Class				
2	1,667				by Class				+2 Con

Tiefling

Medium Outsider (MM.209)

+2 Int, -2 Cha

Darkvision 60'

+2 racial bonus to bluff and hide checks

Automatic Languages: Common, Infernal

Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc

Favored Class: Rogue

Level	Experience	HD	BAB	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	0				by Class				
2	1,667				by Class				+2 Dex, <i>darkness</i> 1/day
3	5,000				by Class				resistances (cold 5, electricity 5, fire 5)