

CATFOLK (BASTINI):

The Bastini resemble a humanoid lynx slightly shorter than the average human and lighter. Preferring scrub plains and hills, they build their small villages around a family matriarch. Males tend to wander between villages and families when seeking mates. Often competing with the larger, more savage gnolls for living space and resources, Bastini depend on their speed and agility in battle and are accustomed to the rigors of rough living. This instinct for wandering and exploring the lands they call home finds many Bastini taking up the mantle of ranger.

Bastini will sometimes sell their young to traders as slaves or adults that have committed some crime against the family. This creates some rough feelings about them from many races, particularly those who espouse freedom and equality. Humans and halflings both get along quite well with the Bastine. The former seeing in them the resemblance to cats which are house pets for many and the latter who enjoy their good meals and wild celebrations of life. Elves and Dwarves both agree that there is just something off about these catfolk and the ease with which they trade each other away. More and more, Bastini are being seen as adventurers in lands far away from their native homeland satisfying their curiosity about the world beyond the plains.

Favored class: Ranger

RACIAL ABILITIES:

Wild Blood- While humanoid, Bastini are still cats. Any spells or abilities that affect cats will affect them as well.

Twilight Vision- Bastini are able to see in reduced light as if it were day.

Racial Adjustments:

Bastini gain a +2 to DEX and +1 to CON

Move: 40-feet

Height: 2d10 + 48-inches (Medium size)

Weight: 90 lbs + (d4 x hgt roll)

Age: d4 + 5 years, starting // Old age= d20 +2d10 years

Languages: Bastini, Common, Gnoll, & Halfling

CANIRA (DOG FOLK)

The Canira are a race of humanoids with more than a passing resemblance to great danes on two legs. Taller than humans yet not as nimble due to their long limbs they have an easy demeanor and fierce determination that serves them well. Canira enjoy open spaces and hold freedom dear to their hearts. So much so that their cities on the plains consist of open pavilions spread out over large areas creating more of a meandering park than a city unlike the cramped clutter of human cities. Elves find Canira cities quite pleasant when they decide to visit.

Canira are nearly religious when it comes to tracking their lineage. It is said that a Canira that knows less than a thousand years of their family tree has been inattentive and lazy. Of course in the tracking of these lineages they come across the histories of other items and people long forgotten by other races. Bards and sages sometimes come to Canira cities to glean information about some obscure place, person, or thing since these folk have the longest histories known without needing to ask a dragon. This love of lore and history is joined by a love of music. Canira have little talent for stringed instruments and the high pitches of most pipes and wind instruments is painful to their sensitive hearing. Drums they delight in. Their thunder drums can be heard miles away, sounding like thunder across the plains they call home. Troops of Canira travel the known lands performing with their drums and regaling audiences with old tales and poems from their collection of histories.

One might think the Canira bookish and simple but the truth is they are quite sophisticated and social when approached with good intent. Some sixth sense in the Canira almost always warns them if someone comes with evil in their heart and malice in their purpose. Those Canira whom are seduced by the dark gods are usually banished or in extreme circumstance, confined in a cell for the rest of their life.

Favored Class: Bard

RACIAL ABILITIES:

Scent

Canine Blood- Spells and spell-like effects that affect dogs also affect the Canira.

Dusk Vision

Keen Hearing- The sharp ears of the Canira can pick up sounds hundreds of yards distant. Such keen hearing allows them a +3 bonus to Listen checks.

Sixth Sense- The Canira are empathic to a small degree. Enough so that they can pick up the malice of others within 30-feet of themselves. When someone of evil nature or intent comes within 30-feet the Canira is allowed a WIS check. A successful check roll is

treated as if the Canira had cast Detect Evil spell. When multiple evil creatures are near, only one roll is made but the Canira gains a +1 bonus to their roll per evil creature in the opposing group.

Racial Adjustments: +2 CHA, +1 INT, -1 DEX

Move: 30'

Height: 60" + 3d6 (Medium size)

Weight: 100 + (2d4 x height roll)

Age: 10 + d8 starting / Old age = 50 + 2d20

Languages: Common, Canira, Gnoll, Elvish, and Halfling

DRAGON KIN

Dragon kin are the half-blooded offspring from the mating of a shape shifted dragon and human. Dragons that typically assume humanoid form are Red, Blue, Green, Gold, Silver, and Bronze. Non-human and shape shifted dragons are known to exist at times but they are incapable of producing children due to their conflicting magical natures. Dragon kin will appear as normal human children until they reach the age of ten at which time they will undergo a sort of puberty in which their dragon blood asserts itself. Some dragon kin gain only a few draconic traits from their blood while the transformation of others is a bit more extreme and making it hard for them to fit into either human or dragon society.

Dragon kin that take after their human parent are less powerful than those that undergo a more extreme transformation. They gain some physical benefits but very few actual powers. However they are able to use any equipment normal humans can use and are able to have families, though any children from such relationships are normal humans. They also do not have quite the temper control issue that their more draconic cousins deal with.

Dragon kin that take after their draconic parent gain many more physical advantages and even a limited form of breath weapon and flight. The downside is that they are limited in the equipment they can use and will never be able to sire children, becoming sterile as the change occurs. They are also greeted with fear and mistrust by humans and outright bigotry by both true dragons and other races. Sometimes not even their own family is exempt from these attitudes. They are also prone to arrogance and anger easily if provoked. Most normal animals will panic in their presence unless extremely well trained or calmed by magic or some other method.

Dragon kin are born adventurers however. Both human and draconic sorts have an almost instinctive urge to gather wealth and such. They also have rather prodigious appetites, eating enough for three or four normal people. This puts them at odds with dwarves and gnomes quite often as these races also gather treasure and wealth. It is not uncommon for dragon kin to have some sort of scheme in the works to liberate said gathered valuables from the grubby dirt diggers soon after their first encounter with each other. No self respecting dwarf or gnome will leave a dragon kin unattended in their home or settlement *ever* knowing gold calls to dragons like honey to bees.

RACIAL TRAITS AND ABILITIES:

(Human Dominant Traits)

Dusk Vision

Dark Vision 30'

Resist Element (per draconic parent type) – Per the spell of the same name.

+2 to Saving Throws vs magic and spell-like effects

Secondary Attribute – Like half-elves, human dominant dragon kin may choose one attribute in addition to their two primes as a secondary attribute and gain a +2 to all checks and skills based on said attribute.

(Draconic Dominant Traits)

Dusk Vision

Dark Vision 60'

Element Immunity – Half Damage (per draconic parent type)

+4 Saving Throws vs magic and spell-like effects

Natural Armor- Age 10-50= +2 AC; Age 51-100= +3 AC; Age 101 or greater = +4 AC

Breath Weapon (per draconic parent type)- Usable twice per day with a range of 25-feet. Damage inflicted upon targets affected is 1d3 per level.

Claws- 1d3 damage per claw.

Bite- 1d4 damage per bite

Tail – 1d4 damage with tail lash. May attack any enemies within 10-feet behind the dragon kin.

Wings- Fly at 40-feet when unencumbered. Wing span of 30-feet outstretched. May be used to create strong gust of wind against foes within 20-feet to the front, potentially knocking them off of their feet if they are Medium or Small and fail a STR check.

Armor Restriction – May only wear light armor and no helmet.

Dragonblood – Dragon slaying weapons and spells affect the dragon kin exactly as if they were a full blooded dragon.

Blood Enemy – Any dragon of the same type as the dragon kin's parent and not a member of their family will do everything they can to kill the dragon kin and erase the disgrace they represent to their species from existence.

Languages: Common, Draconic, Kobold

Size: Human Dominant = Medium; Draconic Dominant = Large

Movement: 30-feet

Typical Classes: Human Dominant – Fighter, Ranger, Rogue, Monk, Wizard
Draconic Dominant – Fighter, Barbarian, Ranger, Druid, Wizard

Attribute Modifiers:

Since the abilities of the dragon parent may vary based on type and the inherent randomness of the human genome, dragon kin modifiers are treated slightly different as well.

Dragon kin have six (6) points with which to purchase attribute bonuses with. This number may be increased to a maximum of ten (10) by reducing some attributes. No attribute may be increased or decreased by more than three (+/-3).

Physical Attributes (STR, CON, DEX) cost two (2) points for each +1 and grant two (2) points for each -1 desired.

Mental Attributes (INT, WIS, CHA) cost one (1) point for each +1 and grant one (1) point for each -1 desired.

THE SAURID: (DINO SAUR FOLK)

The Saurids are a strange race resembling a potpourri of reptilian and serpentine features, yet are humanoid in bearing. Saurids prefer climates of great warmth such as deserts and steaming jungles. Cold temperatures can be deadly to them since they are cold blooded. Saurids enjoy contemplating their existence peacefully despite their fearsome appearance and strength. Balance and respect for the cycles of nature is at

the core of saurid theology and their religion tends to center around the druidic. Saurid cities are built into stone cliffs when in deserts or open structures within the trees when in jungles, thriving in harmony with nature rather than locked in constant struggle.

There are instances where the saurid will become afflicted with a sort of wanderlust and they will venture out into the world. While traveling they soak up the cultures and knowledge to be found seeking understanding in the doing. A saurid cannot in good conscience sit idly by while a great wrong is being committed for such things destroy the balance of the world nor are they adverse to defending themselves from others if attacked. Should the saurid enter into combat, there is nothing slow about their actions and many an opponent has soon learned how badly they underestimated the slow-seeming reptilian. When a saurid makes a friend, a friendship that is never given lightly, it is for the life of the saurid and kept faithfully.

Saurids seldom get along with any other race not for lack of trying but because they choose to isolate themselves from the constant prejudice directed at them by the others. If approached openly and without preconceptions about their somewhat primitive lifestyle, saurids are more than willing to give that person or group a chance to show their good intentions. Other races for their part tend to see the saurids as primitive and lazy. Neither of which could be farther from the truth since such perceptions are based only on what is seen, not what is known. Saurids are capable of marvelous sculpture and have been known to produce unique glasswork rivaling that of gnomes and dwarves alike.

Favored class: Druid

RACIAL ABILITIES:

Reptilian Blood- Saurids share so much in common with reptiles that any spells or abilities that affect reptiles and dragons also affects them.

Cold Blooded- Saurids are cold blooded like most reptiles, gaining a +2 bonus to all saves and checks made for heat effects and conditions. They also gain a +2 bonus to Hide checks against creatures that hunt primarily by thermal sensitivity. Against cold effects and conditions, saurids are at a -2 penalty to all saves and checks.

Scaled Hide- Saurids have a thick hide of small, tightly joined scales and bone nodules. This gives them a +4 armor bonus when unarmored.

Frightening Visage- The face of a happy saurid is akin to that of a smiling crocodile. The face of an unhappy saurid is even worse. Non-saurid races tend to be influenced negatively by this, making all dealings with the other races difficult. Saurids suffer a -4 penalty to reaction checks with non-saurids.

Chompers- Saurids retain the sharp teeth and jaws of their progenitors giving them the ability to bite an opponent when in unarmed combat doing 1d4+STR mod damage.

Alien Anatomy- The strange bone structure and physiology of the saurids means all armor and clothing must be custom made for them if they choose to wear such. Prices for these garments and armor is at double listed value.

Racial Adjustments: +1 STR -2 DEX +1 WIS

Move: 20-feet

Height: 2d6 + 60-inches (Medium size)

Weight: 100 + (d10 x hgt roll)

Age: 2d20 years, starting // Old age= 150+ 3d100

Languages: Saurid, Common, Draconic, Naga, and Elven

TIKBALANG: (HORSEFOLK)



The T'kbalang are demi-humans with a lower torso that is horse-like, the legs and feet resembling the rear legs of a horse. The upper torso is more human-like though the arms are disproportionately long with powerful hands and the head is that of a horse. Most T'kbalang adults stand between seven and eight feet in height and are quite muscular. They sometimes wear leather or bone armor and typically carry a large axe or maul. T'kbalang prefer to live near rivers or huge trees in densely forested hilly regions and live in small clans of no more than 100 individuals. A typical family unit consists of a mated pair and 1-4 young. Both male and females actively defend the clan. Clans are led by the strongest male present with a small council of 4-6 elders of mixed sexes that have proven themselves by deeds.

T'kbalangs are very playful with people enjoying practical jokes and pranks, though if their chosen victim annoys them the jokes may turn vicious. They are also quite protective of their family and territories and dislike being compared to centaurs and the two species do not normally get along well. It is unusual to find a T'kbalang on the path of adventure since they are not really built for exploring the tight confines of forgotten tombs or caves. However, they can be an asset to any group they join and depended on by those they call friend. On the other hand, these horse-folk have quite the temper and it is easily provoked. When a T'kbalang is angered, its eyes will begin to glow red and the air will fill with the stench of burning hair.

RACIAL ABILITIES:

Reach- The long arms of the T'kbalang give it the same advantage as someone using a pole arm. It is able to attack first in combat against anyone not using polearms or missile weapons. It may grapple or slam targets up to 10' away. If using its axe or a similarly long weapon, it may strike at opponents up to 15' away.

Heightened Senses- The Tikbalang has a sense of smell and hearing like most animals allowing it to smell and hear other creatures well before they come into visual range. Tikbalangs gain a +3 bonus against surprise attempts and reduce their attacks against invisible opponents by half.

Magical Affinity- T'kbalang have a natural affinity for illusion and nature magic. T'kbalang spellcasters using these types of spells do so as if they were one (1) level higher than their actual level. They also save against the same type of spells in a similar manner.

Languages: Common, T'kbalang, Equine, Sylvan

Size: Large (7'-8' tall)

Movement: 40 feet

Typical Classes: Fighter, Ranger, Barbarian, Rogue, Druid, Illusionist, Shaman

Attribute Modifiers: +2 Strength, +1 Constitution, -3 Charisma

Ranger Modifier: +1 to Move Silently and Survival

Druid Modifier: +1 to Nature Lore

URSU (BEAR FOLK):

Smaller and more sophisticated than their larger primal cousins the Ursuan, the Ursu are almost as fierce in combat. The Ursu are still warlike and value strength of arms highly. Leaders among their small clans are typically great warriors or powerful druids. These clans gather in large towns to small villages of moss covered stone igloo-like houses built partially into the ground among the trees of forested hills. They compete for living space not only with their cousins but with other hill dwelling creatures as well. Unlike their larger cousins, Ursu do not hibernate giving them an advantage in their competition for living space and allowing their culture to advance more rapidly.

Ursu despise and loath goblinoids and their ilk. This is because these foul and loathsome creatures raid their villages to steal away young Ursu for their cook pots. Any goblinoid in reach of an Ursu is in for a very rough time. Ursu get along reasonably well with elves and humans, but dwarves and gnomes they find sturdy and trustworthy allies with whom they share a hatred of the goblinoids. Ursu are typically shorter than humans but taller than dwarves yet share the sturdiness the dwarves are known for. They are stronger than most other races but far more clumsy and not as mentally agile. Ursu fur coloring ranges from the typical black to a rare blonde.

Favored Class: Fighter

Abilities:

Scent

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| Wild kin- | Spells and spell-like effects that affect bears also affect the Ursu.
Twilight Vision |
| Thick Hide- | The Ursu have dense fur and a naturally thick hide. This provides the Ursu a natural AC bonus of +2 when unarmored. |
| Iron Jay- | While civilized the Ursu possess the powerful jaws of their forefathers granting them a bite attack when grappling with enemies. This bite does |

1d4 damage with a successful attack.

Hatred- The site of goblinoids and their ilk enrage the Ursu. All attacks against these creatures by an Ursu are made at a +1 to hit and +1 to damage. Any dealings with these creatures suffers a -4 to CHA checks. An Ursu will never accept a goblinoid's surrender nor give them quarter in battle.

Racial Adjustments: +2 STR, +1 CON, -1 INT, -2 DEX

Move: 30'

Height: 48" + 2d8 (Medium size)

Weight: 120 + (1d12 x height roll)

Age: 12 + 2d6 starting / Old age = 60 + 2d10

Languages: Common, Ursu, Dwarven, and Goblin